

# Starflight

The title that established the market for MS-DOS games, *Starflight* continues to be a favorite among science fiction fans. Your six-being crew is challenged to stabilize the Arth system's star, which is threatened by mysterious stellar fluxes that have already wiped out several systems and their populations. While seeking clues to this phenomenon, you earn money by mining planets for metals, capturing bizarre life-forms and reporting planets suitable for colonization by the Arth people, who want to evacuate the system before the flux strikes.

*Starflight* occupies an immense universe: 270 star systems, over 800 planets, and over a billion individual locations can be visited (but who's counting?).

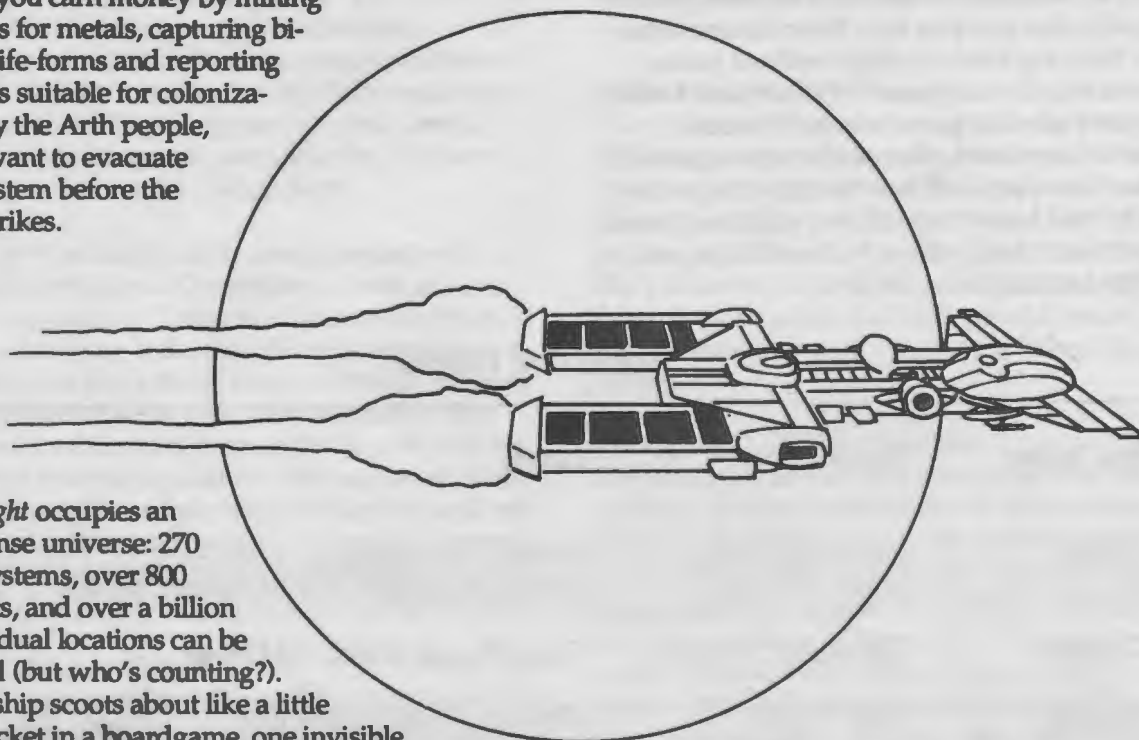
Your ship scoots about like a little toy rocket in a boardgame, one invisible "hex" at a time, and you roll across planetary terrain in a special vehicle. A colorful, onscreen star map shows the universe from an interstellar perspective, allowing you to judge distances, fuel required, and other factors crucial to long-range jaunts. (Due to memory considerations, this was cut from the C-64 version, forcing you to fall back on a paper map.) Interacting with members of seven intergalactic races dominates the drama as you sail deep into space. Puzzles revolve around a core of engaging activities such as fast-talking the aliens out of a prized artifact or a few clues, developing skills, exploring ruins and other sites for scraps about the slowly emerging plot, and making money the old-fashioned way. Sound and animation are minimal compared to contemporary releases, but the story makes up for it.

Type:  
Science Fiction Roleplaying

Difficulty:  
Advanced

Systems:  
MS-DOS (256K required, CGA/EGA);  
Amiga (512K); Macintosh Plus and up (512K; color  
on Mac II with two megabytes); C-64

Company:  
Binary Systems/Electronic Arts



## The Solution

### The Crew

A good initial crew consists of: Human Captain and Science Officers, Velox Navigators and Engineers, Thrynn or Elowan Communications, and a Human or Elowan Doctor. Thrynns and Elowans don't get along, and Elowans die easily, so the best choice is a Thrynn Communications and a Human Doctor.

The Thrynns you meet will trade Endurium for plutonium and artifacts and also know a lot about the Uhleks. You may want to use Mechanoids for Engineering and Navigation until you have enough credits to train someone.

### **Training the Crew**

Leave most of the crew in school at Starport and take Androids on the first mining expedition (described below). This trip, buy six to eight cargo pods, but no armor, weapons, or other extras for the ship. Spend the rest of your money on training the Captain. As you acquire more money on later trips, focus on training the Captain fully in the first two skills, then work on the Thrynn Communications Officer.

### **The Arth System**

Head for the inner planet to do some mining. The fifth planet of the neighboring system is also lucrative, as well as the outer planet of the system at 123, 107. On the second system's second planet, you'll find some ruins at 17N, 162E and the message mentioned in Starport. This tells the location of an outpost with clues to the location of the Cloaking Device (Shimmering Ball). Return to Starport. Sell minerals, then train the crew, get better engines, and buy more Endurium.

### **The Dodecahedron**

Zoom over to the flux at 123, 127, which sends you to 123, 143 in the vicinity of 118, 146 (the system with the outpost mentioned in the message above). If you run into the Veloxi, pay three units of Endurium and be obsequious. They have useful information and may even invite you to Sphexi (132, 165). Find and give them the Ellipsoid, and they'll really help. Land at 20N, 13W and collect all the Endurium and the Crystal Orb. Go to 118, 146. On the fourth planet, land near 16S, 20W to get a message and the Dodecahedron. (This sends distress signals that most aliens will answer.) The message gives coordinates for the Cloaking Device. Get it. Recommend this planet for colonization. You can get Endurium at 32S x 32W. Return to Starport. With the Cloaking Device, you won't need powerful shields, but do get better engines, lasers, and more Endurium.

### **Harrison's Base & the Noah Project**

Rocket over to 180, 120 and mine all the Endurium you can. Fly north to the system in the middle of the Staff (180, 124) and land at 59N, 22E. Drive to 54N, 13E. In the ruins is a message revealing the location of **Ibssjtpo't Cbt**. Since you're near the distress signal (175, 94), go there now. When you're orbiting the planet, the distress beacon gives you the coordinates (22N, 97W) where you should land. There you'll find a message about the Noah Project and the location of **Ifbwfo** (145, 107). You'll also get the answers to the **rvftujpot** posed by the

**Nfdibot**. But for now, head to the flux at 175, 123, which takes you to 217, 80, near Earth.

### **Earth & Mars**

Race to Earth (215, 86) and recommend it as a colony world. Land at 12N, 104W and pick up the cube device (Hypercube). Shoot over to Mars and land at the north pole (90N, 0E/W). There you'll find a ring device that identifies fluxes. Go to Venus and recommend it for colonization.

### **A Black Egg & the Mechans**

Go to the **Nbsebo** system (217, 88) and mine plutonium on the fourth planet; recommend it for colonization. Go to the system at 234, 20, land on the second planet and get the Black Egg at 35S, 99E. Return to Starport. Buy anything you need. Go to the system at 145, 107 and orbit the fourth planet. When you encounter the Mechans, tell them that you are of Noah (group) 9; you don't worship Layton; you're prepared for Heaven; they should not maintain code blue; you verify code red. You can now mine the planet and recommend it as a colony world. (The Mechans are also a good source of information.)

### **Another Black Egg and We're Outta Here**

Go to system at 143, 115 and get the Black Egg at 28N, 4E. Return to Starport to buy a little armor and Endurium. (If you need more Endurium, head for Gazurtoid territory and, using the Cloaking Device, waste their ships, then pick up the Endurium from them.) You should now be ready for the Uhleks.

### **Showdown with the Uhleks**

Go to the Uhleks' system at 55 x 32, land on the life-bearing planet, arm a **Cmbdl Fhh** and drop it. Then leave orbit. It will wipe out the Uhlek brain and leave them helpless. Go to 20 x 198. Head for the system's first planet and get the Crystal Cone at 29S, 55W. Shoot over to the system at 192, 152 and land on the planet there at the location indicated on the landing grid. If you read the log, you'll find the secret of the fluxes. But you must save your people, so drop the **Cmbdl Fhh** and take off.

# Miscellaneous Tips

## Where to find Endurium

System	Planet: Place	Notes
144, 44	1: various places	Large quantities
149, 133	1: various places	Colonize the planet
192, 152	1: 29N, 13W	World is covered with fuel (requires Crystal Cone)

## Location of Useful Artifacts

Object	System	Planet:Place	Use
Tesseract	18, 50	5: 15N, 44W	Augments thrust
Red Cylinder	112, 200	3: 59N, 64W	Locates useful artifacts
Ring Device	215, 86	4: 90S, 0	Clarifies flux points
Black Egg #1	143, 115	1: 28N, 4E	Explosive device
Black Egg #2	234, 20	2: 35N, 99E	Worth \$25,000; keep one
Black Egg #3	238, 189	3: 52N, 16E	
Hot P.Y.T.	249, 0	22S, 39E	\$5,000
Mosbius Device	249, 0	46N, 34W	\$700
Cloaking Device	68, 66	1: 12N, 32 E	Conceals ship
Black Box	Trade Depot		Wild beast shield
Ellipsoid	81, 98	1: 43S, 142W	Trade to Veloxi
Dodecahedron	118, 146	4: 16S, 20W	Attracts aliens
Hypercube	215, 86	3: 11N, 104W	Augments thrust
Rod Device	180, 124	2: 59N, 22E	Augments scanner's ability to find vital ruins, messages, artifacts
Crystal Cone	20, 198	1: 29S, 55W	Locates control nexus of Crystal Planet
Crystal Pearl	56, 144	1: 29N, 12W	Sell or use once for random warp
Crystal Orb	132, 165	1: 46N, 14E	Protects ship from Crystal Planet's defenses

## Flux Pairs

These are approximate connections between flux points, which will save lots of fuel.

229 x 148	235 x 49
232 x 40	179 x 52
217 x 80	176 x 124
122 x 128	127 x 143
145 x 112	127 x 105
129 x 108	173 x 61
178 x 52	126 x 24
141 x 51	100 x 84
96 x 77	92 x 62
98 x 79	69 x 66
101 x 77	61 x 131
106 x 140	64 x 181
63 x 186	30 x 184
34 x 186	22 x 199
164 x 82	118 x 107

# Starflight 2: Trade Routes of the Cloud Nebula

This sequel is set nineteen years after the end of the first story. Endurium, the fuel used by space ships back then, has been outlawed by Interstel. Its replacement, shyneum, is rare, expensive, and vital to your quest. The Spemin, the most aggressive species in the universe, are on the rampage, this time armed with weapons and technology that outdistance anything Interstel can muster. You set out to locate enough shyneum for the warships of Arth. You also want to locate the Spemin's secret base, but will ultimately face an even greater threat than the cantankerous Spemin.

As in the original *Starflight*, you choose a crew of Human, Velox, Thrynn, Elowan, and Mechanoid characters. Talking to the other aliens encountered in space (the sequel introduces over two dozen new species) is still essential to success. And you fly the ship across a similar top-down view of the stars, though thankfully you no longer have to sit through the tedious landing sequence. Trading with the aliens is much more important on this mission than in the past and, as the subtitle implies, you'll have to work out profitable trade routes between the planets to make a go of it.

Graphics and sound effects are not significantly enhanced over the original. However, the story is more involved and interesting, for you'll travel through time as well as space. Anyone who liked the first game will certainly enjoy this one—as long they don't expect much in the way of special effects or dramatic enhancements to the game system.

**NOTE:** If you play this game on an IBM clone, be sure you have the second version of this game — with the first version of the game, saving to a hard disk could corrupt your saved game files.

**Type:**  
Science Fiction Roleplaying

**Difficulty:**  
Advanced

**Systems:**  
MS-DOS (384K required;  
CGA, EGA, VGA, Tandy 16-color)

**Company:**  
Binary Systems/Electronic Arts

## General Hints

A good initial crew consists of: Human Captain and Science Officers, Velox Navigators and Engineers, Thrynn or Elowan Communications, and a Human or Elowan Doctor. Thrynns and Elowans don't get along, and Elowans die easily, so the best choice is a Thrynn Communications and a Human Doctor.

On the first cargo run, use an Android for Engineer and Communications, replacing them as soon as you can afford it.

You may want to raise cash by selling off your armor and everything you can do without. Use the cash to pay for training and to purchase trade goods:

In the solution below, planetary positions are indicated in reference to a system's sun: "First planet" means the one closest to the sun.

## The Solution

### Making Money the Old-Fashioned Way

You start the game at 35 x 73. Visit 34 x 71, orbit one (the first planet from the sun, though a bug in the game's first release calls this planet orbit two) and claim it. Then do the same with the second planet at 35 x 105.

Proceed to 51 x 194 (which is near the Dweenly Planet at 54 x 195) and claim planet one. Land there at 43S x 23E and buy as many Godmasks as you can get for 800-1,000 per unit. Go to 38 x 190 to claim planet two. Then head home to get paid for your discoveries. Buy more cargo pods.

Zoom over to 35 x 69 and land at 9S x 45E on planet two to find the Tandelou Eshevarra. Sell the Godmasks for 1,500 or more each. Buy all the Happy Juice you can and pick up extra fuel. Head to 105 x 75 and claim planets seven and eight.





Go to 107 x 64 to claim planet four, and 99 x 81 for planet three.

Then head for the Teelvees Planet at 125 x 95. Land at 1N x 0. Sell the Happy Juice to the Teelvees, who won't bargain. Buy as much Livelong as you can. Then sell the Livelong for top price to the Humna Humna at 93 x 37 (land at 6S x 120E). From the Humna Humna planet, head due south to 93 x 28, a flux that goes to 29 x 54. Rocket to your home planet.

By now you'll have about 750,000 or more credits. Train your crew fully. Buy the best engine and armor plate. Add more cargo pods and a TV Life Shield for your ground TV craft; no weapons are needed yet, since you can outrun almost anything. After outfitting the ship and training the crew, you should have about 400,000 left to buy fuel and trade goods.

### **The Most Valuable Thing**

At this stage you should talk with every ship you can. The two Tandelous will tell you about Gorzek, a computer-like device. All three will suggest returning their "Most Valuable Thing." All directions point to a Spemin-occupied planet called Bemfblunk, which is found at 158 x 183. But upon landing, you'll find that the Thing has been moved to the G'Nunk planet of G'Aeresch. Since it's in G'Nunk territory, be careful when you visit the area. The G'Nunk will fire on you if you approach their ships, but a number five engine should enable you to outrun their missiles. Land at 2N x 107 W, grab the "Most Valuable Thing" and get out of there quickly.

Upon returning the Thing to the Tandelou, talk with Gorzek, who will now be able to reveal a lot of history and information, but nothing about weapons. By this time you should have covered the west side of the charts, discovering profitable planets at 56 x 33 (planet one) and 106 x 14 (planet three) in the Fallen Star constellation. Repeat the Godmask run described earlier, also taking along some Nutripods to sell at the Humna Humna planet at 7 x 151 (land at 10S x 4E). You can also claim planet three at 2 x 152, orbit three.

Continue trading and talking with aliens to acquire cash and knowledge, keeping a record of what each species reveals. You may have noticed Humans behave oddly on the Teelvees' planet. Later, any Humans in the crew will die in the Nebula, so you should train other crew members in the tasks of your Humans (though only humans can learn up to 250 in Science).

### **Planet N**

The Star Clusters are Hook (53 x 140), Wee Dipper (53 x 31), Fallen Star (105 x 17), Topaz (105 x 74), and Nga-Seng (202 x 105). The Humna Humna will tell of a Planet N in the Topaz Cluster (105 x 74). The planet is found in a small nebula at 101 x 85. Land at 49S x 22E, which may require several attempts. After locating the ruin, go there for a Mining Drone F2. Don't worry about the Spemin Units, which won't bother you.

### **Acquiring Money, Items, and Knowledge**

Make another Happy Juice run to the Teelvec planet and buy as much Livelong as possible. Also try to buy Singing Beetles at Teelvec, where they may cost as little as 600 units. Then go Coreward to 215 x 44 and claim the planet at orbit two. At 216 x 45, claim planet one, then go to planet four and land at 43S x 1E on the Humna Humna planet. Sell them half the Livelong; they'll sell you a Flux-Scan F1.

Head for 238 x 52 and claim planet two. Buzz over to 237 x 88 and land at 40N x 110W. This is another Humna Humna planet, where you can sell the rest of the Livelong and buy the Encounter Scan F5. Go south to 239 x 80, where a flux will take you to 182 x 136. (Be careful: A flux at 239 x 79 goes to 157 x 67.) At 182 x 136, you'll be in a flux center. Using the Flux Scan, go north out of the area to 173 x 164. A short distance into the nebula, a flux will take you to 69 x 134 on the other side of the nebula. Go south to 54 x 104 and land at 40 N x 68E or 19S x 41E. Sell the Singing Beetles and buy Screech Harps. Head for home to collect the bounty on the planets, then go south to 64 x 6 (land at 8N x 0) and sell the Screech Harps. Then shoot over to 56 x 33 and claim planet one. At 106 x 14, claim planet three. This is in the Fallen Star cluster, so be prepared to run if you have an encounter.

### **Nidberries, Elthar-Esh, and the Anomaly**

By now you'll have learned a lot about the history of the area and the knowledge of Elthesh, 84 x 176 and the Nidberries, found in the Arrow Cluster, where you can claim three planets: planet three in 133 x 7, and planets five and six in 132 x 6. You can also locate Nidberries in this cluster. You will also have heard of the ship Elthar-Esh and the Anomaly. You can also claim planets at 199 x 82, planet one; 198 x 104, planet three; 184 x 148, planet four; 200 x 108, planet one; and 181 x 197, planet five.

Depending on your wealth, you may need several more trading trips before proceeding further. Buy the Trading Routes when offered by the Humna

Humna. Copy them, then sell them to the Trade Center the next time you're at home.

You may have traded your Doctor for a Dweenle by now. The Dweenle are exceedingly obsequious, but you get to trade him in later by engaging the G'Nunk. Do so when you get the chance. Head for home and fully arm your ship with number five weapons. Buy only the \*items, which can always be sold for a profit.

### Elthesh and the Hall of Memory

When you finally determine that Elthesh is in the nebula at 84 x 176, you can land at 28N x 45E to visit it. This will give you a clue to the location of the Hall of Memory; you have to go through the Anomaly, which takes you into the past. Gorzek has explained that the Lowar settled on the fourth planet of 139 x 135, and the Umana settled on the first planet of 96 x 141.

### The Six Yellow Stones and the Hall of Memory

The Six Yellow Stones are planets situated roughly in the center of the nebula. By measuring on the chart from the Hook constellation to A-class planets and using this measurement, you'll arrive at the center of the nebula. The Hall of Memory is at 131 x 219. Visit it for more clues (you must go through the Anomaly to get the proper ones).

If the Dweenle like Nidberries now, you might try a few in their past. Save the game before starting, keep your Shields up and watch out for bandits on the other end of the Anomaly. The Dweenles remember a riddle that will help. If you tried the Hall of Memory in the present, you already know you'll need the key first. So visit the Dweenle to learn the location of the Guardian Transmitter Key. Go to the planet for the key.

Then head for the Hall of Memory. After getting half the Uhl Weapon and some information, return to the present, go to Starport and on to Gorzek, (the other half of the Weapon). If you haven't already done so, engage the G'Nunk and blow up 20 of their ships. They'll offer to make you one of them and to trade a crew member (a chance to get rid of the Dweenle). With the trade you'll also get a Shield Nullifier, which you'll need later.

### Attacking the Uhl

You will require plenty of money and the best weapons. Check out the Lowars' former home world, where you'll find plenty of Umanu ships. Outrun these and head for planet four, where a beacon will summon you down. You'll be told of

the Awful Thing and the location of the shyneum planet. When you get there, use the Shield Nullifier and Blasto-pods to wipe out the Umana warships. Then you'll be greeted by the Uhl. Use the Uhl weapon at once, then follow up with Plasma Bolts.

### Location of Useful Planets and Objects

**Dweenly Planet:** 54 x 195 (land at 43S, 23E)

**Tandelou Eshavanna:** 35 x 69 (land at 9S, 45E)

**Toelless Planet:** 125 x 95 (land at 1N, 0)

**Humna Humna:** 237 x 88 (land at 40N x 110W); 93 x 37 (land at 6S x 120E); 7 x 151 (land at 10S x 4E); 216 x 45, planet four (land at 43S x 1E)

**Flux-Scan:** Sold at last Humna planet in above list (take Livelong to sell)

**Encounter Scan:** Sold at first Humna planet in above list (take Livelong)

**Bemfbunk:** 158 x 183 (Watch out for Spemin)

**Most Valuable Thing:** 159 x 130 on G'Aeresch at 2N, 107W

**Key to Hall of Memory:** 106 x 14, on planet one of the star that has drifted downspin (the Singing Stones); land at 0,0

**Hall of Memory:** 131 x 219 at 26S, 135E

**The Uhl Weapon:** Half is in the Hall of Memory (past), the other half is Gorzek the Living Computer Thing.

**Shyneum planet:** 117 x 153

**Lowars' Former Home World:** 159 X 130, planet two

**The Anomaly:** 159 x 30

### Flux Pairs

These are approximate connections between some of the flux points, which will save fuel. Use a Flux Scan in the Flux Center, which is the area around 182 x 136.

29 x 54	93 x 28
33 x 70	70 x 82
41 x 145	57 x 112
63 x 151	79 x 160
69 x 134	173 x 164
93 x 28	29 x 54
98 x 197	156 x 47
99 x 197	126 x 211
239 x 80	182 x 136
239 x 79	157 x 67
153 x 53	206 x 4
173 x 164	69 x 134
3 x 120	25 x 150
182 x 136	239 x 80
182 x 153	105 x 74
181 x 137	176 x 127
181 x 155	170 x 142
181 x 154	215 x 171
196 x 2	249 x 140

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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