MEGATRAVELLER 1
THE ZHODANI
CONSPIRACY

Type: Science Fiction Role-Playing
Systems: Amiga, ST (512K), MSDOS (512K;
   mouse optional; CGA, EGA, VGA/MCGA,
   Tandy 16-color; digitized sounds, Covox
   Sound Master)
Difficulty: Advanced
Company: Paragon/MicroProse

The first Game Designers Workshop paper and pencil RPG to be transformed into a computer game, *MegaTraveller* is set in a star system called the Spinward Marches. The Zhodani, a war-like race from another system, are planning a major invasion, which you must thwart by finding the renegade executive who has been smuggling supplies to these aliens. It is a skill-intensive environment that also emphasizes weapons and combat, so the focus is on character development. Even your ship is a character of sorts: in order to fly it effectively, you have to improve it by purchasing software such as Jump and Maneuver. (Space flight is fun, showing your ship moving across a grid superimposed on the starfield.) The actual quest is linear and simple, asking you to locate only a handful of objects and kill a few people (ah… if only real life were so simple). The aerial-view graphics and animation are average, and the digitized sound effects are only a little better. With a slick mouse and/or keyboard controlled interface, *MegaTraveller* is easy to learn and play. This was a "Best Quest of the Month" in *QuestBusters* and is recommended for those who like lots of combat and character development over puzzles and riddles.

General Tips

Character Development

Minimum attributes should be: Strength, 10; Dexterity, 8; Endurance, 9; Intelligence, 8; Intelligence and Education, 7 (Education determines the number of skills you can have); Social Standing, 8.

Scouts have the best set of skills in space, flight and combat, as well as best cash benefits. When discharged, a Scout also gets extra skill points.

The next best service is the Navy. You need one character from the Merchants, with at least a Level 4 in *trading*. You also need at least one character from the Army for *medical* skill.

The extra skills most valuable are: *ATV, bribery, communication, energy weapons, engineering, grav vehicle, heavy weapons, laser weapons, navigation, pilot, spinal weapons, stealth, tactics, trade* and *turret weapons*.

As you use any skill it will increase. You also need *medical* training and a TL12 medical kit as soon as possible (give it to your character with the highest medical skill). You need at least two people with *medical* skill, in case one is killed or disabled; more is better.

Weapons, Armor and Artifacts

You can get better weapons and armor at shops in the northeast grav city in Efate; rent a grav unit to reach it. Get battle armor if you can afford it.

Scoop up the weapons lying around after a battle and sell them. If one of your characters is killed, recover his gear. One of the best tactics is to attack with a combination of grenades and neural pistols. There are various Law Levels for each port. Keep your major weapon in the second slot, and it will be overlooked.

Armor and weapon shops are in:

Arrica*	Boughene*	Efate
Ilantir	Ilun*	Iroth*
Memorb	Pixie	Pocoon
Sino*	Streech	Stur
Yres		

Armor shops (without weaponry) are in:
Louzy*   Menorb   Uayke*
(Those marked * offer best gear.)

You should also investigate the two tents on Louzy, one north of the starport, the other east of it.

There is a wrecked starship southwest of the Iroth Starport and another southwest of Uayke.

There is a maze in the mountains east of Sino, and a cave northwest of the starport in Streech. (It is not necessary to enter these to complete the game.)

Making Money

You need 1 million credits to upgrade the ship Lenara gave you so it can make a Number 2 jump. If one of your characters has a *gambling* skill of 5 or 6, go to the casino. He can break the bank, leave and come back later for more money. There is also a casino in the grav city. You can get a lot of money doing this.

You can also earn extra money by carrying water from Efate (sold for 50 credits per unit) to Louzy for 3,390 credits per unit.

You can earn rewards by collecting the dog tags of ten specific assassins and taking them to the Imperial Base at Alell:

Amrhein Alazar	(with Vicktor)
Katerenya Viridion	(on Iroth)
Gainus Ozar	(Boughene)
Andolus Zelexian	(Louzy)
Fallous Cepholon	(Pixie)
Maximillian Martis	(Chiros)
Rhevah Hamache	(Ilun)
Szen Sanai	(Efate)
Bolo	(Yres)
Demetrieye Jannev	(Arrica)

Planetary Notes

(Planets not listed here offer little or nothing of value.)

Efate — Sell starrogite and diamonds in museum; find emeralds near northern mountains.

Stor — Sell reptile hides in library, coynes in museum.

Ilun — Sell emeralds in Sart City.

Alell — Sell gold pendants in bar; take dog tags to Imperial Security.

Iroth — Sell gold statues and muskets in museum, fishing net on island to south; get survival kit in bar.

Louzy — Sell Asymuth and heirloom in bar; defeat terrorists for monetary reward.

Quam — Kill lord of village to east; get holy item.

Ilantir — Sell hieroglyphics in museum.

Uayke — Sell ruby necklace in museum; get package from lady in bar and take to man in hotel.

Sino — Excellent artifacts in eastern maze; good place to buy armor.

Yres — Sell diamonds in museum; many mines here.

Boughene — Sell gold pendants to girl near northern farm; Vicktor and Alazar are here.

Trading Tips

Various items can be sold on each planet. You can sell the following items as you pick them up:

Amethysts, Aslan heirloom, coynes, desert survival kit, dust spice, electronic fishing net, emeralds, groatle fur, hieroglyphics, Hive dagger, power pick, psionic shield helmet, religious idol, reptile hides, ruby necklace, soil sampler, Solaman musket

You'll find about 50 other items; look, get and sell them when you have the chance.

Walkthrough

Efate: The Quest Commences

Initially focus on getting money. There are some emeralds lying on the ground in the mountains north of Efate starport.

The grenade launcher rogue you will encounter has a pendant you can sell to a man in the bar at Grav City for 15,000 credits. There are some rubies lying on the floor in the bottom room of the Starfarers' Home. In the museum there are two men: one wants any starrogite for 20,000 credits, the other pays 15,000 for diamonds.

Outfitting the Interloper

You will need these programs: Target T to fire lasers, Launch L to launch the ship, Jump2 J2 to make a jump 1 or 2, Navigation N to make a jump, and Maneuver M to maneuver. You also need a fuel scoop and a fuel purification plant (these enable you to refuel at a gas planet).

Boughene and the Passcard

Your first trip will be to Boughene to find Dr. Arik Toryan. Go to the SuperNova Bar, where you will receive a message from Vicktor to meet him north of the airport. Get a lot of ammunition, then save at the starport. You must kill him to get his passcard. He will tell you where to find Arik. Break your group behind a rock and use only one character at a time. Change the active character before he is killed and use another. Also remember that grenades are good, and radioactive ones even better.

After the battle you will find Amrhein Alaza dead. Get his dog tag (worth 250,000 credits if taken to the base at Alell). There are sapphires and gems on the ground southeast of the starport.

In the research station here are three people with passcards, and a speed healing drug on the floor. Sell all unnecessary loot except electronic parts (you will be going back to Efate shortly) and sell the 50 credit parts for 2,200 credits each.

Dr. Arik Toryan

When you reach Neaera, where Vicktor said Dr. Arik Toryan was located, save at the starport. As you leave, you will be attacked by a robot. Ignore all attackers and head for the building. If Vicktor's passcard is in the leader's first slot, you can pass through the doors. Take the first right door, then the next left door, which is the southeast room. Kill the man there, and take his key and a gold statue. Leave the room, go S to the stairs, use the key and take the stairs to the basement. Break your party behind the stair wall, where you must kill three of the four men. One has a very deadly TL 12 plasma gun, the other a submachine gun, the third is unarmed and the fourth is Arik. You have only five minutes from the first attack, or all will be moved to Chiros, then to a cave on Streech. Arik will give you a complete seal for your half seal. Give this seal to the clerk at the Starfarers' Home at Yres.

The clerk at Yres will give you a decoding key. From there you must go to Akarates where Lenara is awaiting you with instructions to return to Efate.

Efate and Kiefer

Save at the starport, then go to the government warehouse. First sell all your goods. Buy ammunition and an electric lantern, at least one bomb and other weapons. The government warehouse is located in the city. When you enter the second room, turn on the lantern and kill all the men. Blow the door to the south section and you will find Kiefer. Kill him.

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	= a	6	= y
2	= e	7	= r
3	= i	8	= d
4	= o	9	= s
5	= u		