

Space Rogue

Written by Paul Neurath, *Space Rogue* combines the best elements of two popular computer game genres—flight simulation and roleplaying. As a flight simulator, it sends you soaring through space to dogfight with other space ships and maneuver through treacherous asteroid belts and anti-matter shard fields. As a roleplaying game, *Space Rogue* enables you to dock at various starbases to interact with the people and aliens who will eventually steer you toward a series of mini-missions and the long-range goal of establishing peace in the Far Arm. The Far Arm is a 24th century empire consisting of a dozen starbases, outposts, and mining stations spread across eight star systems.

Your career as a space rogue can take three directions: You can make your living as an honest trader, buying and selling everything from explosives and brandy to souvenirs and manure; you can turn to piracy and raid merchant ships; or you can become a bounty hunter and collect Imperial bounties for destroying all the pirate ships you find.

No matter which career path you choose to follow, you can supplement your income by becoming a top-notch Hive player. In this mini-arcade game, you wield a laser pistol to destroy bug hives while avoiding the insects they produce.

Space Rogue integrates flight simulation and roleplaying believably and with style. It may be your best chance to find out what it would be like to be Han Solo for awhile.

Type:
Roleplaying/Space Combat Simulator

Difficulty:
Intermediate

Systems:
MS-DOS (384 required for CGA/EGA/Tandy;
512K required for VGA); Apple (64K); C-64;
Macintosh; Amiga; Atari ST

Company:
ORIGIN



The Solution

General Advice

The "character" you'll develop in Space Rogue is really your ship. You do this by equipping it with armament and other gear. Concentrate on learning to fly the ship first (a joystick is essential). Start out by acquiring four extra cargo pods, an armor upgrade, another aft shield, and four or five plasma torpedoes. Use the Query option to pick up messages and detect other spacecraft. Due to the simplicity of the areas to be explored, no maps are provided here; locations of vital people and objects are listed instead.

Space Flight and Combat Tips

Fire three shots at a time, so you can fire at maximum power without running down the battery.

Against the strongest foes, use Newtonian Flight after reaching top speed, then wheel around and gun down the enemy ships. In asteroids, use Newtonian Flight and move around to avoid being hit. Steer clear of nebulae — the Manchi are more likely to attack there than elsewhere.

Making Money: Credits where Credits is Due
Forget playing Hive, which takes too long to make Credits. For trading, outfit the ship with four cargo pods, then load some cargo aboard. The best trade route is to/from Denebprime, Deneb, and Free Trader's, Bassruti. The cargo lists and prices change every 24 hours at each Station, generally fluctuating four to eight Credits either way.

At Free Traders, buy Forged CRs, Explosives, and X-rated Holos to sell at Denebprime. At Denebprime, buy Brandy, Exotic Pets (big bucks!), Videogames, and Souvenirs to sell at Free Traders. Also try buying supercomputers at Hiathra and selling them at Micon II. You can often get better prices on all items elsewhere, but these are the most efficient trade routes for making money in a hurry. To sell contraband, you need Forged Cargo Papers from Robocrook.

If you're planning a life of piracy, pick a Scow for your first target. Pack at least ten plasma torpedoes and three SM-1 and two Nova missiles. A particle beam laser is also handy. When firing missiles, be sure your opponent has an inactive counter measure and isn't in an elude maneuver. As you make more Credits, invest in Turbo-thrusters, more shielding, and a 75% ECM unit. (By completing certain missions, you'll get more gear.)

Robocrook & other Characters

Robocrook appears randomly in bars across the quadrants. Keep offering cash, and he may sell you some useful items: Forged Cargo Papers (see above), Keycards, the Ruby Cube. Other randomly appearing characters to seek out: Ichicki (for useful information on Black Hand and the Manchi), a wandering spaceman (information) Veda the Ursellurs (sells Amoebic Lenses), a one-eyed pirate named Flitch, and a merchant (information about NSBs). Bartenders always have current information and tips, and you should talk to everyone you meet for more. It's possible to steal from safes, but expect to pay a fine and get kicked off the base or planet if caught.

The Missions

Most of these may be completed in any order, though a few require items from other missions. Each mission's starting point is noted after its name.

Pilot's License: Hiathra

This is obtained by answering multiple-choice questions when you meet Orellian on Hiathra, Karonus. Ask him for the CRC-07 Form, used to visit Koth Carrier.

Stealth Box: Micon I

Talk to Sir Eld on Micon I, Karonus. He'll give you a Statuette to deliver to Orellian at Hiathra Starbase. Do so, saying it is not a bribe. Return to Eld, who'll give you some valuable information and a Stealth Box, which reduces the chance of detection by enemy ships.

Cebok's Sister: Karonus

Cebok, when asked about Tiwa and Hive, tells you to take a letter to her sister on Lagrange in return for information on Hive. Then deliver the letter to Cebok for location of a Keycard.

Microchip Delivery

Eventually you will run into a wandering pirate who will offer you a job. Accept the job and take the microchip to Chi-Sha at Free Guild.

Null Damper: Arcturus

After finding Veda the Ursellus (who appears randomly in bars) and buying the Amoebic Lenses for 250 CR, head for the ISS Koth, Arcturus. Use a Keycard to open the door to the restricted area, then go through and immediately go to the left (to avoid the hidden floor alarm). Examine the Power Generator in back of the room and get the Transmutation Coil. Take it to Professor Prosk on Micon

IV, ZED N27. Accept the Null Damper when offered.

Repair Droid: Random

Eventually you'll encounter a Droid named LUX-23A, who wants you to look for his Droid friend named MAID. MAID is hiding at Free Trader's under the name Chi-Sha. Mention LUX, and she'll come with you as a Repair Droid. Return her to LUX, and you'll get no reward beyond a good conscience. Keep her and you've got a *very* valuable Repair Droid for your ship. (Her presence will make winning the game easier.)

Duchess Avenstar: Denebprime

After fifteen to twenty cargo runs between Denebprime and Free Trader's, you should have enough Credits to outfit your ship fully, assuming you've been adding equipment all along. You'll need at least 500 Armor, some Missiles, the best Shields possible, and a Particle Beam.

Before you can successfully communicate with Duchess Avenstar on Denebprime, you need a "fierce reputation." To get it, kill a few Manchi in space; destroying Vultures will help. After doing so, she'll give you a Beam Lock that makes it easier to target enemy ships with your laser; she'll also tell you about General Targon, aka Rayson, and his mission's code name: Gfssfu. Also on Denebprime, Dr. Felsane will send you on a mission that will net you a Malir Artifact. You can later trade this to the Bakhili Far Trader for information about the Manchi.

Targon: Micon II, Arcturus

Though you can find him here, Targon is insane and needs an injection of NSB before he can reveal anything to you. The NSB is at Cbttsvuj Njojoh, guarded by a mutant monster. To get it, land at Cbttsvuj, walk north to the front of your ship, and then go all the way to the northwest corner of the landing dock. Wait there for a few seconds. Then go back to your ship, as if you were about to reboard it. Instead of re-entering the ship, however, walk south and wait at the southern door until you see the mutant monster coming toward you from the left side of the screen. There is a trash can between you and the monster, and once he gets next to it, he'll be stuck. When the monster is stuck, go through the south door, then through the door on the left side of the screen, and, finally, through the door on the far left wall of the next room. In this room, you will see a safe and file cabinet. Stand between them and inspect the cabinet to find the NSBs. Pick them up and retrace your steps back to

your ship. Be careful when you get back to the landing area because the monster will free himself and come after you. Reach your ship and leave as quickly as possible.

Now you can head for Micon II, Arcturus, and find Targon rambling around the halls. Talk to him and give him one Credit. When you get an "Other" option, take it and enter "N." When you get another "Other" option, type in the name of his mission (Gfssfu). He'll give you all the information he can before slipping back into insanity. Take this information to the Duchess, who will tell you to seek out Droughton Gut, leader of the Scarlet Brotherhood at Free Trader's Outpost"

Psionic Shield: Gryphon

This shield, which protects you from the powers of Vilainie, is necessary in order to complete the final mission. First talk to Omas in the back room on ConvecEast Mining Station, Gryphon. He'll ask you to rescue his wife from the Black Hand Cult. She's at the Meditation Room in Uspdbim, Tjhvsf. After you talk to her, she'll tell you she's abandoned Omas. Return to him for the Psionic Shield amulet.

Droughton Gut: Free Trader's

Gut won't talk to you until you prove your allegiance to the Scarlet Brotherhood. Talk to Omar and he will tell you what to do. Usually, you'll have to attack some kind of ship. The ship type changes, getting tougher the better you are in combat — talking to Omar early in the game makes this task a little easier. When you've done what he says, talk to Omar again and he will grant permission to speak with Gut. After doing so, Gut will help you steal the Chi-Gonger (Manchi Egg) from Vilanie on Trochal.

Manchi Egg: Trochal, Sigure

Due to a diversion by the Scarlet Brotherhood, the guards will be in a state of confusion when you land. Go straight to Vilainie's room. When she stops and tells you to remove the Psionic Shield, *don't*. The guards won't respond to her summons, due to the diversion. Go to the far right side of the room and pick the lock on the door. Enter, take the Egg and leave the Station.

Ichiki and the Baakili

If you've got the Egg and the Malir Artifact, return to Gut and give him the Artifact; he'll tell you to find a Baakili trader and ask him about the Manchi. The Baakili also require payment—some Dilithium

Crystals from a trash pile outside the back door of the bar in the upper corner of Ross Mining Station, Deneb (keep searching until you find them). Search the bars until you meet Ichiki, then ask about Manchi and pay him with Malir artifacts, the Ruby Cube, or Gems. Write down the coordinates he gives you for the Manchi's home system, Ja-Karn. Then return to Gut and tell him your findings. He'll direct you to Prosk, the mad scientist from Micon IV. Make sure your ship is at full strength before you talk to Prosk.

The Warp Drive & End Game

Prosk is working on the Warp Drive. When you tell him the situation this time, he will warp you to the coordinates you give him: Enter the ones from Ichiki. You've got to be heavily outfitted just to reach the Manchi homeworld. Plot a course for the planet, and save the game frequently because combat is fierce during this portion of the game. If you don't save, you will have to begin the journey to the Manchi homeworld all over again each time you get blasted by a pack of Vultures. Once you reach the Manchi planet, land.

Places and People

Star System	Places	People
Karanus	Hiathra Starbase Micon I Outpost	Orellian, Cebok (Keycard), Robots, Sir Eld (Stealth Box), Miners, Robots, Barnett
Gryphon	ConvecEast Mining	Omas (Psychic Shield), Old Miner
Archurus	Koth Carrier Micon II Mining	Old Man, Transmutation Coil Drak, Targon
Deneb	Denebprime Ross Mining	Princess Avenstar (Beam Lock), Felsane Malir Artifact Robot LUX, Dr. Farah, Dilithium
Nar'see	Lagrange Mining	Tiwa (Cebok's sister)
Siguere	Trochal Outpost	Omas' wife, Vilanie (Egg)
Bassruti	Bassruti Mining Free Traders' Outpost	Monster (NSB) Gut, Chi-Sha, Omar
Zed	Micon IV Mining	Prof. Prosk (Null Damper)

Wandering Characters

Robocrook (Forged Cargo Papers, Key cards, the Ruby Cube), Ichiki (information Black Hand and the Manchi), a Wandering Spaceman (information), Veda the Ursellus (Amoebic Lenses), Flitch the Pirate (MicroChip), a Merchant (information about NSBs)

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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