

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.
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Games That Go To Your Head



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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

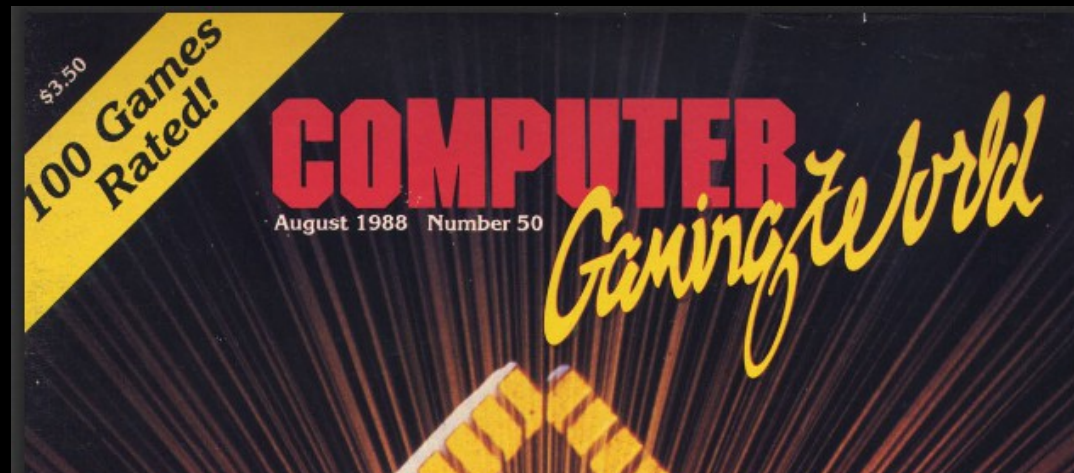
August 1988 Number 50

Gaming World

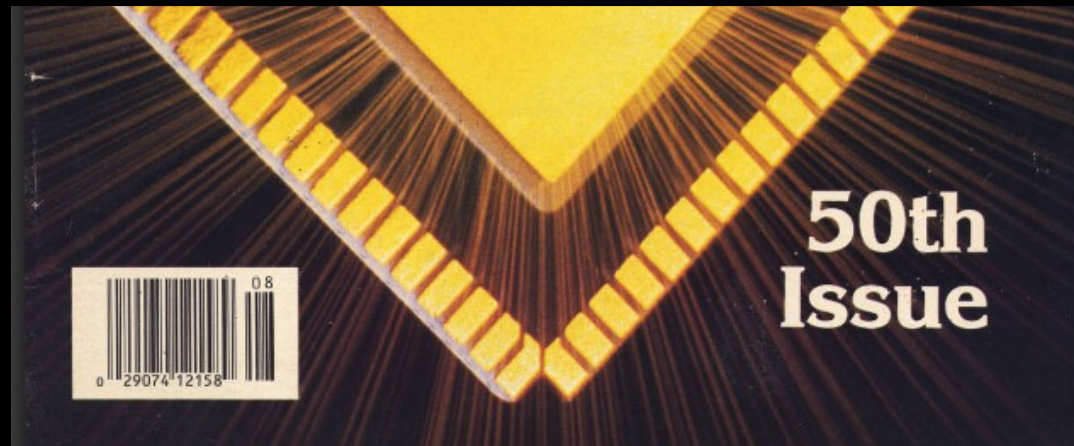


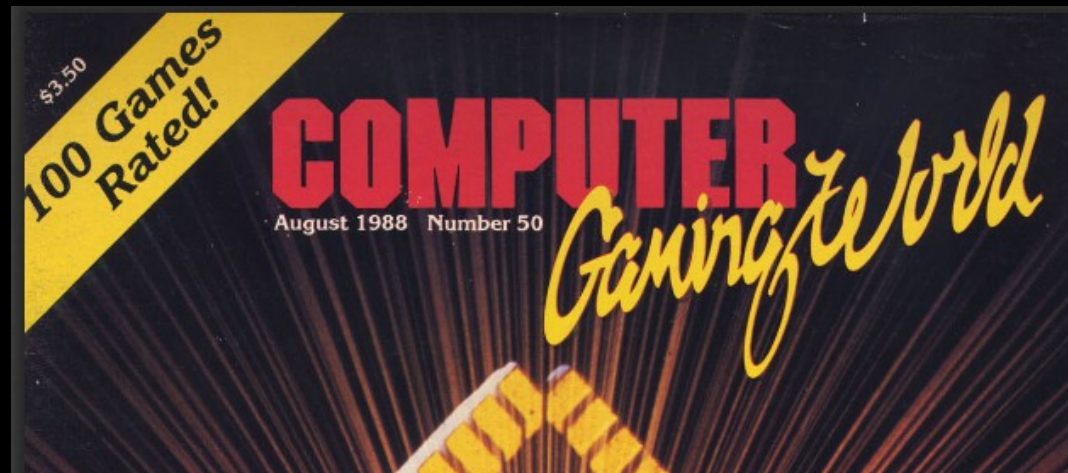
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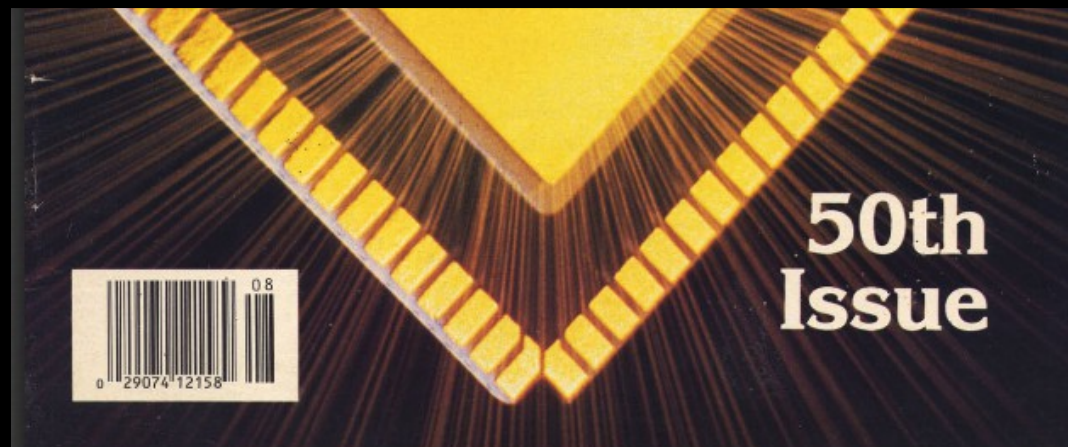


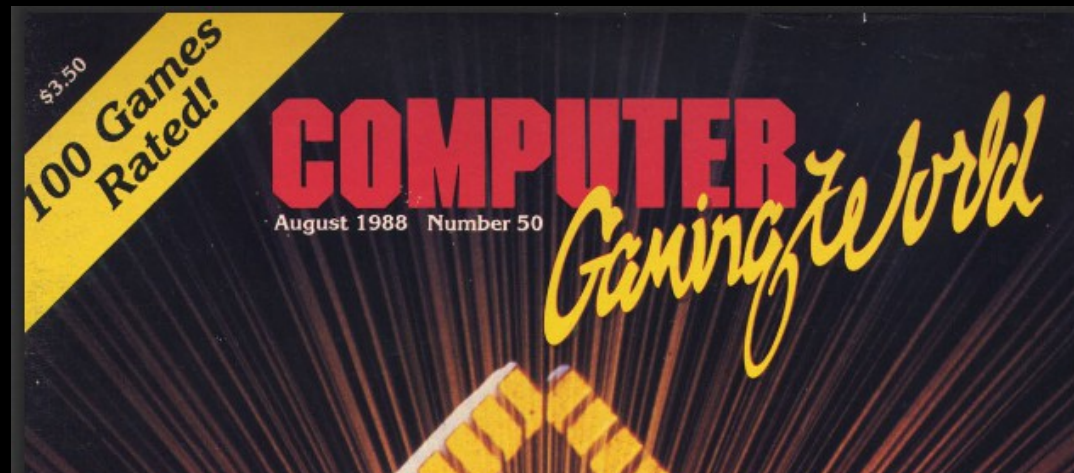
“...*Star Saga* is a genre-buster. It can be compared to no other game on the market. The best way to describe *Star Saga*’s playing experience is to compare it to participating in the *Foundation* series of books by Issac Asimov. We’re talking grand scale adventure here, folks.” (CGW Aug 1988 pp 30)



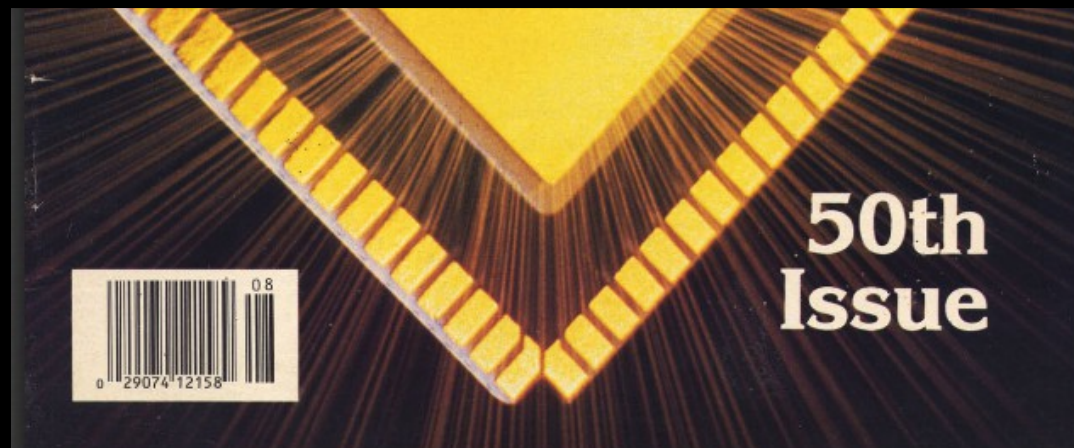


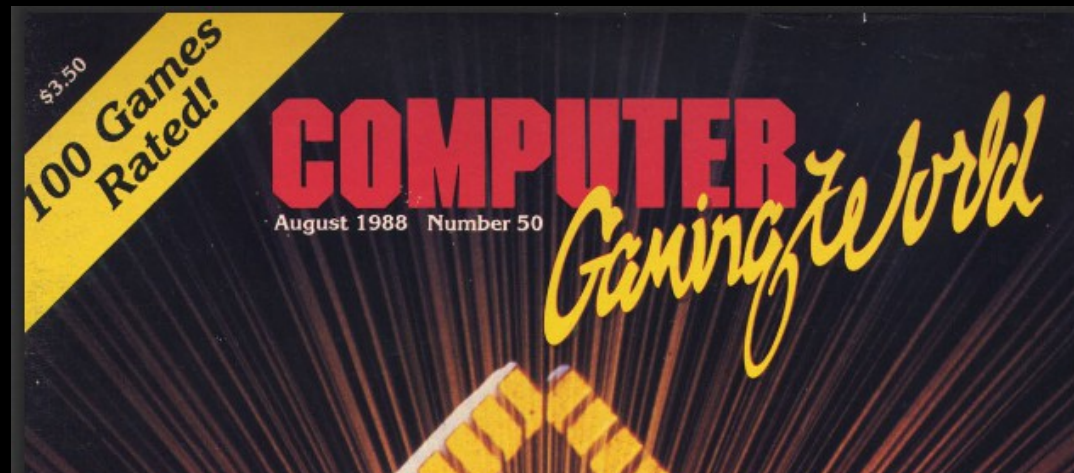
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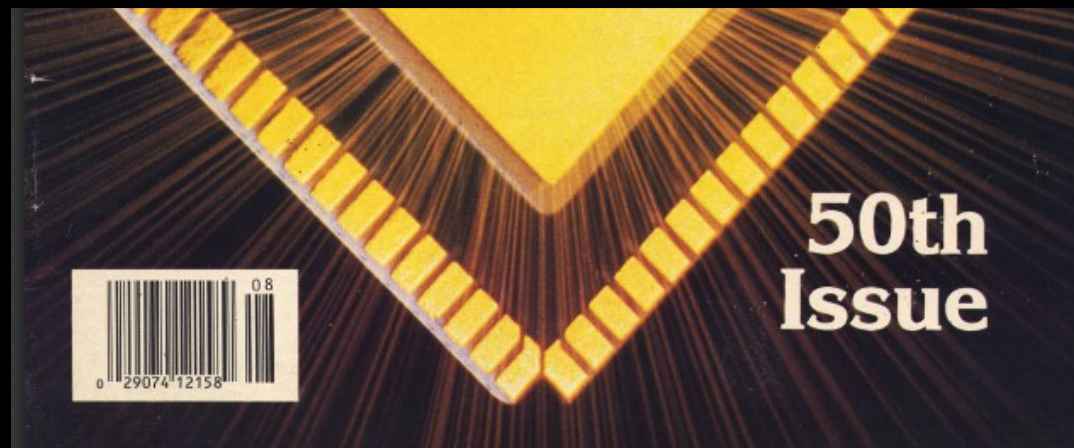


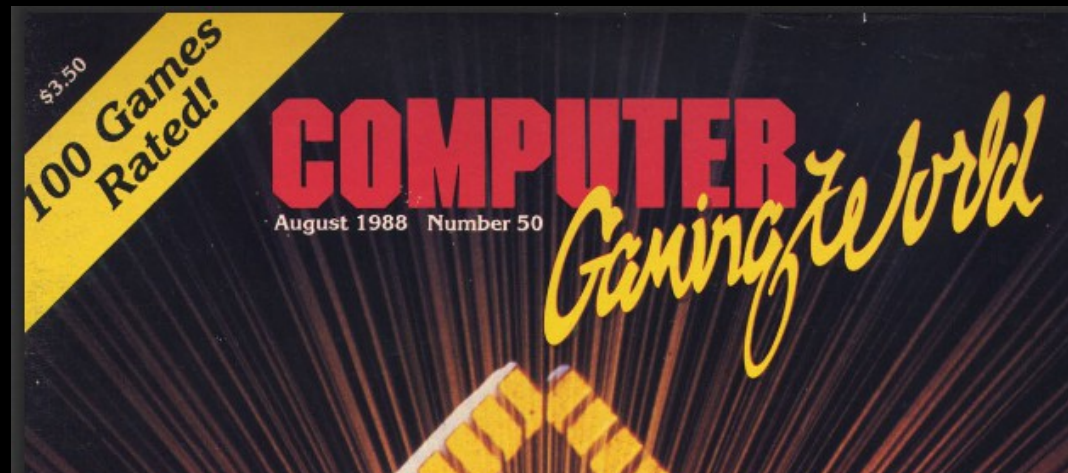
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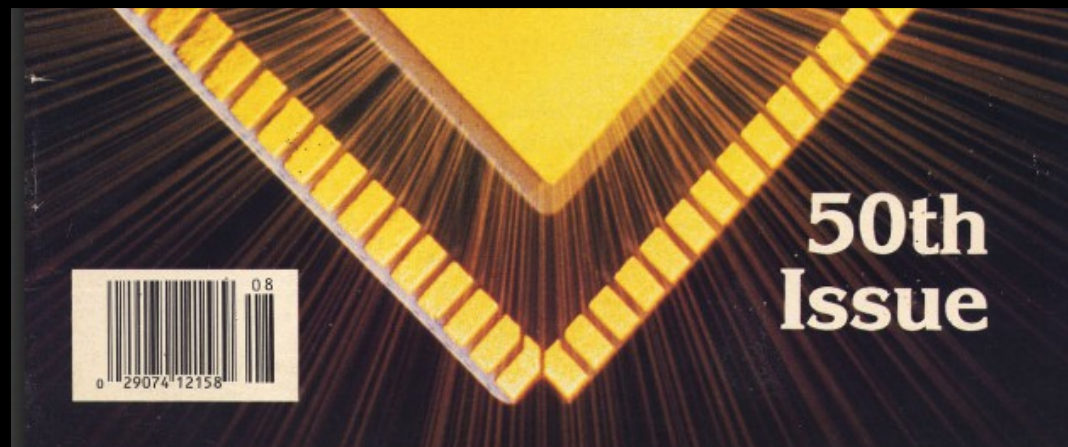


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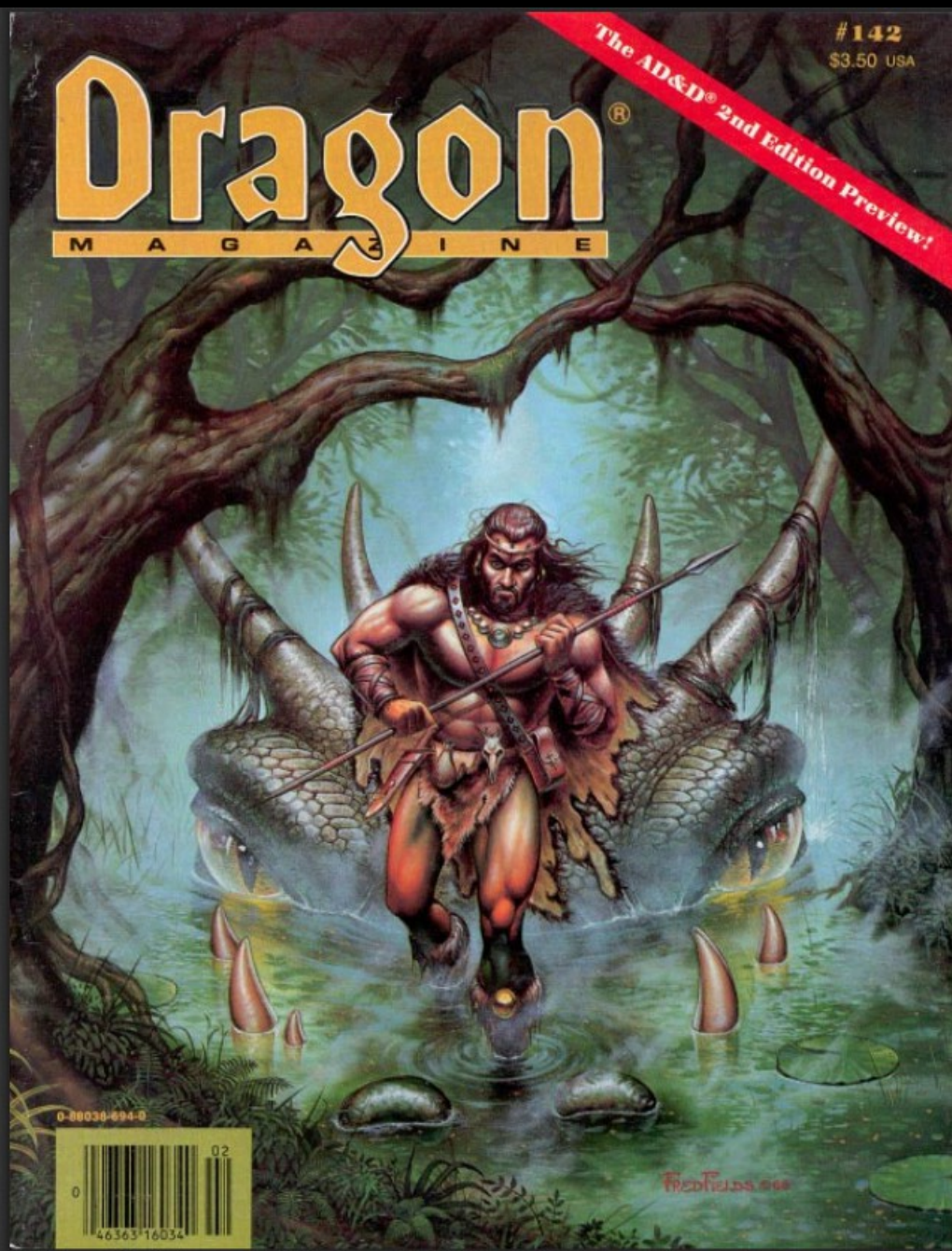
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“Patience, the ability to read text and instructions, and a willingness to use the computer only as a record keeper are the keys to this game's enjoyment. After the first few turns, even the most addicted computerphile will enjoy this text and book-based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

(Dragon #142 pp 48)





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August 1988

COMPUTE!

The Leading Magazine of Home, Educational, and Recreational Computing

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Why, and How You
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How Computers Can Make
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Competitive

PLUS

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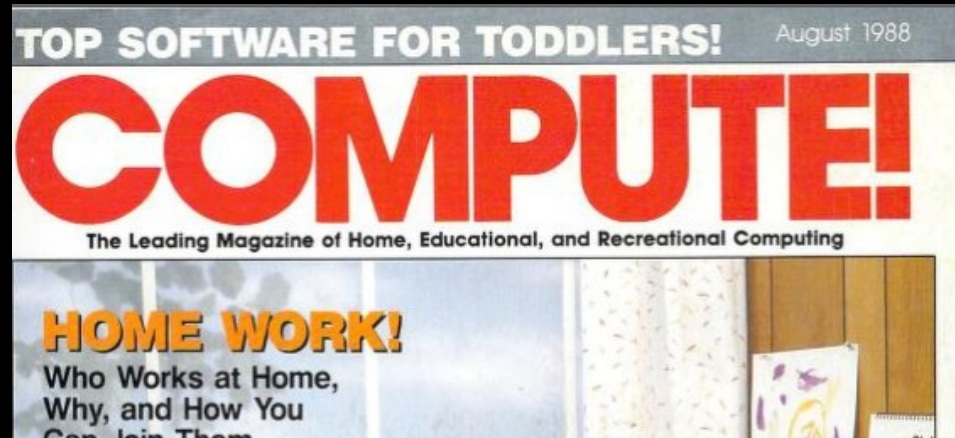
SELF-HELP SOFTWARE

Improve Your
★ IQ ★ Romance ★ Career

COMMODORE COMEBACK?

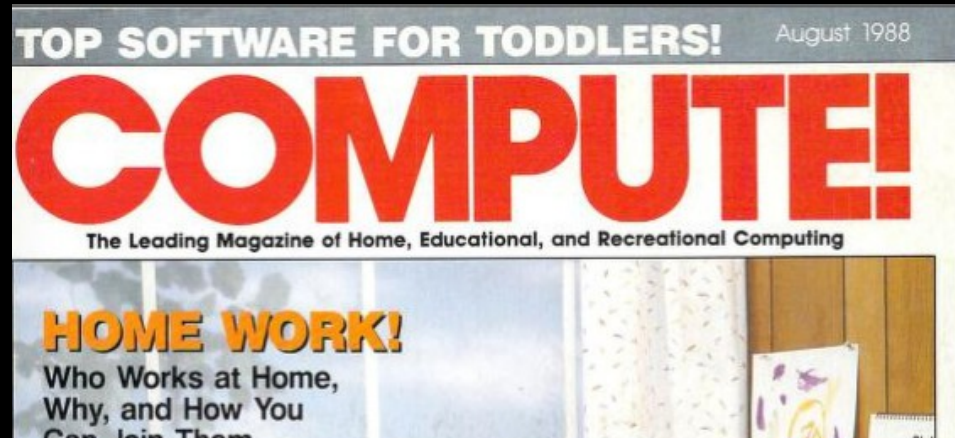
New Boss Max Toy
Bets on Amiga





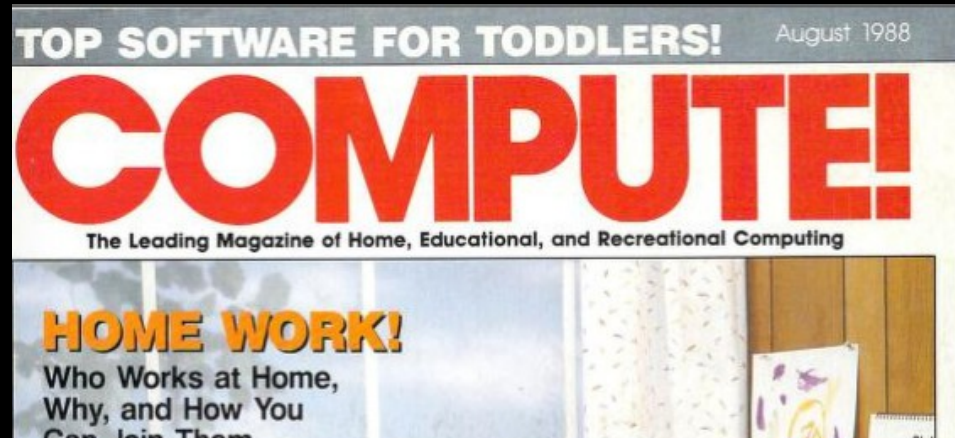
**“The game seems far more social event than a computer game, for much of its entertainment value comes from the interaction between players, not between human and computer.”
(Compute! August 1988 pp 60)**





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October 1989

Number 64

Manhunter 2: San Francisco • Universe III

COMPUTER GAMING WORLD



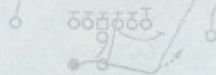
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- Pure-Stat Football
- TV Sports Football
- MSFL Football
- Grave Yardage



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EA's John Madden Football



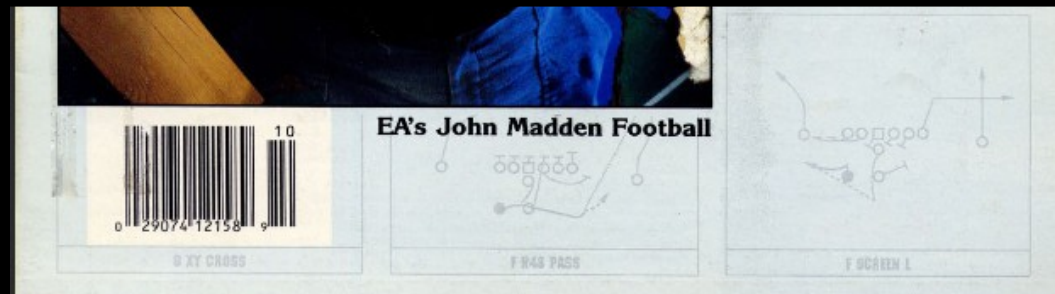
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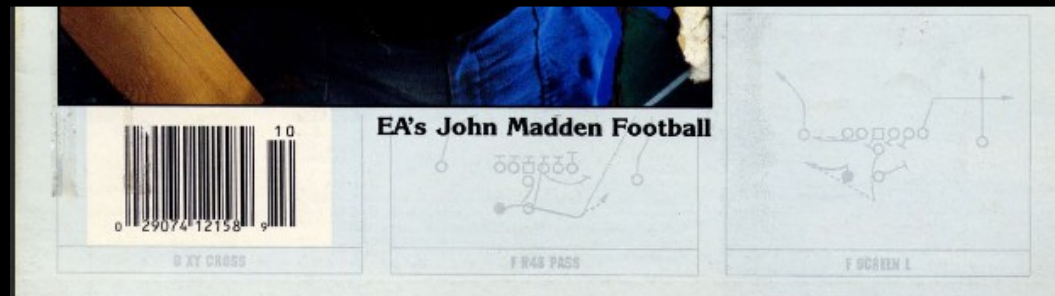


“Special Award for Literary Achievement...*Star Saga One* is the most marvelously well-written adventure game ever presented on a computer. Although the game lacks any on-screen graphics, sound effects, or technical chrome, this humorous, challenging, frustrating, exciting, and addictive game holds its own as a benchmark of adventure gaming on the computer.”
(CGW October 1989 pp 8)



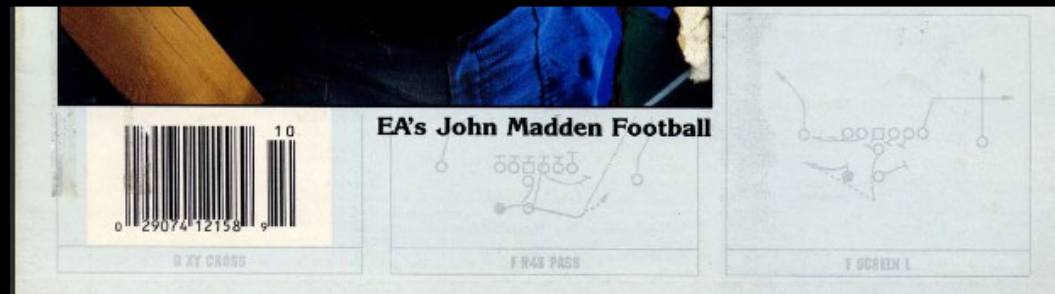


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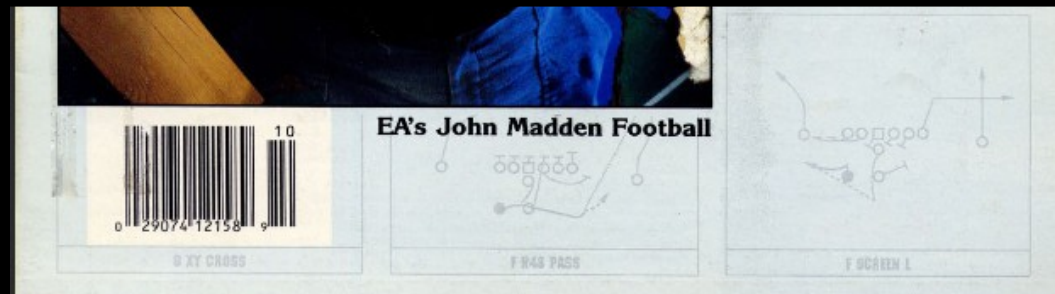


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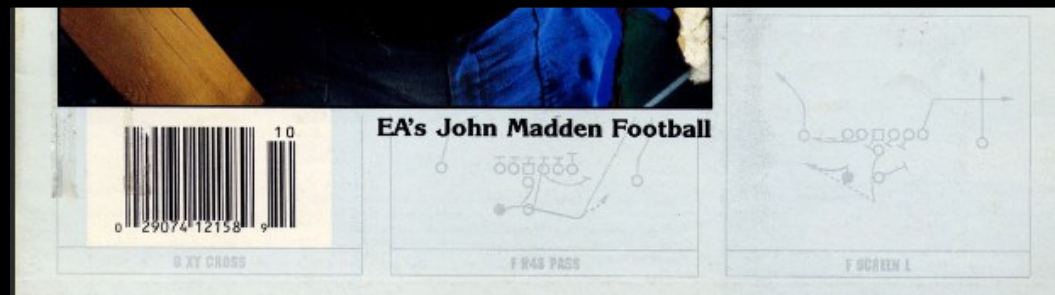
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vassal

the open-source boardgame engine

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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.

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

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Jul 5

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Jun 29

- [New Kasserine Module - Faid Pass](#)

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- [Update - Gettysburg \(64\) v0.4](#)

Jun 25

- [Update - Summoner Wars v2.2](#)

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- [VASSAL 3.2.12 Released](#)

Jun 19

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Jun 18

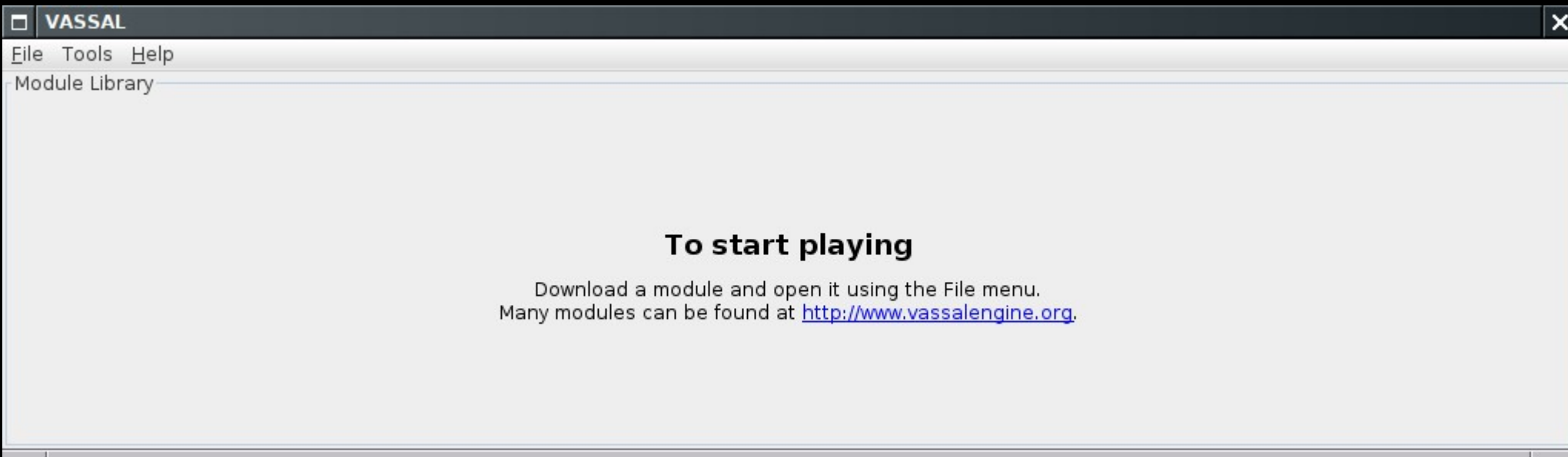
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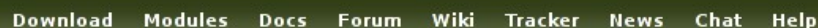
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Thanks. The VASSAL Team

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"

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- (
- Module:(Your Name Here) and the Argonauts

1

- Module:11 de Setembre 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 Naípe
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- Module:Axis & Allies Europe 1940
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- 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)

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 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 *
```

## 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 dr6 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

123



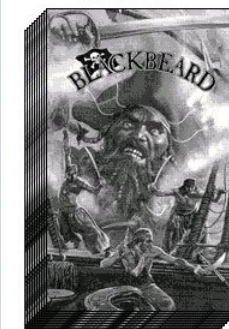


Event: 17E Letter of Marque  
 Search: No Sighting  
**Cargo Manifest:**

|     | 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

## Decks



Cards: 39

Chits:32



Discard



Bernuda

|    |    |
|----|----|
| 14 | 13 |
|----|----|

Robert May  
SPEED

|   |   |
|---|---|
| 4 | 4 |
|---|---|

|                 |  |  |
|-----------------|--|--|
| COMBAT STRENGTH |  |  |
|                 |  |  |

|    |    |
|----|----|
| 13 | 12 |
|----|----|

William Rh  
SPEED

|   |   |
|---|---|
| 5 | 4 |
|---|---|



Merchant of Venus controls

File Tools Help

Retire

Equipment

Market Board

Random Setup

Human

Dell

Nik

Whynom

EeepEeep

Qossuth

Player Aids

Roll Dice

Merchant of Venus version 1.0

Board Ready!

Market Board

|                                                                                                                                                                                          |                                                                                                                      |                                                                                                                                                                    |                                                                                                                                                                                    |                                                                                                                                                                                                                                                            |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>NILIS</b><br>1a<br>DEED 140<br>100<br>shield 60<br>planet project factory<br>The Nilis will buy all equipment                                                                         | <b>VOLOS</b><br>1b<br>DEED 220<br>200<br>combo drive 300<br>diamond mine factory<br>The Volos will buy all equipment | <b>GRAW</b><br>2<br>DEED 80<br>200<br>planet mine factory<br>The Graw will buy all equipment                                                                       | <b>NIK</b><br>3<br>DEED 60<br>200<br>shield 60<br>planet mine factory<br>The Nik will buy all equipment                                                                            | <b>DELL</b><br>4a<br>DEED 200<br>transport 240<br>freighter 320<br>yellow drive 80<br>laser 100<br>200<br>planet mine factory<br>The Dell will buy all ships and all equipment                                                                             |
| <b>HUMAN</b><br>4b<br>DEED 200<br>100<br>scout 60<br>clipper 120<br>red drive 120<br>nova ball 20<br>100<br>planet mine factory<br>The Humans will buy all ships and all equipment       | <b>SHENNA</b><br>5<br>DEED 110<br>100<br>pet monsters factory<br>The Shenna will buy all equipment                   | <b>YKLYX</b><br>6<br>DEED 100<br>200<br>scout 60<br>clipper 120<br>red drive 120<br>nova ball 20<br>200<br>planet mine factory<br>The Yklyx will buy all equipment | <b>ZUM</b><br>7a<br>DEED 90<br>200<br>transport 240<br>freighter 300<br>yellow drive 80<br>laser 100<br>200<br>planet mine factory<br>The Zum will buy all ships and all equipment | <b>DEEPEEP</b><br>7b<br>DEED 100<br>100<br>scout 60<br>clipper 120<br>red drive 120<br>nova ball 20<br>100<br>planet mine factory<br>The DeepEep will buy all ships and all equipment                                                                      |
| <b>WHYNOM</b><br>8<br>DEED 180<br>100<br>transport 240<br>freighter 300<br>yellow drive 80<br>laser 100<br>100<br>planet mine factory<br>The Whynom will buy all ships and all equipment | <b>CHOLOS</b><br>9a<br>DEED 120<br>200<br>shield 60<br>laser project factory<br>The Cholos will buy all equipment    | <b>WOLLOW</b><br>9b<br>DEED 100<br>100<br>planet mine factory<br>The Wollow will buy all equipment                                                                 | <b>QOSSUTH</b><br>10<br>DEED 250<br>200<br>combo drive 300<br>red drive 200<br>planet mine factory<br>The Qossuth will buy all equipment                                           | <b>GALACTIC BASE</b><br>10<br>DEED 200<br>transport 240<br>freighter 300<br>scout 60<br>clipper 120<br>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. |





Hear  
Link  
World  
World  
World  
World

- The Legend of Zelda: The Board Game version 1.0





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(previous 200) (next 200)

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- 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 Lassadar
- 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
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- 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 espacials
- 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





- Module
- Discussion
- Edit
- History
- Move
- Watch
- 16kram
- Talk
- Preferences
- Watchlist
- Contributions
- Main page
- Community portal
- Current events
- Recent changes
- Random page
- Help

Search  
Go Search

- What links here
- Related changes
- Upload file
- Special pages
- 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

[\[edit\]](#)

| 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

[\[edit\]](#)

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

**Contributors**

### Comments

[\[edit\]](#)

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

[\[edit\]](#)

### Players

[\[edit\]](#)

- [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         |                                                           |

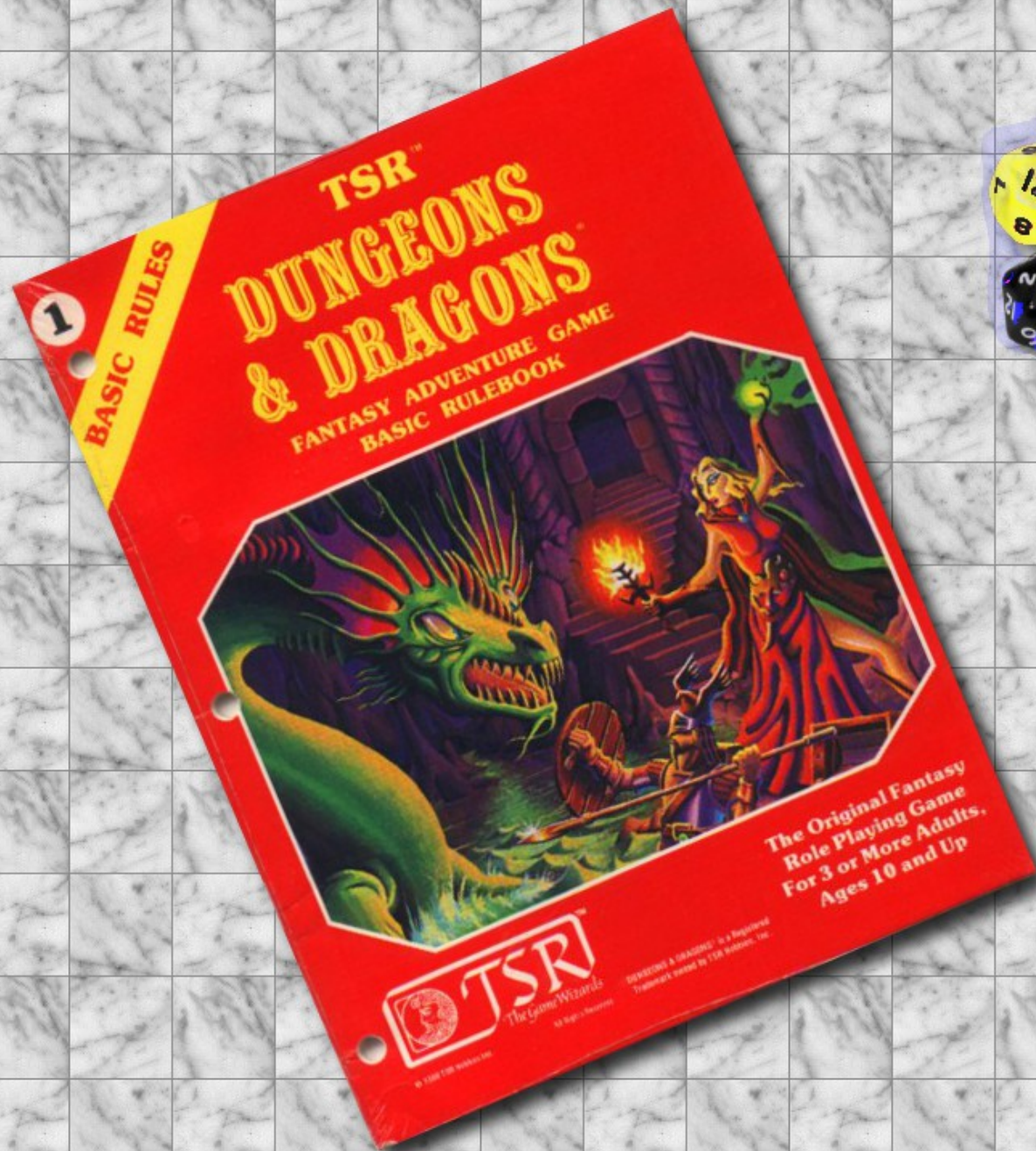


# Topics

- What is STAR SAGA: ONE?
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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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**Walter  
Freitag**

**Rick  
Dutton**

**Mike  
Massimilla**



**Harvard  
Society for  
Interactive Literature**

**Walter  
Freitag**

**Rick  
Dutton**

**Mike  
Massimilla**

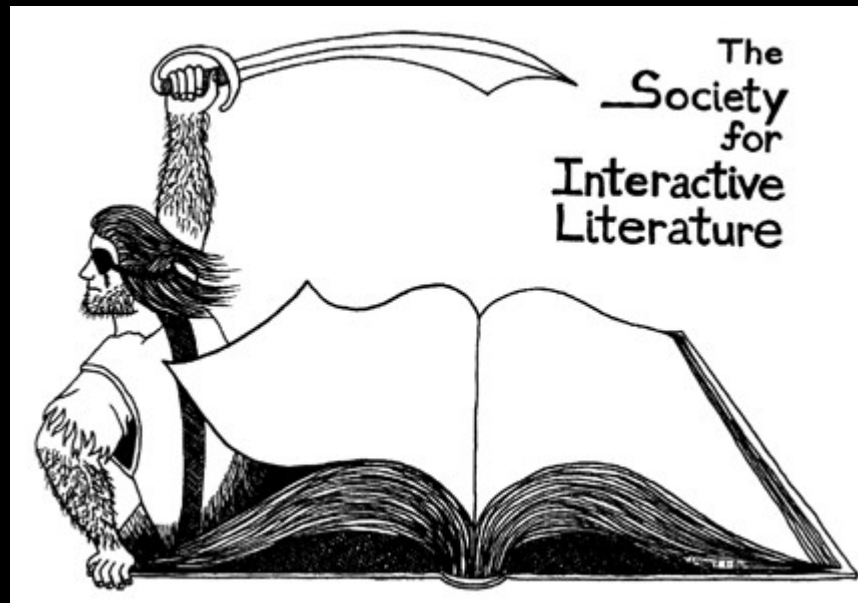


**Society for  
Interactive Literature**

**Walter  
Freitag**

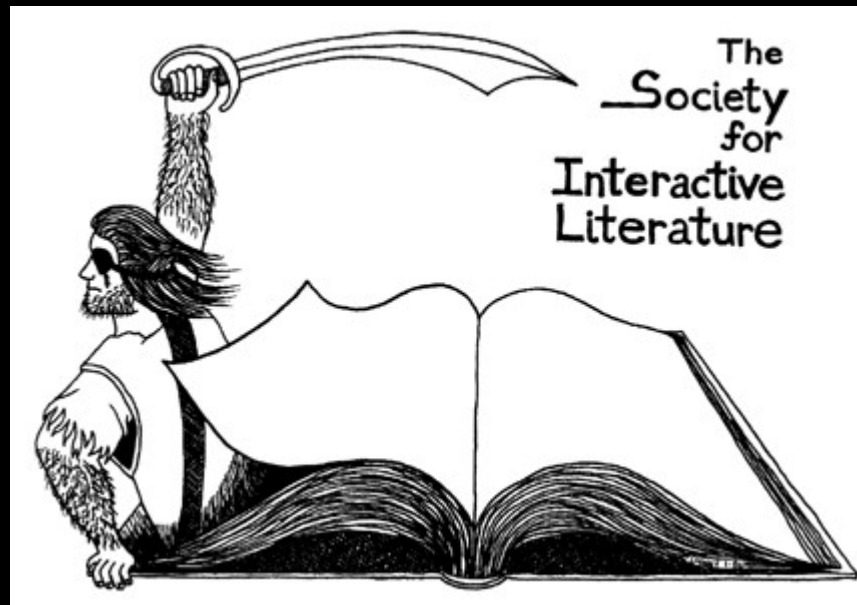
**Rick  
Dutton**

**Mike  
Massimilla**



**Artwork: Andrew Looney**





**Recon-1**

**Boskone Science Fiction Convention XX**  
**Boston, Mass - February 1983**

6500

# NEXUS

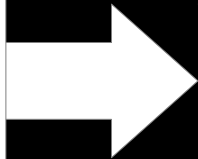
LIVE ACTION ROLEPLAYING



**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

|                                   |                                                                            |
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| Game Concept, Design & Execution: | Rick Dutton<br>Walter Freitag<br>Andrew C. Greenberg<br>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      |
| Norb Kremer    | Barbara Lanza   | Andrew Looney    | John Maggione   | Mark Molson     |
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**Recon-1**  
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**Rekon-2**  
**Feb 1984**

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

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

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



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



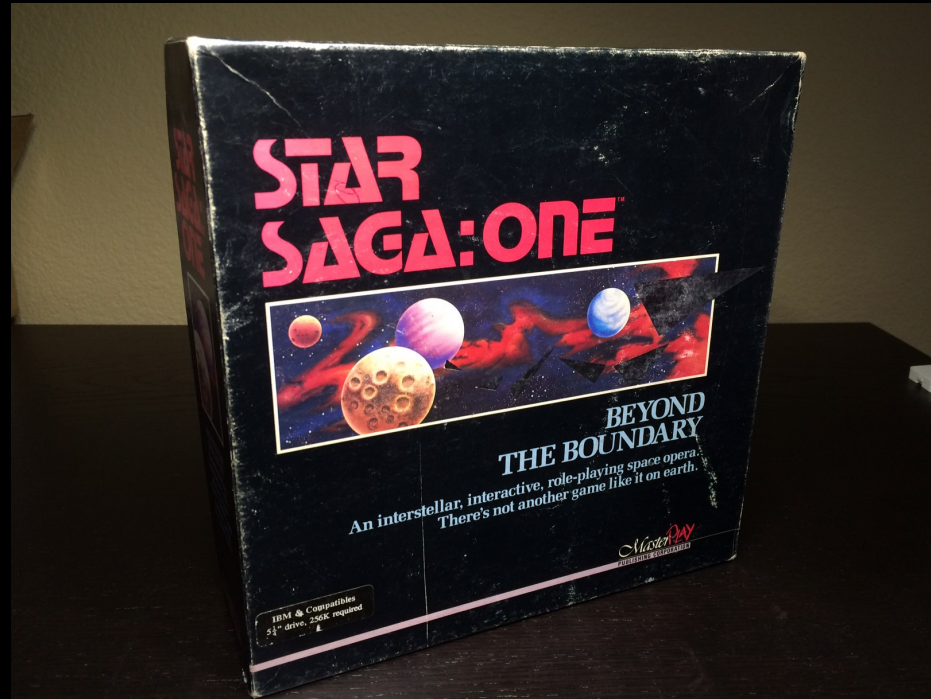
Artwork: [www.interactiveliterature.org](http://www.interactiveliterature.org)

**Walter  
Freitag**

**Rick  
Dutton**

**Mike  
Massimilla**

**Andrew C  
Greenberg**





# Topics

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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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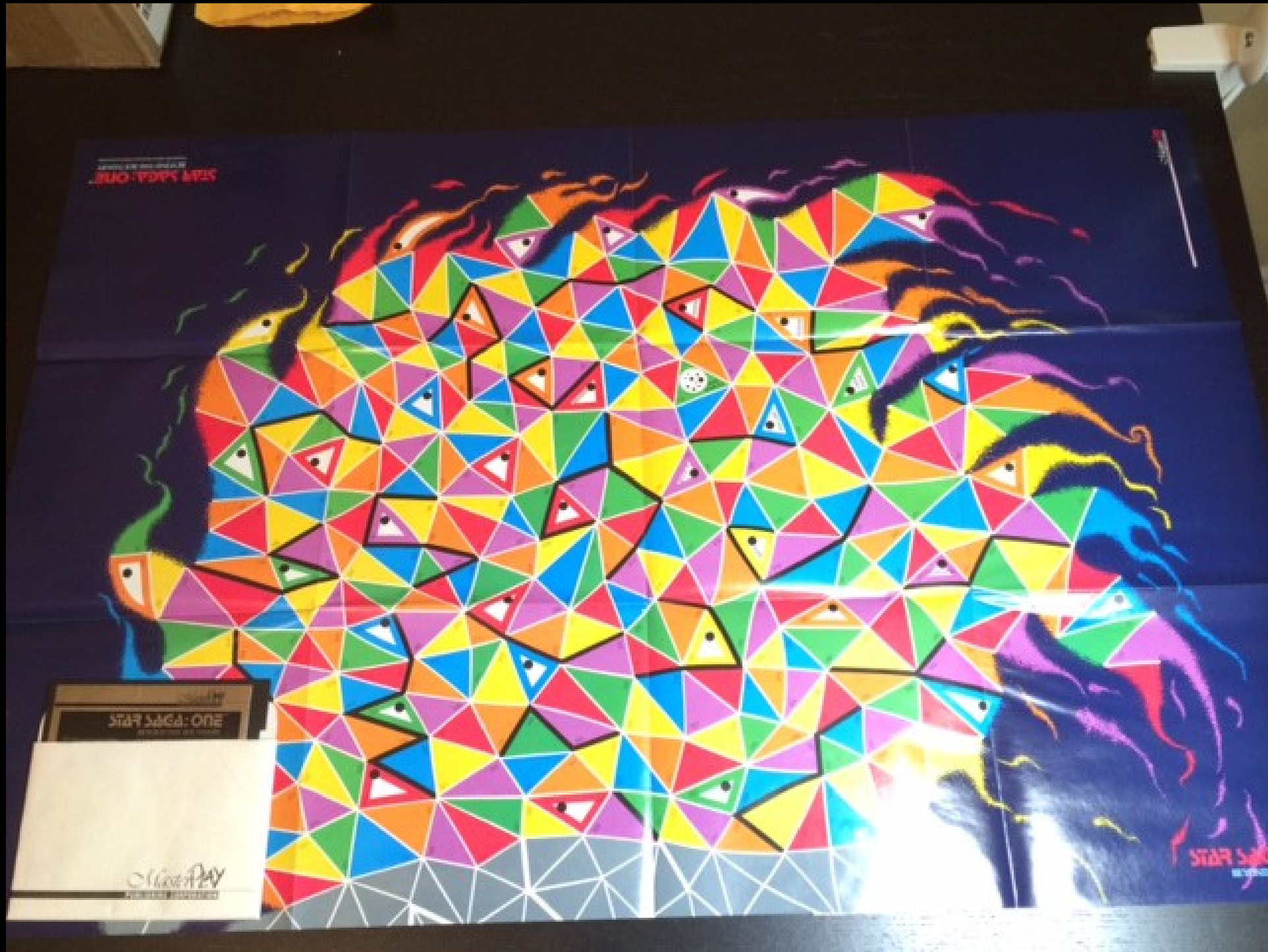
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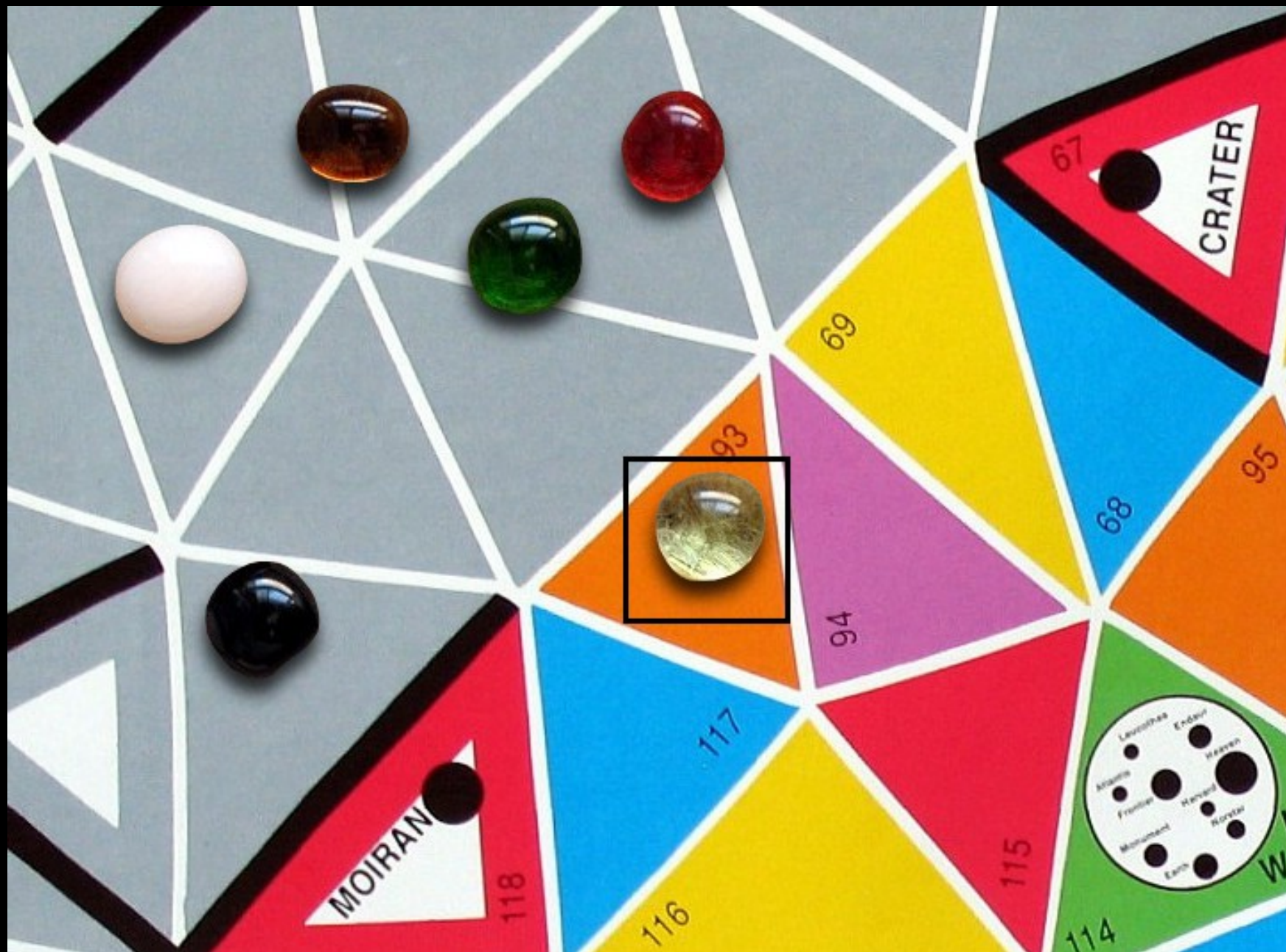
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## Dear Player,

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 2800 years in the future. As 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 travel to worlds ever farther and farther from the worlds you know... Are you ready for the adventure?

A computer will serve as your moderator and coordinator of your moves, accomplishments and acquisitions. It will tell you what you have done 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 may save your progress at any time.

Now, it's time to get started! Read the following directions. They will use this information to choose a character. Then, you will be ready to begin.

## The World in

The year is 2815 A. D. Most of the human race lives in the colonies on the colonized planets. They are located on the outskirts of the galaxy.





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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**

*Do Not Open  
Until Instructed  
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STAR  
SAGA: ONE™

BOOK M  
TEXT 823-833

STAR  
SAGA: ONE™

BOOK L  
TEXT 794-822

STAR  
SAGA: ONE™

BOOK K  
TEXT 698-733

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 366-432

STAR  
SAGA: ONE™

BOOK E  
TEXT 277-367

STAR  
SAGA: ONE™

BOOK D  
TEXT 224-276

STAR  
SAGA: ONE™

BOOK C  
TEXT 148-223

STAR  
SAGA: ONE™

BOOK B  
TEXT 074-147

STAR  
SAGA: ONE™

BOOK A  
TEXT 001-073



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# Game Mechanics

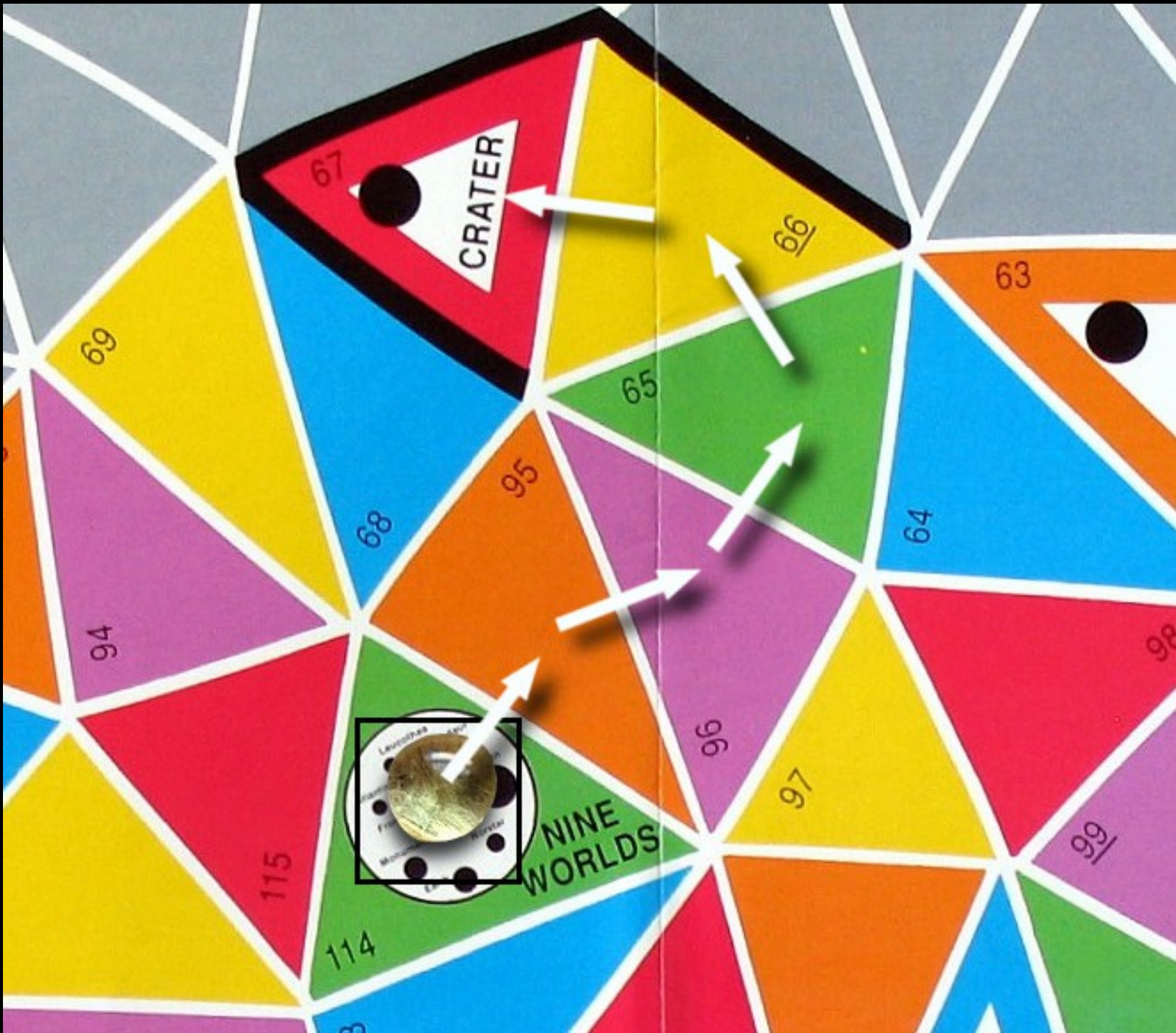
- Game Maps & Player Tokens
- Plotting Sheet
- Passage Lookup
- Planet Log
- Planet Label
- Cargo Sheet
- Special Items & Abilities

# Game Mechanics

- **Game Maps & Player Tokens**
- **Plotting Sheet**
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# Game Mechanics

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## 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    |         |         |         |         |         |         |         |



## Plotting Sheet

|      | Phase 1 | Phase 2 | Phase 3 | Phase 4 | Phase 5 | Phase 6 | Phase 7 |
|------|---------|---------|---------|---------|---------|---------|---------|
| TURN | T       | O       | V       | G       | Y       | R       | L       |
| 1    |         |         |         |         |         |         |         |
| 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 | T       | O       | V       | G       | Y       | R       | L       |
| 1    |         |         |         |         |         |         |         |
| 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:
B) Blue R) Red O) Orange
A) Action L) Land M) Meet

Select one of the above options, or:
F) Finished ESC) Escape
S) Status ?) Help X) Delete

Type any prompt, or use cursor keys.
```

## Plotting Sheet

TURN

1  
2  
3

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

T   O   V   G   Y   R   L

☐ Enhanced Apple //e Emulator - 50% Text Optimized

```
Plot Editor Phases Left: 5 *****
START: Parked on <114-G-Nine Worlds>.
T (1) Take off.
O (1) Move < 95-0>.

Options available:
G) Violet B) Blue G) Green
A) Action M) Meet

Select one of the above options, or:
F) Finished ESC) Escape
S) Status ?) Help X) Delete

Type any prompt, or use cursor keys.
```

# Plotting Sheet

TURN

1  
2  
3

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

T   O   V   G   Y   R   L

☐ Enhanced Apple //e Emulator - 50% Text Optimized

```
Plot Editor Phases Borrowed: 6

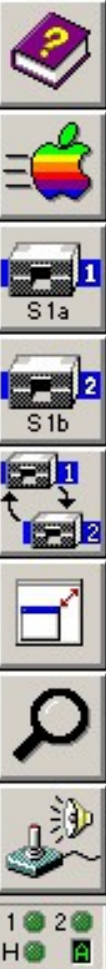
START: Parked on <14-G-Nine Worlds>.
 (<1>) Take off.
 (<1>) Move <00-00>.
 (<1>) Move <00-00>.
 (<1>) Move <00-00>.
 (<1>) Move <00-00>.
 (<1>) Move <00-00>.
 (<1>) Land on Crater.
```

You have used up this turn's phases  
and borrowed 6 phases from next turn.

Select one of the above options, or:

ESC) Escape  
S) Status   ?) Help   X) Delete

Press <return> for highlighted choice.



# Plotting Sheet

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

TURN

| TURN | T | O | V | G | Y | R | L |
|------|---|---|---|---|---|---|---|
| 1    |   |   |   |   |   |   |   |
| 2    |   |   |   |   |   |   |   |
| 3    |   |   |   |   |   |   |   |

☐ Enhanced Apple //e Emulator - 50% Text Optimized

```

Character Log Turn : 1
Jean G. Clerc

+ PLOT Turn 1
+ Your TAKE OFF succeeded.
+ MOV to << OFF
+ MOV to << OFF
+ MOV to << OFF
+ MOV to << OFF
+ MOV to << OFF
+ READ Book 1, text #000.
+ READ Book 1, text #004.

+ indicates a current activity.
You have no more activities this turn.

> Finish Trip S) Status
? Help
Press <return> for highlighted choice.

```





# 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



# Game Mechanics

- Game Maps & Player Tokens
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- Planet Label
- Cargo Sheet
- Special Items & Abilities

# Game Mechanics

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

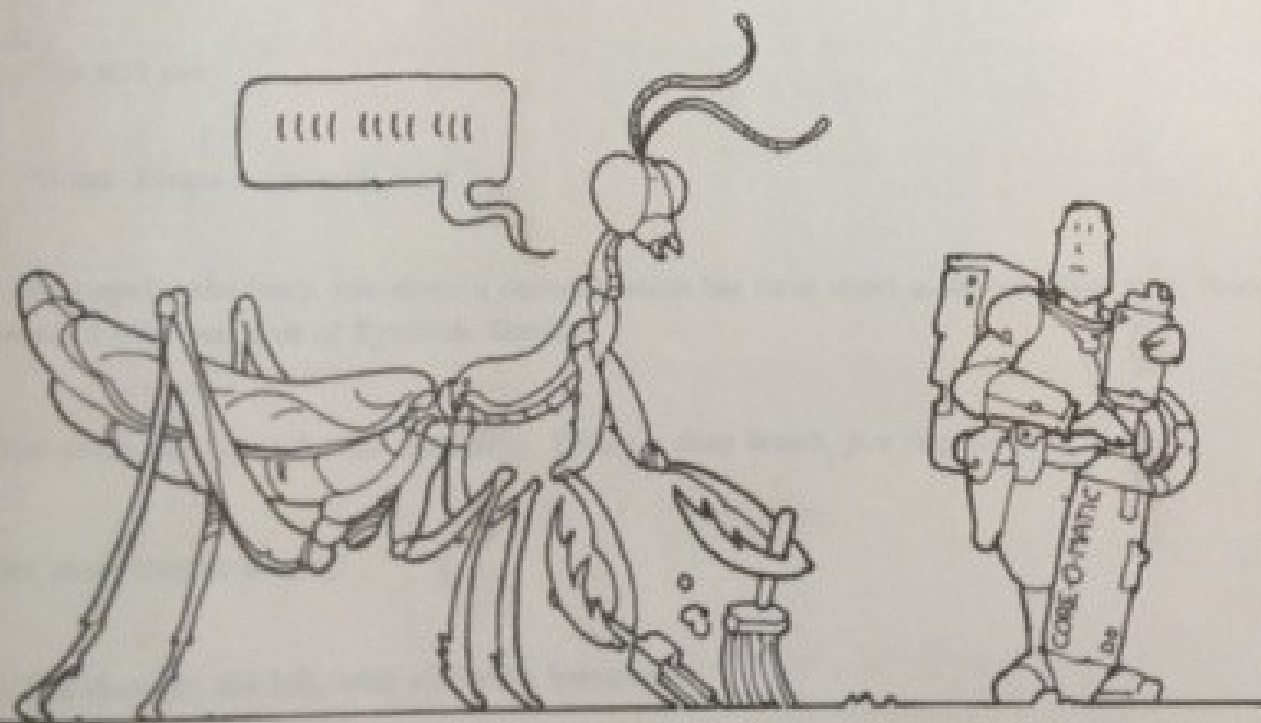




# STAR SAGA: ONE™

## 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 by 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 the planet, 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?

headed in 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 |

When you have 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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# Topics

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

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



# Sample Turn

# Topics

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