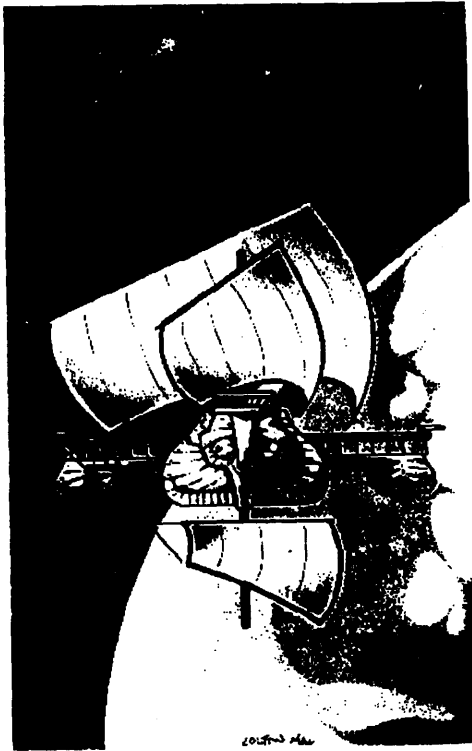


# SPACE<sup>TM</sup> 1889

## Game Play Manual



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# The World of Space 1889

Welcome to the world of **Space 1889**, a world filled with scientific **wonders**, strange **civilizations**, international **intrigue**, and, of **course**, **adventure**. This computer adventure is based on the pen and **pencil** science fiction role playing game of the same **name**. It is a highly unique concept **because**, despite the fact that **Space 1889** deals primarily with outer space **exploration**, it is set in the **19th century**, at the height of Victorian **colonial expansion**.

How is this **possible**?

The **19th century** saw the birth of science **fiction**, and the works of the early masters of this **genre**, **H.G. Wells**, **Jules Verne**, and Arthur **Conan Doyle** still have tremendous **appeal**. Their speculations about **interplanetary** travel and alien civilizations were based on sound principles of science as it was then **understood**. Since **then**, we have discovered that principles such as those proposing the existence of "**luminiferous ether**," — at that time widely accepted — have no **real** foundation in **fact**.

But what if they **did**? What if instead of quantum mechanics and **relativity**, there was only "**the ether**"? And what if the **fertile**, brilliant mind of a young inventor named Thomas Edison discovered the method to travel through the ether and explore the secrets of our solar **system**?

The answer to that question is what this game is all **about**.

## I. A Note On Gender

For ease of **expression**, all references to characters and game players in this manual use the masculine **pronoun**. **This**, **however**, does not **imply** the exclusion of females either as players or characters in the **game**.

Although Victorian society did not encourage women to embark on careers of danger and **adventure**, the large number of women who did so anyway is ample proof that it was **possible**. For more on this **theme**, see the Women in the Victorian Era section of this **introduction**.

## II. The World of Space 1889

The period **from 1870 to 1900** was

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historically one of tremendous **political, social,** and technological **change**. In **Space 1889** this is even more the **case**, as flight and space travel have been added to the other achievements of this **era**. This section of the manual is **designed** to give players an overview of the era as it applies to the concepts of the **game, its** many opportunities and occasional **limits**. This **is** not an authentic historical **account**. It is a mixture of actual history coupled with science **fiction**.

### *Technology*

Although electricity was known and **utilized**, widespread residential use of electricity was just being **adopted**. Many homes were lit by **gaslight**, and **all “appliances”** were **hand-powered**. Indoor **plumbing**, on the other **hand**, was widespread in the cities of the industrialized **countries**.

Industry was almost universally powered by coal-fired steam **boilers**. Oil burning boilers were used where oil was **plentiful**; the gasoline engine was developed by **Herr Benz** and **Herr Daimler** of Germany in **the mid-1880s**; and **Otto von Diesel** was tinkering with an oil-burning internal combustion engine of his **own**. None of these were in widespread **use, however**.

### *Transportation*

Transportation in the **1880s** was notable for its lack of single person mechanical **vehicles**, such as the **automobile**. The closest to this was the urban **cab**, but the cab of the **1880s** was **horse-drawn**. Trips outside the city would usually be made by **train**, powered by a coal-fire steam **locomotive**. Horse-drawn coaches still serviced areas not linked by **rail**, and travel in primitive surroundings was by horse or even **foot**.

On the **water**, the sailing vessel still was used as a **slower**, but **cheaper**, means of transporting low priority **cargoes**. The majority of cargoes and passengers were carried in **steamships**. **Steam** vessels were in the midst of a tremendous increase in power and efficiency due to adoption of more advanced engine technology and forced draught **boilers**. **Mr. Parsons** in the United Kingdom produced his first working steam turbine in **1884**, and this invention promised even more **efficient** steam transportation in the near **future**.

In the **game**, you will be able to transport your party of characters on land by foot or by **horse**, across water in sailing **vessels**, and through the air in **Zeppelins**.

### *Flight*

One of the great differences between the world of this game and the historical **1880s** is the greater incidence of **flight**. Edison's discovery of **liftwood** on Mars in **1870** and its subsequent use in aerial steam vessels provided a tremendous spur to aeronautical **research**. Count **von Zeppelin** produced an **efficient, hydrogen-lifted**, rigid airship in **1874** that was powered by a lightweight **steam engine**; and in the **1880s** began producing airships using the more efficient internal combustion engines of Herr **Daimler**. At the time of the **game**, these are in widespread **use**.

**However**, flying machines are built using **liftwood** whenever **possible**. **Liftwood** is the product of a tree which grows in certain parts of the Martian **highlands**. It synthesizes a complex organic compound with **contragravitational effects**. Attempts to artificially reproduce this compound in the laboratory have thus far **failed**, and the trees **will** not grow anywhere except in certain locations on **Mars**. **Thus**, the supply of **liftwood** is severely limited and is the cause of many **conflicts**.

### *Space Travel*

Interplanetary space travel was first demonstrated by Thomas Edison in **1870**, and while it is hardly **commonplace**, it is an accepted part of life in **1889**. It has made possible the establishment of extensive colonies on Mars and **Venus**, frequent visits to Mercury and occasional visits to the **Moon**.

Space voyages are fairly **long**, typically taking a month or more between **worlds**. **The** voyages are made in interplanetary ether flyers powered by large solar **boilers**. A reflecting lens directs the Sun's rays onto the boiler's water tank to produce steam and power the ship without the need for **combustion**. (**Ships** do not **carry** enough oxygen to support continuous burning of coal for several **weeks**.) Because the Sun's rays are quite weak farther out from the **Sun**, solar boiler-powered ships have so **far** been unable to explore beyond the asteroid belt that spans the distance between Mars and **Jupiter**.

### *Weapons*

Military weapons **are**, at the time in which the game is **set**, in a period of transition **from** breech-loaders to bolt-action magazine **rifles**; **1889** is the **first** year in which **large** numbers of British infantry turn in their Martini Henry breech-loaders for the new Lee **Metford eight-shot**, bolt-action **rifle**. Artillery has been largely converted to rifle **breech-loaders**, and for

light close-range work relied on the ingenious and deadly **Hotchkiss Revolving Cannon**, something like a large **gatling** gun **firing** exploding **rounds**. **But** the new technology of **quick-firing guns**, such as the British **4.7" naval gun**, promised an even **more** dramatic increase in **firepower**.

**Machineguns** had been in **service** since 1861 when **Mr. Gatling** invented his famous **weapon**. **Still** in widespread **service**, it had been supplemented and to an extent supplanted by newer versions of man-powered **machineguns**, such as the **Gardner, Nordenfelt, and Montigny Mitrailieuse**. All of these weapons relied on a gunner turning a crank or operating a lever to continue **firing**. In 1889, **however**, the British began buying their **first** quantities of the Maxim **gun**, a **self-** loading gun that would continue **firing** under its own power so long as the **gunner** held down the **trigger**.

### *International Relations*

Britain **was**, in 1889, a **constitutional monarchy**; **America** was a stable republic and France an unstable **one**. Germany and Russia were empires ruled by hereditary **monarchs**, and Japan was a society in **transition**, a curious mixture of the new and the **old**. All aspired to "**great power**" status, **however**, and in 1889 great power status required interplanetary **colonies, trade, and liftwood**.

## III. The Victorian Age

**In** the year 1889, Great Britain was approaching the height of her **power, pride, and prestige**. She was **the** mistress of an empire which covered a quarter of the Earth's dry surface and exerted a **quiet, iron grip** on the **water**. She controlled much of the world's commerce and **led** the globe in manufacturing **production**. She possessed a political stability unknown amongst the nations of Europe and **had**, two **years before**, celebrated the **50th anniversary** of the coronation of her **ruler, Queen-Empress Victoria**. There seemed no limit to British **energy, ambition, and resolution**. The frontiers of the Empire were being pushed back farther every **day; and**, since Edison and Armstrong had plummeted **into the** atmosphere of Mars **19 years before**, there were vast **areas** of two planets upon which the **Sun**, it was **said**, never **set**.

### *Britain and the World*

In the middle of the **19th century**, British governments were concerned not with expanding the empire but with

making a profit from the useful colonies and areas that already **existed**. By the **1880s, however**, anew spirit of populist expansionism had taken **hold**. The “**New Imperialism**,” embodied by men like **Chamberlain** and Cecil **Rhodes**, was a creed of “**the White Man’s Burden**,” of divinely inspired **missions**, a right and duty to dominate foreign lands and peoples as a race of natural-born **rulers**. This was not the old style of **mercantilist** empire — though the profit motive loomed large in its manifestation and its rhetoric — but a **new, proud**, vulgar expression of British **ambitions**.

Not **surprisingly**, Britain had few **friends**. Her European neighbors generally envied British **wealth**, disliked British **boastfulness**, and, if they laughed at the small size of her **army**, had a healthy respect for the might of the Royal **Navy**. Relations with the French were built upon an ancient **rivalry**, and threats of an invasion by Napoleon III in the ‘**50s** and ‘**60s**; and the **Fashoda Incident of 1898 almost** brought the two to **war**. Relations were worse yet with the **Russians**, for the “**Great Game**” of intrigue and exploration over the northern gateways to India was in full **swing**. **Germany** was

increasingly seen as an economic **threat**, as her industry grew in leaps and **bounds**. The new **Kaiser, Wilhelm II**, was prone to making grandiose and excitable comments that worried his great-aunt Victoria and her government. **Land-locked** Austria-Hungary was of minor concern to British **interests**, while the minor nations — **Italy, Spain, Portugal** and **Turkey** — were treated with a cavalier mixture of patronizing goodwill and callous **disregard**. The only nation which seemed to be growing closer to Britain was the United **States**, where people spoke most of the same language and claimed an Anglo-Saxon **heritage**.

*Victorian Values*

Victorian Society was characterized by strong adherence to a widely accepted set of **values**, through which many of the actions

of the British government and her citizens can be **explained**. Each value tended to produce both virtues and **vices**; sometimes, **paradoxically**, at the same time and in the same

Value	Virtue	Vice
Honesty	Personal integrity, fair dealing	Naivete and disdain for alien codes of behavior
Loyalty	Sense of duty	Failure to examine orders or actions of comrades
Resolution	Dynamism, strength of purpose	Inflexibility, intolerance
"Progress"	Concern for improvement	Disregard for foreign values, tendency to meddle
Enthusiasm	Good humor, vigor	Lack of foresight and planning, failure to learn from others
Sportsmanship	Fitness, teamspirit	Obsession with games, anti-intellectualism
Bravery	Courage, leadership	Rashness, militancy
Detachment	Fair judgement, cool reasoning	Coldness, lack of sympathy
Pride of Race	High self-esteem	Racism, bigotry

*Values, Virtues & Vices*

person. All that was **best** and **all** that was worst about Victorian society lay in these virtues and vices (*see chart*).

At his best the Victorian Englishman combined a boyish zest for hard work and adventure with tremendous personal courage and **integrity**. At his worst he was **smug, prudish, half-witted**, hostile to everything alien to his race and **class**, and pointlessly obsessed with sporting **activities**. The difficulty for outsiders **was** that very often all these **attributes**, positive and **negative, could** be found in the same **individual**. Add to this mixture the **frequent** eccentricities cultivated by **Victorians**, and one might meet a particularly "**rum character**" or "**queer fish**," a fellow whose obvious virtues were somehow counterbalanced by strange or unattractive quirks of **character**.

Players should be aware that a general acceptance of and adherence to these basic values is essential to success in Victorian society at **large**. **However**, that does not mean **that** the characters you generate in **Space 1889** are obligated to rigidly play out each and every virtue and vice appearing on the **chart**.

### *Victorian Society*

British society in the **19th** century was divided quite sharply into classes which determined the lives and expectations of its **members**. Movement between classes was not **easy**; it was difficult to gain acceptance when attempting to **rise**, and it was a shameful degradation to **fall**.

In descending **order**, as a Victorian observer might see **them**, the class hierarchy ran as **follows**:

The **ROYAL FAMILY**, which was at this period fairly **large**. Besides the queen **herself**, there were royal personages in key positions in **society**; the Prince of Wales was the leader of the London "**fast set**" of bon **viveurs**, while the Queen's **cousin**, the Duke of **Cambridge**, was **commander-in-chief** of the **army**.

The **ARISTOCRACY** was the elite of British society in terms of **wealth**, prestige and **power**. **Hunting**, elegant **parties**, winters in **France**, afternoon drives and dinner at the **Carlton** or the Turf **club**; these were the pursuits of a leisured **class**, a class whose **wealth**, though based in rolling acres of prime **farmland**, allowed them to live wherever and however they **chose**. The real aristocracy — as opposed to the county squires of Berkshire and Kent — consisted only of some **200 families**, and those born to **rule** usually knew one another



from childhood. A man was expected to be a **leader**. Women **were** luxuriously cloistered and bargained away in marriages every bit as arranged as those of **India**; their educations were limited to **music, art**, and the conduct befitting a **lady**.

The **GENTRY** were the poor relations of the **aristocracy**. They were not dukes or **earls**, **though** some might carry minor **peerages** or **baronetcies**, often of very ancient lineage **indeed**. In education and attitudes they **were** much like the higher **nobility**, but with lesser **expectations, assumptions, and**, of **course**, bank **accounts**. Their traditional offices of government **were** those ancient county appointments — magistrates and sheriffs rather than **ambassadors** and **ministers**. **Likewise**, their career paths were the same restricted avenues — estate **management**, the **church**, the armed and diplomatic **services**, and perhaps **law**. The country gentry had strong ties to the **land**, carried traditional responsibilities **seriously**, were stable and **honest**, and retained tremendous respect in their communities — far greater than any self-made man could ever **expect**. The **country** gentlemen could be expected to be a model **Englishman**, courteous and **dutiful**.

Below the “**quality**” of the shires was a group that has received little recognition as a class but which would contribute its sons to the service of the Empire in large **numbers**. These were the country **doctors, parsons, lawyers**, and the better-off type of landholding or tenant **farmer**. Their traditional roles were as supporters of the gentry and the **old**, rural-based **order**. Many would **gravitate** to the **Army** and **Navy**, or the civil **services** of India or **Syrtis Major**, where they **would** enjoy a frugal prosperity and a sense of useful **position**.

The **URBAN MIDDLE CLASSES** were the Victorians par **excellence**. It was the values and virtues of the urban middle class **like self-help, duty, competition**, and **piety**, that came to define the **era**. In their prosperous respectability the **tradesmen, lawyers, manufacturers, parsons**, and clerks came to dominate the **tone**, and many of the **institutions**, of British **life**. It was a middle-class **empire**, and **Victoria**, in her attitudes and **pronouncements**, was a middle-class **queen**. The rise of the Victorian middle class was a consequence of a burgeoning economy fueled by Britain’s industrial and commercial dominance in world **affairs**. The Middle-class man tended to look down on the **workers**, who were so clearly morally inferior in their **drunkenness, poverty**, and savage

**amusements**, and when he had contact with the **poor**, it was often with the plan of educating and improving them in his own **likeness**.

The MIDDLE CLASS was not adventurous in **spirit**. **Caution, planning, thrift**, and profit were the **watchwords**. The middle **class** provided the **traders**, the professional **men**, the **engineers**, and the senior **clerks**.

The WORKING CLASSES of the cities fell into several **categories**. At the top were the **craftsmen**, the "**artisans**," who with careful **budgeting**, good **health**, and **12-hour** shifts could attain a modest prosperity and adopt some of the comforts and values of the middle **class**.

Below this comfortable working class came the **POOR**. They made up the largest group of urban **Britons**, yet they were **unrecognized** in any form other than a narrow and unfair **stereotype**. The myth saw the poor as **immoral, drunken, and shiftless**. In **truth**, since they were overcrowded in **tiny, dark, cold rooms**, and grossly underpaid for their **labor**, they had every reason to fit this **image**. The harsh life of **bad food, "cruel habitations,"** work that was **back-breaking** in effort and seldom **steady**, meant that the city poor were stunted and **malnourished**.

The RURAL LABORERS were, perhaps, the poorest of **all**. The **green** fields might not run rife with pickpockets and **beggars**, but there was little hope for the comfortable life of an established town **artisan**. Many countrymen made their way to the towns in the hope **that**, since **employers** liked the "**thick-set, red-faced men of enormous strength**" from the **shires**, they might find **success**.

The urge to escape rural poverty was **strong**, and **country-born** people could be found at the ends of the Earth and beyond — as soldiers and **sailors, domestics, horse handlers, blacksmiths**, and any position that honest **labor** and a strong back could take **on**.

### *The Army*

**Britain** did not have much of **an** army by the standards of continental **Europe**. It did not help that the British Army had **no** permanent tactical organization of **brigades, divisions**, and army **corps**; nor did it have a General Staff on the Prussian **model**. It was a very old-fashioned **army**; a German military attache **reported**, "**It is excellent for fighting savages, just as ours is excellent for fighting the French.**" **Indeed**, the British

Army was a superb instrument for small-scale operations against irregular **opponents**. It was at this regimental level that the British Army was **unequaled**, which served rather to mask the manifest inadequacies of officer **training**, staff **work**, **tactical theory** and **logistical support**.

### *The Combat Arms*

Modern training emphasized dismounted action with **carbines**, mounted **scouting**, and pursuit of a beaten foe as the work of the **cavalry**; but natural **conservatism**, success against spear-armed **opponents**, and a belief in the virtues of the “**arme blanche**” meant that **cavalrymen**, even the **highly** experienced Indian **regiments**, still looked for a chance for the knee-to-knee charge with sword and **lance**.

Gunners and engineers **were**, as **groups**, the most modern and professional elements in the British **Army**. With rifled guns — some **muzzle-loading**, others **breech-loading**— and with balloon **detachments**, railway **companies**, telegraph **crews**, and steam traction **engines**, the technical services looked forward to the **20th** century rather than backward to a glorious martial **past**.

### *Women In The Victorian Era*

The traditional picture of Victorian womanhood presents an image of frailty and timidity — an oppressed group rigidly **corseted** into a sternly-respectable second place to the **male**. There **were, however**, women unwilling to bow to **convention**, and many more whose outward genteel graces concealed a spirit of **strength, vision, and adventure**.

## **IV. Introduction To The Game Scenario**

In **Space 1889**, you will **create five characters**, male or **female, from** among six attributes and **24** skills (**see** Characters and Character **Generation**). After your characters are generated you will be **asked** to choose the leader of your **group**. The introductory sequence of the game **will** be centered around that **character**.

The scenario begins at a reception in a London **museum**, where an exhibit of recently discovered Egyptian artifacts is about to be **presented**. Archaeological expeditions in Egypt are often **occurring**. Several tombs have been **discovered**, but the tomb of King **Tutankhamen**, rumored to be filled with priceless **objects**, remains hidden in the desert **sands**. Every notable in the fields of anthropology and archaeology are at this **gala**, black tie **affair**. **Wealthy**, upper class members of

society are also **present**. You (**your lead character**) have been invited to the exhibit **opening**, as **well**. Upon arriving at the **museum** you are **surprised**, and **happy**, to see four friends (**the other members of your party**) who worked with you on **archaeological** expeditions in the **past**. The joyous reunion sparks reminiscent stories of adventure and excitement. It has been several years since you worked **together**, but the comradeship still **exists**.

Later in the **evening**, you overhear a conversation between two **men**. They are discussing a proposed expedition to **the** Valley of the Kings in **Egypt**. **Apparently**, the location of King Tut's tomb has been **discovered**. One of the men is holding a report outlining the proposed **expedition**, to be funded and carried out by the **Germans**. After their discussion the two men **leave** the **reception**. You present the idea of undertaking a journey to Egypt in search of Tut's hidden **treasures**. Your friends eagerly **accept**. Whether it's the excitement of viewing the Egyptian artifacts in the **museum**, or the need for excitement and **intrigue**, your group of adventurers is back in **business**.

Your adventure begins as your party leaves the museum reception in **search** of the elusive man who has the report outlining the proposed German **expedition**. Before anything **else**, you have to get that **report**.

So begins an epic journey that will carry you across the **world**: from the scorching deserts of Egypt to the mysteries of the Far **East**. Your adventures may also lead you to the mysterious **realm** of outer **space**, where you will travel to the dark caverns of the **moon**, the deserts of **Mars**, the swamps of Venus and the lush valleys of Mercury's Twilight Zone in search of the answer to the greatest mystery of all **time**.

# Character and Career Generation

An exciting aspect of Space 1889 is its unique character and career generation **system**. You will be responsible for determining a character's strengths and weaknesses by choosing a set of basic ability scores you wish to **develop**. **Further**, once you develop a **character**, you **will** be able to select his **career**. You can also personally create new careers for your **characters**.

This approach differs from other computer role-playing **adventures**, which assign characters a set of initial attribute scores that can't be **changed**. For **example**, if you want one of your **characters** to be physically strong and **agile**, you can keep generating basic ability **scores** until the character has high numbers for STRENGTH and **AGILITY**. On the other **hand**, if you desire a character with a keen mental **edge**, you can choose a basic set of ability scores that include high INTELLECT and SOCIAL LEVEL **numbers**. The **Space 1889** character and career generator is simple to **use**, but detailed enough to let you mold your characters into likenesses of your **choosing**. This is extremely important in a role-playing environment **because** your characters will **grow** to mean more to you than just a computer graphic with a **name**. Other computer role-playing games offer little control over the development of characters and their **careers**, thus **making** it difficult to fashion a character that is truly your **alter-ego**.

The character generation process was designed for ease of use and **enjoyability**. In your spare **time**, you may want to

generate characters and add them to your character **pool**. If one of Your characters perishes during game **play**, you will be able to replace fallen members of your party with one of the auxiliary characters **from** your character **pool**. It's not mandatory to generate extra **characters**; the character **pool** will already have several **pre-generated** characters **from** which to **choose**. If you do not want to generate your own

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characters at **all**, you can choose **pre-generated** characters and get right into the **game!**

## I. Selecting From Lists

Throughout the character and career generation **process**, you will be asked to select an option from a list **shown**. You will notice a blinking box surrounding the **first** option you can **select**. Use the **keyboard**, joystick or mouse (**your** technical supplement provides additional information on which peripherals may be used in your version of **the game**) to move the box to the option you wish to **select**. Press the **return**, joystick button or left mouse button to make the **selection**. To abort selecting, press either the Escape key or the right mouse **button**.

## II. Character Pool and Party Organization - Main Menu Options

The MAIN MENU in the **character** generation program allows you to control your character pool and organize your party of **characters**. The options and their descriptions **are as follows**:

### *1. Add Character to Character Pool*

This option takes you to the CHARACTER MENU where you can create anew **character**. A maximum of twenty characters can be created and saved in the character **pool**.

### *2. Remove Character From Character Pool*

This option allows you to permanently delete characters from your character **pool**. After selecting this **option**, you are asked which character you wish to **delete**.

### *3. Add Character To Party*

This option lets you **select** characters for your party from the character **pool**. After you've selected a **character**, he is moved from the character pool to your **party**.

### *4. Remove Character From Party*

To remove a specific character from your **party**, select this **option**. The character you choose is removed **from** your party and moved to the character **pool**.

### *5. Load Party*

You can load a previously saved party for reordering or adding more **players**. When this option is **selected**, you are asked from which drive you wish to load the **party**. Choose a drive from the list **shown**. After you make your **selection**, a

list of all the saved parties on that drive will be **loaded**. When you select a party from the list **shown**, it is loaded into **memory**.

### *6. Save Party*

This option allows you to save the current party to a **file** that you **choose**. You are asked which drive you wish to save the party **to**. Select a drive from the list **shown**. After you make a **selection**, you are asked to enter an eight character file name for the **party**. If the **file already** exists on the **specified drive**, you are asked if you wish to overwrite **it**. **Otherwise**, the party is saved on the drive under the **file name** you have **given**.

### *7. Save Character Pool*

It is recommended that you save the character pool often if you are generating many **characters**. Selecting this option saves the character pool to the current **drive**.

### *8. View Character*

This option allows you to view a previously created **player**. Select a character from the party or character pool list **shown**. The character information sheet **appears**, containing a picture of the character as well as his **attributes, skills, health, wealth**, and careers.

### *9. Create Careers*

You can create and **modify** your own careers for your characters using this **option**. See **Career Generation** for a more detailed description of this **process**.

### *10. Exit Program*

By selecting this **option**, you leave the character and career generation **program**.

## **III. Character Creation - Character Menu Options**

To generate **characters**, you must select "**Add Character to Character Pool**" from the MAIN MENU. The **CHARACTER MENU** then **appears**. Using the CHARACTER MENU **options**, you can begin to create and save characters for use in the **game**. The options and their descriptions are as follows

### *1. Generate Character Attributes*

By selecting this **option**, you take the first basic steps to **defining**, describing and creating your **characters**. **First**, you are asked if the character is male or **female**. After you make

your selection, you are asked to give your character a **name**. The name can be up to **12** characters **long**.

**Next**, the computer randomly generates basic attribute levels for the character (**based** on a **roll** of **dice**). Attributes are a measure of your character's basic **physical**, intellectual and social qualities in comparison with those of other characters existing within the time **frame** of the **game**. In Space **1889**, there are six such **attributes**: **STRENGTH**, **INTELLECT**, **AGILITY**, **CHARISMA**, **ENDURANCE** and **SOCIAL LEVEL**. A description of **the** basic character **attributes**, and the various skills your characters can possess can be found in the section **Attributes and Skills**. Alongside each basic attribute is a number indicating your character's proficiency in that **attribute**. The numbers range from **1** (**the lowest level**) to **6** (**the highest level**). If you do not want to develop a character with the basic attributes scores that have been **generated**, the computer will continue to randomly generate new attribute scores until you accept a basic set worth **developing**. **Last**, you are asked to pick a face for your character from five choices shown on the **screen**.

The **first** skill under each attribute heading will be started at a score one less than the attribute level **itself**. For **example**, if your character has a **STRENGTH** attribute of **6**, his **Fisticuffs** skill level (**the first** skill listed under **STRENGTH**) is **5** (**6-1**). **Therefore**, your character is extremely strong and skilled in the use of his **fists**. **Also**, the character's **Throwing** skill is one half the **STRENGTH attribute**. Once **again**, this is explained in more detail in the section **Attributes and Skills**.

## *2. Select Character's Career(s)*

After selecting a set of basic attributes for your **character**, you must choose at least one career in which you wish your character to **excel**. An overview of **the careers** you can **choose**, and the basic attributes and skills your characters must possess to select **careers**, can be found in the section **Careers**.

When this menu option is **selected**, a window appears in the center of the **screen**. The information in the window is **coded** as **such**:

1) All career **headings** are centered and displayed in **YELLOW**.

2) All careers that you can select (**based** on your **attributes**) are displayed in **WHITE**.

3) All **careers** that you can't choose (**based** on your



attributes) are displayed in **GRAY**.

**Joystick Users:** Use the up and down joystick positions to scroll through the **list**. Press the **fire** button to select the career of your **choice**.

**Mouse Users:** There are two arrows displayed in the bottom comers of the **window**. Pressing the left mouse button on *either* of the arrows scrolls the careers one at a **time**, in a direction corresponding to the arrow **pressed**. Pressing the right mouse button on the up arrow scrolls the selections to the first **career** at the top of the **screen**. **Likewise**, pressing the right mouse **button** on the down arrow scrolls the page down to the next career **list**. Mouse users can also move the arrow inside the window and click on one of the **careers**. That career will now be **highlighted**. If the career was already **highlighted**, the character gets the career — if attributes and skills **permit**.

**Keyboard:** All game players can use the **keyboard**. Use the arrow keys to move the highlight up and **down**. Use the PgUp and PgDn keys to move the box to the next career at the top or bottom of a new career **list, respectively**. Use the Home and End keys to move to the beginning and end of the career **list**. Press the **Return** key to select the highlighted tamer **choice**.

**Note:** Some careers may be undertaken only by **males**, while others are exclusively for **females**. Males are not permitted to enter a female-only **career**; but **females**, depending on their **AGILITY** and **INTELLECT** attribute **levels**, may pass themselves off as males and embark on a male-only **career**.

### *3. Buy Extra Skill Points*

Depending on the number of tamers you **choose**, and your **SOCIAL STANDING**, you are given a number of general **skill** points that can be used to increase the skill levels your character already **possesses**. A detailed description of this process can be found in the section **General Skill Points**. The maximum number of general skill **points**, and the amount of general skill points needed for each increase in skill **level**, is displayed in a window above the skill **list**. Use the cursor **keys**, joystick or mouse to select the desired **skill**. Press the **Return** key, joystick **button**, or left mouse button to increase that skill by **one**. Press the Escape key or the right mouse button to escape out of this **option**.

### *4. Redo Character*

If, after developing a **character**, you don't want to include

him in your character pool or **party**, you can delete him using this menu **option**.

### 5. Return to Main Menu

This option takes you back to the MAIN **MENU**. If you have successfully created a **character**, he will be added to the character **pool**.

## IV. Attributes and Skills

### *Attributes*

Character attributes are **divided** into two main **types**: physical and **psychological**. Physical attributes are **STRENGTH (STR)**, **AGILITY (AGL)**, and **ENDURANCE (END)**. Psychological attributes are **INTELLECT (INT)**, **CHARISMA (CHR)**, and **SOCIAL LEVEL (SOC)**. Each attribute is defined by a number from **1** to **6**, with the higher numbers representing greater **proficiency**. In the case of **SOCIAL LEVEL**, the number defines a specific social class to which the character **belongs**, as shown **below**.

#### SOCIAL LEVEL

Attribute	Social Class
<b>6</b>	Aristocracy
<b>5</b>	Wealthy Gentry
<b>4</b>	Gentry
<b>3</b>	Middle Class
<b>2</b>	Tradesman
<b>1</b>	Working Class

**Note** - Definitions for each social class are contained in the **Victorian Society** section of the manual **introduction**.

Let's **say**, for **example**, that Sean O'Connory has the following **attributes**:

Physical	Psychological
<b>STR: 6</b>	<b>INT: 2</b>
<b>AGL: 3</b>	<b>CHR: 4</b>
<b>END: 1</b>	<b>SOC: 5</b>

Sean's **STRENGTH** attribute of **6** makes him a remarkably strong **man**, perhaps the strongest in **Europe**. His **AGILITY** is **average**, but his **ENDURANCE** is very **low**. He has below-average **INTELLECT** but sufficient **CHARISMA** to make him a **likable**, agreeable **fellow**. His **SOCIAL LEVEL** of **5** indicates that he is from the wealthy **gentry**.

### *Skills*

The game includes **24** principal **skills**, divided into six

## Attributes & Skills

STRENGTH	INTELLIGENCE	RESISTANCE
Fisticuffs Throwing Close combat	Observation Engineering Science Gunnery	Wilderness travel Fieldcraft Tracking Swimming
AGILITY	CHARISMA	SOCIAL STANDING
stealth Crime Marksmanship Mechanics	Eloquence Theatrics Bargaining Linguistics	Riding Piloting Leadership Medicine

groups of four **each**, and each group is associated with a particular **attribute**. These skills are listed in the *Attributes and Skills Chart* on the following page.

### Explanation of Skills

#### STRENGTH-Based Skills

- Fisticuffs** The ability to hit an opponent with **fi**st or foot and cause pain or **injury**, and also the ability to hold and restrain an opponent **or, conversely**, to struggle free from an opponent's **grasp**. Fisticuffs skill would be used in any situation where a character attempts to subdue or silence an opponent with a **blow**, wrestle someone to the ground, or fight off an **attacker**.
- Throwing** The ability to hurl objects **accurately**. As a weapons skill this is used as the equivalent of Marksmanship with any thrown weapon (**spear, knife, hatchet etc.**). It is also used to determine success when hurling grappling **hooks**, heavy **lines, rocks, grenades, etc.**
- Close Combat** This skill defines a character's ability to keep his head in situations of mortal danger and use a weapon **effectively**. The primary emphasis of close combat is on bashing **weapons**, edged **weapons**, or pole **arms**. Whenever a character attempts to use any weapon in close **combat**, whether a **firearm** or melee **weapon**, the Close Combat **skill** is used

to determine **success**.

**Trimisman** **Trimisman** skill is the ability to maintain a **liftwood** vessel in **proper**, level **trim**. **Liftwood** vessels are supported by many individual **liftwood panels, arranged** much like Venetian **blinds**, which provide varying amounts of lift depending on their angle toward the surface of the **planet**. The exacting task of maintaining trim requires almost constant adjustment of the individual **panels**. The focus of the **Trimisman skill** is on **cloudships** or **interplanetary** ether **flyers**.

### AGILITY-Based Skills

- stealth** Stealth is the ability to move silently and avoid **detection**. This skill is used to determine the character's ability to sneak upon **guards**, creep past **enemy** outposts or sleeping **animals**, lurk in shadows and dark **alleys, etc.**
- Marksmanship** Marksmanship indicates the character's ability to hit a distant target with a **firearm** or **bow**. The emphasis of the Marksmanship skill is on **pistols**, rifles (**including** carbines and **shotguns**), and **bows**.
- Mechanics** The ability to **construct, operate**, and repair **machines**. The prime emphasis is on steam **engines**, electrical **devices**, or skill with precision **machinery**.
- Crime** Crime skill covers a familiarity with one or more of a variety of illegal **practices**. The primary emphasis is on **forgery, lockpicking**, and **pickpocketing**.

### ENDURANCE-Based Skills

- Wilderness**
- Travel** Wilderness Travel is the ability to travel across uncharted and hostile country — an essential skill for

- explorers and **adventurers**. The primary emphasis is on **mountaineering**, **foraging**, and map **making**.
- Fieldcraft** The ability to judge the lay of the ground and use its potential to the **fullest**. **Fieldcraft** skill determines the ability of a character to move silently through the **woods**, use the lay of the land to move **under** cover and **unobserved**, and take up covered positions with good fields of **fire** in **combat**.
- Tracking** Tracking is the ability to detect and follow the trail of a man or an **animal**. This is particularly important for **hunters**, but is also useful if pursuing a fleeing **enemy**.
- Swimming** The ability to avoid drowning without use of flotation **devices**.

### INTELLECT-Based Skills

- Observation** The ability to notice **things**. This skill defines the ability of a detective to notice clues or items out of **place**, the ability of a soldier to notice an enemy ambush or signs of enemy **movement**, the ability of a scientist to notice an unusual rock formation or the skeleton of an extinct **animal, etc.**
- Engineering** The ability to design and supervise **the** building of **structures**. The primary emphasis is on structural engineering (**bridges, roads, dams, and buildings**), naval architecture (**the** design of nautical and aerial **vessels**), explosives (**the** use of **dynamite** and gunpowder to move earth and rock or destroy **structures**), or earthworks (**the** construction of military **fortifications**).
- Science** The Science skill covers a **familiarity** with the basic laws of science and the body of scientific **knowledge**. Primary emphasis is on **Physics, Chemistry,**

**Biology, Geology, Archaeology, or Astronomy.**

Gunnery **The** ability to man and direct the fire of large **weapons** including **muzzle-loading cannons (such as the Martians use), breech-loading cannons (of the modern European type), machineguns (including rotating cannons of the Hotchkiss type),** and exotic weapons such as the **Smutts Discharger.**

**CHARISMA-Based Skills**

Eloquence Eloquence is the ability to convince non-player characters (**NPCs**) to go along with your **ideas.** This is particularly important when trying to convince a financier to fund an **expedition,** or a bureaucrat to issue a special **permit.**

Theatrics The ability to play a role convincingly is covered by Theatrics **skill.** This skill defines the ability of a character to fool **NPCs** when impersonating **someone else,** or the ability to **tell** convincing **lies.** It is also used when preparing a successful **disguise.**

Bargaining The **ability** to effectively **negotiate.** This determines the ability of a character to get the best possible price when buying or selling an **item,** the ability of diplomatic personnel to negotiate with foreign **officials, etc.**

Linguistics Linguistics is the ability to learn, **understand,** read and speak foreign **languages.**

**SOCIAL LEVEL-Based Skills**

Riding Riding skill is the ability to control animals while riding **them.** This skill's **primary** emphasis is on riding the terrestrial **horse,** the Martian **gashant** and flying **skrill,** or the **Venusian pacyosaurus.**

Piloting	The ability to steer a <b>vessel</b> . While a skill level of <b>1</b> or greater is sufficient to operate a <b>vessel</b> , higher skill levels are useful in avoiding crashes in hazardous <b>situations</b> . Higher skill levels are also necessary to attempt and survive difficult <b>maneuvers</b> . Primary emphasis is on aerial <b>flyers</b> , Martian <b>cloudships</b> , <b>Zeppelins</b> , interplanetary ether <b>flyers</b> , nautical sailing <b>vessels</b> , and desert <b>vessels</b> .
Leadership	Leadership is the ability to project a <b>forceful</b> , commanding <b>presence</b> . This skill is used to determine a character's success in rallying demoralized <b>troops</b> , recruiting followers from <b>NPCs</b> , facing down brigands or <b>thugs</b> , and so <b>forth</b> .
Medicine	A knowledge of medicine and the ability to administer care to wounded and ill characters is covered by this <b>skill</b> . Medicine skill determines the chance of successful recovery by a patient and the length of time that a specific recovery will <b>take</b> .

## V. Careers

A character may have one career and six general **skill points**, or two careers and two general **skill points**. If your character has two **careers**, they are referred to as his first and second **career**.

### *Career Selection*

Each career lists a prerequisite for entry (or the notation “**no prerequisite**”). For **example**, the merchant career listing reads **SOC 4-, CHR 3+**. **Thus**, the prerequisite for being a merchant is a SOCIAL LEVEL of **4** or less and a CHARISMA level of **3** or **higher**.

There are several limitations on career **entry**, which are explained **below**.

#### Male Only

These are government positions **from** which women are barred by **policy**. Female characters may attempt to enter such **careers**, but only by successfully impersonating a **man**,

which was done in this time **period** with surprising regularity (**one woman disguised as** such **actually** rose to the position of cabinet minister in **Canada**).

Female Only

The Adventuress career is open only **to women**.

**criminal careers**

The Master Criminal career may only be selected as a second **career**. Other Criminal **careers** may be selected as **first careers**; but, if so, then the only second careers possible are other Criminal **careers**: the **Army**, **Actor**, or **Adventuress**.

### *Career Skills*

A **career** provides a character with a **number** of **skills**. The career usually provides seven skill **points**, distributed among a variety of different **skills**. A few of the more difficult or selective careers provide more skill **points**. For **example**, the Merchant career **skill** listing is Bargaining **3**, Eloquence **1**, Linguistics **1**, Leadership **2**. Those skill levels are received or added to skills already **acquired**.

### *Second Career*

A second career **may be** a repeat of the **first** career or it may be an entirely new **career**.

### *General Skill Points*

**General** skill points are used to increase your character's skill **levels**. Each **skill** level increased in an area with an associated attribute level of **5** or **6** costs one-half general **skill point**. Each **skill** level increased in an area with an associated attribute of **3** or **4** costs one general skill **point**. Each skill level increased in an area with an associated attribute level of **1** or **2** costs two general skill **points**.

No character may have a skill level greater than his associated attribute level (**although** career skills may cause the **skill level** to be higher than the associated **attribute**). No character may buy an increase in Close Combat skill greater than one above his career-generated **level**.

### *Wealth*

All characters begin the game with a "**fortune**" or life's **savings**. This represents the money they have accumulated or



inherited and which is available to bankroll any expedition they may **undertake**. The aristocracy and wealthy gentry have an annual income or allowance from their family or **income-producing lands**, and their initial fortune represents the first year's installment of this **income**. Each **year** in the game they receive additional **money**.

The amount of the initial fortune is determined by the computer and is based on your character's **attributes**, careers and **SOCIAL LEVEL**. In all cases the resulting amount of money is in pounds **sterling**. If your character chose a career as either a **Merchant, Adventuress, or Criminal**, the computer multiplies your starting fortune by an additional 10. If your character's second career was Master **Criminal**, the starting fortune is multiplied by an additional 50.

### *Income*

Characters with a **SOCIAL LEVEL** of 5 or 6 receive an annual income **equal** to their initial **fortune**. This is paid in 12 equal monthly installments and represents the income from their **estates**.

Characters who are in government service receive a monthly **salary**. For characters in the **military**, this salary is entirely consumed by pay stoppages for lodging and **equipment**, mess bills and so **forth**. For game purposes they have no **income**, but are supported by the **service**. Officials of the Foreign Office and the Colonial Office receive a salary of 40 pounds sterling per **month**.

At the end of every 30 **days**, your character's incomes will be **automatically** deposited into your party **account**.

### *Career Listings*

The career or careers chosen by a player determines the sorts of skills available to his **character**.

#### Part 1-Government Careers

ARMY

Male **only**. No **prerequisite**.

**SOC 1:** Private **soldier**, any branch — Close Combat 1, **Swimming 1**, Marksmanship 1, Bargaining 1.

**SOC 2:** Noncommissioned officer — Close Combat 1, Swimming 1, Marksmanship 1, **Leadership 1**.

**SOC 3, 4:** **Officer**, native regiment or technical branch — Leadership 2,

Marksmanship 1, Close Combat 1.

**SOC 5, 6: Officer**, fashionable infantry or cavalry regiment — Leadership 2, Marksmanship 1, Close Combat 1, Linguistics 1, Riding 1, Eloquence 1.

NAVY

Male **only**. No **prerequisite**.

**SOC 1: ordinary seaman** — Swimming 1, Gunnery 1, Mechanics 1, Close Combat 1, Marksmanship 1, **Trimsman 1**, Riding 1.

**SOC 2: Petty Officer** — Swimming 1, Gunnery 1, Mechanics 1, Leadership 1, Close Combat 1, Marksmanship 1, Piloting 1.

**SOC 3, 4: Engineering officer** — Leadership 1, Mechanics 2, Science 1, Close Combat 1, Marksmanship 1, Piloting 1.

**SOC 5, 6: Line officer** — Leadership 2, Close Combat 1, Piloting 1, Observation 1, Gunnery 2.

FOREIGN OFFICE

**(AGENT)**

*Prerequisite: INT 4+.*

Linguistics 2, Crime 2, Theatrics 2, Observation 1.

FOREIGN OFFICE

**(DIPLOMAT) Male Only. Prerequisites: SOC 3+, INT 4+.**

Bargaining 2, Linguistics 3, Eloquence 1, Observation 1.

COLONIAL OFFICE

*Male only. Prerequisite: SOC 4+.*

Bargaining 1, Linguistics 2, Eloquence 1, Observation 1, Theatrics 1, Marksmanship 1.

**Part 2 - Exotic Careers**

BIG GAME

HUNTER

*Prerequisites: AGL 4+, END 5+.*

Wilderness Travel 1, **Fieldcraft 1** Tracking 2, Marksmanship 2, Linguistics 1.

**EXPLORER**     *Prerequisites: END 5+, STR 2+.*  
 Wilderness Travel 2, Fieldcraft 1,  
 Marksmanship 1, Linguistics 2,  
 Leadership 1, Swimming 1.

**DILETTANTE**

**TRAVELLER**     *Prerequisite: SOC 5+.*  
 Linguistics 3, Pilot 1, Science 1,  
 Wilderness Travel 1, Marksmanship 1,  
 Swimming 1.

**ADVENTURESS**

*Female only. Prerequisites: INT 4+,  
 CHR 5+.*  
 Close Combat 1, Marksmanship 1,  
 Linguistics 2, Theatrics 2, Eloquence 1,  
 Crime 1, Leadership 1.

**REPORTER**     *Prerequisites: INT 4+, CHR 4+.*

Observation 1, Theatrics 2, Eloquence 1,  
 Linguistics 2, Wilderness Travel 1.

Part 3 — Service Careers

**ACTOR**     *Prerequisites: SOC 4-, CHR 5+.*  
 Theatrics 3, Eloquence 1, Linguistics 2,  
 Leadership 1.

**PERSONAL  
 SERVANT**

*Prerequisites: SOC 3-, CHR 4+.*  
 Close Combat 1, Linguistics 2,  
 Bargaining 1, Medicine 1, Riding 1,  
 Observation 1.

**TUTOR/  
 GOVERNESS**

*Prerequisites: SOC 2, 3 or 4, INT 5+.*  
 Science 2, Linguistics 2, Eloquence 1,  
 Theatrics 1, Leadership 1, Medicine 1.

**GROUNDS-  
 KEEPER**

*Prerequisites: SOC 3-, END 4+.*  
 Marksmanship 1, Wilderness Travel 1,  
 Tracking 2, Fieldcraft 3.

Part 4 — Mercantile Careers

**INVENTOR**     *Prerequisites: INT 4+, AGL 3+.*  
 Science 2, Engineering 2, Mechanics 2.

- MERCHANT** *Prerequisites: SOC 4-, CHR 4+.*  
Bargaining 3, Eloquence 1, Linguistics 1, Leadership 2.
- MECHANIC** *Prerequisites: SOC 3-, AGL 4+.*  
Mechanics 3, Engineering 1, Science 1, Observation 1, Bargaining 1.
- ENGINEER** *Prerequisites: SOC 4-, INT 4+.*  
Engineering 2, Mechanics 2, Science 1, Observation 1.
- SEAMAN** *Prerequisites: SOC 3-, STR 3+.*  
Fisticuffs 1, Throwing 1, Swimming 1, Linguistics 2, Piloting 1, Observation 1.

#### Part 5 — Professional Careers

- DETECTIVE** *Prerequisites: SOC 3+, INT 5+.*  
Close Combat 1, Science 2, Crime 2, Theatrics 1, Tracking 2, Medicine 1.
- DOCTOR** *Prerequisites: SOC 3 or 4, INT 4+.*  
Science 2, Medicine 3, Observation 1, Linguistics 1.
- SCIENTIST** *Prerequisites: SOC 4+, INT 5+.*  
Science 3, Engineering 1, Observation 1, Linguistics 2.

#### Part 6 — Criminal Careers

- MASTER CRIMINAL** *Second career only. Prerequisite: INT 6.*  
Crime 2, Science 1, Close Combat 1, Marksmanship 1, Theatrics 1, Linguistics 1, Leadership 2, Medicine 1.
- POACHER** *Prerequisites: SOC 3-, AGL 4+.*  
Marksmanship 1, Close Combat 1, Fieldcraft 2, Tracking 2, Crime 1.
- SMUGGLER** *Prerequisites: END 4+, AGL 4+.*  
Close Combat 1, Piloting 1, Crime 2, Linguistics 1, Bargaining 1, Swimming 1.
- THIEF** *Prerequisites: SOC 3-, AGL 5+.*

Close Combat 1, Stealth 1, Crime 2,  
Theatrics 2, Eloquence 1.

ANARCHIST *Prerequisites: SOC 3-, AGL 5+.*

**Crime 2**, Close Combat 1, Eloquence 1,  
Engineering 1, Theatrics 1, Linguistics  
1.

## VI. Career Generation

To create your own careers for use in the **game**, you must select “**Create Careers**” from the MAIN MENU. When this option is **selected**, the CAREER MENU appears. Using the CAREER MENU **options**, you can begin generating your own **careers**. The CAREER MENU options are as **follows**:

### 1. Create New Career.

This option allows you to create a new career of your **choice**. You can create up to ten extra careers to add to the 40 that already **exist**. You cannot **delete**, view or change any of the 40 existing careers that came with the **game**. **However**, you can **delete**, view or change any of the ten careers you **generate**. These careers will appear in a list at the bottom left corner of the **screen**.

After selecting this menu **option**, the bottom part of the screen is replaced with the career **information sheet**, which provides the name of the career as well as the attribute and skill levels associated with **it**. You **will** enter this career **information**. The following example uses a new career of Desperado (**taken** from CHALLENGE MAGAZINE, *The Magazine of Science-Fiction Gaming from GD W GAMES, issue 43, page 41.*) The career information would be entered as **follows**:

#### A. Career Name

This is the name you will give the **career**. This is also the **name** that will appear in the career list when “**Select Character’s Career(s)**” is chosen from the CHARACTER MENU during the character generation **process**. The **name** for this new career may be up to 30 characters **long**.

For our **example**, the career will be named **DESPERADO**.

#### B. Type

This signifies the career heading the new career will fall **under**. The options you have **are**:

1. Government Careers
2. Exotic Careers
3. Service Careers

4. Mercantile Careers
5. Professional Careers
6. Criminal Careers

A small input window is displayed with the words  
NEXT PREVIOUS OK

Select NEXT to go to the next career **type**.

Select PREVIOUS to go to the career type listed

**previously.**

Select OK to accept the current career **type**.

For the career **DESPERADO**, you would select "6.

Criminal **Career.**"

**C. Male/Female Only**

**Here**, you select whether the career will be available to men **only**, women **only**, or members of either **sex**. The options provided are

1. Male **Only.\***
2. Female **Only.**
3. Doesn't Matter

A small input window is displayed with the words  
NEXT PREVIOUS OK

Select NEXT to go to the next **option**.

Select PREVIOUS to go to the option listed **previously**.

Select OK to accept the current **option**.

*\* Females may attempt a Male Only career. If their attributes and skills match a certain criteria, they may succeed.*

*The DESPERADO career can have either sex.*

**D. Prerequisite 1 and Prerequisite 2**

These two options **specify** the initial criteria for choosing a **career**. A character who does not meet the required criteria can not excel in this **career**. To have no prerequisites for the **career**, hit the Escape key on both **options**. **Otherwise**, from the **menu**, you can form an **equation**. The first part of the equation can be one of the following **attributes**:

1. STRENGTH
2. AGILITY
3. ENDURANCE
4. INTELLECT
5. CHARISMA
6. SOCIAL STATUS

Choose the attribute you wish to declare as a prerequisite for the career by pressing the Enter **key**, joystick button or

left mouse button when that attribute is **highlighted**.

**Next**, you must determine whether you want the required score for that attribute to be less than or equal **to, equal to,** or greater than or equal to the third part of the **equation**, which is any number from **1** to **6**.

After choosing the **first prerequisite**, press the Escape key or the right mouse button to **continue**. You will then be asked **to** enter the second **prerequisite**. If you wish to have no other **prerequisite**, just press the Escape **key or the right mouse button**.

For **DESPERADO**, there is only one **prerequisite**:  
SOCIAL STATUS <= 3.

#### E. Skill Listing

After you've entered **all** the above **information**, you can **specify** the skill levels for the new **career**. You have a **total** of ten **skill** points to spread out among all **24 skills**. You cannot award more than three **skill** levels per skill (**so you can't create** a career that bestows a Science skill level of **6**, for **instance**).

To increment a **skill**, move the highlight to the skill and press the **+ or left mouse button**.

To decrement a **skill**, move the highlight to the skill and press the **- or right mouse button**.

To **continue**, press the Escape **key**. It is not necessary to use all ten skill levels during the creation of a **career**.

For **DESPERADO**, you want to set the following skills **values**:

Riding - **2** Fieldcraft - **1** Marksmanship - **2**  
Close Combat - **2**.

Following this **step**, you will return to the CAREER MENU. The new career **you** have just generated (**DESPERADO**) is added to the career list that appears when "Get Character's Career(s)" is selected from the CHARACTER MENU.

#### 2. Delete A Career

This option allows you to delete any career currently in your career **list**. Scroll through the list of careers to select the **one(s)** you want to **delete**. **Again**, you may only delete careers you have **created**, not any of those that came with the **game**.

#### 3. View A Career

This option permits you to view a previously created **career**. Scroll through the career list to **select** those you wish to **view**. The career information sheet is displayed with all

information pertaining to the attributes and skills for the **career**.

#### *4. Save Careers*

It is recommended that you save your career list often if you are generating new **careers**. Selecting this option saves the career list to the current **drive**.

#### *5. Return To Main Menu*

This option returns you to the MAIN MENU. If you have successfully created **careers**, they will appear in the career list the next time you create a **character**.

## VII. Character and Career Generation Summary

**Here** is a breakdown of the character and career generation **process**.

1. The character's sex is **chosen**.
2. A name is given to the **character**.
3. A basic set of attributes are generated by the computer for the **character**. The attributes can be **re-generated** until a desired set is **displayed**.
4. The character's face is selected for game **play**.
5. One or two careers are chosen for the character (**you can** create up to ten new careers **to** add to the 40 existing **careers**).
6. You can increase the basic skills for that **character**.
7. Once the character is **fully developed**, you can save him to the character pool or regenerate his **information**.

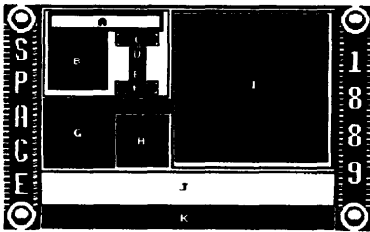


# Planetary Exploration and Ground Combat

## I. Introduction

Throughout your adventures in Space **1889**, you **will** visit the planets **Earth, Mars, Mercury** and **Venus**, as well as the Earth's **moon, Luna**. These worlds vary from the high population and varying environments of Earth to the scorching deserts of Mars and the humid swamps of **Venus**. You will encounter many unique individuals on your **journey**; some of which will be members of alien **societies**. Some of these aliens include **Martians, Lizard Men, Moon Men** and **Selenites**. The characters you meet can be helpful to your **adventures**, or they can oppose you any way **possible**. As you explore planets your party may be **attacked**. In situations like **this**, you can utilize the advanced combat system in the game to plan and execute your battle **strategies**.

While exploring planetary **surfaces**, all action takes **place** on two game **screens**: the Overhead Interface Screen and the Combat **Screen**.



## II. Overhead Interface Screen

At left is the Overhead Interface Screen that appears during Space **1889** game **play**. The setup of the interface and the descriptions of the screen are as **follows**:

A. This is a small description **area**. There are

three different **descriptions displayed in this portion of the screen**.

These descriptions change depending on what action you **perform**.

The descriptions **are**:

1. **THE CURRENT DAY**. While exploring a **planet, city, or building**, the current day **will** be displayed **here**.

2. **ITEM DESCRIPTION**. When picking **up, viewing, using, or dropping** an

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**item**, the **name** of the item is displayed in this **area**.

3. **NAME OF A PERSON.** If you talk to an inhabitant of the planet you are currently **exploring**, the name of that **NPC (non-player character)** will be displayed **here**.

**B.** This is a picture **area**. There are three different types of pictures that will be **displayed**.

1. **GROUND PICTURE.** This will change depending on what type of terrain you are walking **on**.
2. **ITEM PICTURE.** When picking **up, viewing, using**, or dropping an **item**, the picture of the item is displayed in this **area**.
3. **NPC PICTURE.** If you talk to an inhabitant of the planet you are currently **exploring**, a picture of that **NPC** will be displayed in this **area**.

**C,D,E,F.** These options (**Choose, Up Arrow, Down Arrow, Exit**) are for mouse users **only**. They are used when selecting an item from a **list**.

**G.** A basic description of the leader of the party is displayed in this **area**. The description consists of:

1. **NAME.** The name of the party **leader**.
2. **GOLD.** The party leader's **wealth**.
3. **HEALTH.** The party leader's current health and the level where the leader becomes **unconscious**.
4. **WEAPON.** The name of the **party leader's** readied **weapon**.
5. **STR, AGL, END, INT, CHR, SOC.** The party leader's **STRENGTH, AGILITY, ENDURANCE, INTELLECT, CHARISMA**, and **SOCIAL LEVEL**, **respectively**.

**H. Here**, a picture of the party leader **appears**. You will select pictures for your characters during the character generation **process**. If the character is riding a **horse**, a small horse's head will appear in the upper left side of the **picture**. If the character is **unconscious**, a **skull** will appear in the upper right **corner**.

**I.** This area is used for three different **purposes**.

1. **LAND MAP.** When exploring a territory or **city**, this portion of the screen shows the party **leader** figure on the overhead portion of the **map**. During ground exploration and **movement**, your party is represented by one figure. During combat

sequences your party breaks into five individual **figures**, each with its own unique **color**.

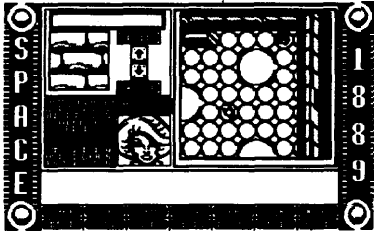
2. **TALKING TO AN INHABITANT.** When conversing with an **NPC** on the planet you are **exploring**, all interaction takes place in this portion of the **screen**. Your action and the **NPC's** response are displayed in this **area**.
3. **MAKING A SELECTION.** When you are asked to make certain **selections**, such as which of your characters you want to purchase an **item**, a list of acceptable options is displayed **here**. **Note:** This window only shows a portion of the possible **options**, there may be more than can fit in the space **available**. Be sure to scroll to see **all** the **options**.

**J.** This portion of the screen is a small text message **area**. The messages that appear in this portion of the screen are usually warning messages detailing certain options that your character can't perform at that **time**.

**K.** All the game play icons that can be used in the **game** appear in this section of the **screen**. Descriptions of the icons can be found in the section Game Play **Icons**.

### III. Overhead Interface Icons

The universe of Space **1889** is **interactive**. You must



perform certain actions to get necessary responses that will thrust you deeper and deeper into the plot of the **game**. You perform actions by using a series of icons located at the bottom of the Overhead Interface Screen (*see the picture of the Overhead Interface Screen*).

To select an **icon**, either position the mouse **pointer** over the icon you want and **press** the

left mouse **button**; or press the key corresponding to the highlighted letter in the icon **name**.

The Overhead Interface **Icons** are:

**TAKE.** Allows you to take an object lying **nearby**. All objects **in** the game are initially displayed as brown **bags**. If an object can be **taken**, you are asked to **name** the character taking the **object**. The picture and object name appears on the left side of the **screen**. Select one of your characters to take the object and press the **Return key**. If the character you selected cannot carry the **item**, you will be asked to select another **character**. If you do not wish to keep the item that you've **taken**, press the **Escape key**.

**DROP.** Allows you to drop any item in your **inventory**. You are asked to name the character dropping the **item**. After selecting a **character**, a list of all the objects he is carrying is **displayed**. Select the object you want to drop and press the **Return key**; or **press Esc** to **exit**.

**QUERY.** Allows you to communicate with the wide range of **NPCs** inhabiting the **Space 1889 universe**. From the overhead **map**, position your party **leader** figure so that he faces the individual to whom you wish him to **talk**. Then select the **QUERY icon**. You can then talk to the **individual**. See Talking To The Inhabitants for a more detailed description of this **process**.

**CURE.** Allows you to cure a member of your **party**. **First**, **select** which character will perform the medical **treatment**. **Next**, choose the injured character who will undergo **treatment**. **Note:** Characters are healed at a rate that is based solely upon the career abilities and medical knowledge of the character performing the **healing**. Therefore, an unskilled character who attempts to heal a comrade may end up doing more harm than **good**.

**ITEMS.** Allows you to view the items your current party leader is **carrying**. After selecting this **icon**, the **first** item in the character's inventory is displayed in the upper **left** side of the **screen**. Use the arrow keys to scroll through the **list**. Press the **Escape** key to **exit**.

**USE.** Allows you to use an **item**. Select the item you wish to use and press the **Return key**. Certain objects perform specific **functions**. See the section titled Objects in the Game for a **more** detailed description of object **functions**.

**VIEW.** Provides a description of any portion of the map that your party leader is **currently facing**.

**STUDY.** Provides a description of any object in your party leader's **inventory**. Select the object you wish to **study** and press the **Return** or the **Escape** key to **exit**.

**LEAD.** Allows you to change your party **leader**. Continue pressing until the character **you want to** place in the lead position is displayed in the box on the left of the **screen**.

**PARTY.** Accesses the party information screen (**right**), identical to the one that appears during the character and career generation **process**. A red box highlights the character you are currently **viewing**.



- Use the LEFT and RIGHT Arrow keys to move to another **player**. Press the *Escape* key to **exit**.
- Pressing the *Enter* key allows you to change the **lineup** of your **characters**. A green flashing box **appears**. Highlight the position in the party you want the character to **assume**. Press *Enter* to place him **there**.
- Pressing the DOWN arrow key takes you to another screen that shows you the current **character's** fatigue and mental **level**, inventory **list**, and the number of days remaining in your **journey**, if you are traveling by boat or **zeppelin**. From this **screen**, you can press 'G' to GIVE an item **from** one character to **another**. A green highlight box is displayed in the **first character's** inventory **list**. Move the highlight to the object you wish to give to another character and press the *Enter* key; or press the *Escape* key to **exit**.



Once the object is **selected**, a green highlight box is displayed surrounding the character **faces**. Highlight the character you want to receive the item and press the *Return* key. If the player has an open slot in his inventory **list**, the object is placed **there**.

- Press the UP arrow to return to the previous **screen**.

**FIGHT.** Initiates ground combat **mode**. See Ground Combat for a **more detailed** description of this **option**.

**ROB.** Allows you to rob an **NPC** inhabiting the Space **1889 universe**. Position your party leader figure on the overhead map so that he faces an **NPC**, and **select** this **option**. If you successfully pickpocket the **NPC**, you may end up with a valuable **object**. **However**, you can just as **easily** be thrust into combat mode if the **NPC** realizes he is being **robbed**.

**HUNT.** You can track inhabitants and creatures on a planet by selecting this **icon**. After this icon is **chosen**, your party leader will **tell** you the number of paces necessary to **find** the nearest **NPC** or creature in the direction you are facing on the overhead **map**. The Tracking **skill affects** your character's ability to successfully **hunt**.

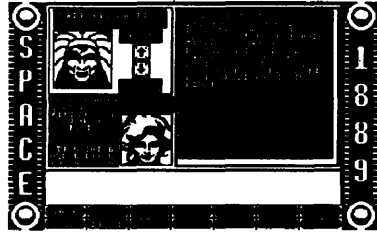
**GAME.** Provides game options **including**:

- **SAVE:** Saves the game you are currently **playing**.
- **LOAD:** Loads a saved game from **disk**.
- **PAUSE:** Pauses the **game**. Press any key to **continue**.
- **QUIT:** Quits the current **game**. You will be asked if you want to save the game **first**.

## IV. Talking To Inhabitants

Communicating with **NPCs** is an important **part** of the Space **1889** computer **adventure**. There are many ways to communicate with **NPCs**. You can **sell**, buy and trade **objects**. **Likewise**, an **NPC** may provide you with **useful information** if you offer him a bribe or give him an item he deems **valuable**.

To communicate with an **NPC**, your party leader must face the **NPC** on the overhead **map**, and you must select the **QUERY icon**. The **NPC's** picture and name **appears**, and the **COMMUNICATION ICONS** appear at the bottom of the **screen**.



The characters in Space **1889** can speak languages other than **English**. In this **case**, the **Linguistics** skill is used to determine the effectiveness of a language **translation**. If the translation is **poor**, the **NPC's** message will be **garbled**. If an **NPC** does not wish to **talk**, try to use another player as the party **leader**.

### *Communication Icons*

**1. TALK.** Initiates the communication **process**. A message from the **NPC** appears in the text **window**. The **NPC** may make a general **statement**, offer useful **advice**, or ask you to perform a task for **him**.

**2. BUY.** If the character is looking to sell worthwhile **information** or a valuable **object**, select the **BUY icon**. After selecting this **icon**, the following icons will **appear**:

**INFO:** If the **NPC** wishes to sell **information**, select this **icon**.

**OBJECT:** If the character wishes to sell an **object**, select this **icon**.

**LEAVE:** Returns you the regular **TALK icons**.

After selecting either **INFO** or **OBJECT**, additional icons will **appear**. They are

**MONEY:** To buy an **object** or information with **money**. After selecting this **icon**, you are asked which character will pay for the **object** or **information**, and which one will receive the **object** or information once it is **bought**. **Next**, you are asked to input the amount of money you are paying for the **object** or **information**. If you offer the **NPC** an acceptable sum of money (**this** sum of money differs for each of your characters and is based upon specific bargaining **skills**). Choose the character

responsible for buying **wisely**), your character receives the object or **information**. An **NPC** may only give you a sentence or two of **information**. At **times**, **NPCs** may have a lot more information up their **sleeves**. By allowing one of your characters with excellent Linguistics and Bargaining skills to speak for your **party**, you may get a little more information out of **NPCs**.

**ITEM:** To trade an item for an object or **information**. After the **ITEM** icon is **selected**, you are asked which of your characters will trade for the object or **information**, and which one will receive the object or information once the trade **occurs**. **Next**, a list of objects you can trade **appears**. If you offer an **NPC** one of your **items**, he may give you an **object or information**. As with buying **information**, an **NPC** may only tell you a brief amount of what he **knows**, so you must choose your party leader wisely when it comes to **trading**.

**LEAVE:** Takes you back to the **BUY** icons.

**3. SELL.** If an **NPC** is looking for an **object**, and one of your characters has it in his **possession**, choose the **SELL** icon. You are asked which one of your characters **will** bargain with the **NPC**, and which one will receive the money when the item is **sold**. If the **NPC** wants an item in your character's **possession**, he will buy it for a certain amount of money (**which** differs for each of your characters and is based on certain bargaining **skills**) or an object he **possesses**.

**4. LEAVE.** Takes you back to exploration **mode**.

**Note:** **NPCs** in Space **1889** may have more information to **share** with you after a transaction **occurs**. It is a good idea to converse with the **NPC** again after you have **bought**, sold or traded an **object** or piece of **information**. **Also**, if you sold an **NPC** an **object**, and you discover a similar item **later**, that same **NPC** may buy that **object, too**.

## V. On The Surface Of A Planet

### *Ground Movement*

Movement on the ground is measured in **days**. The amount of game time devoted to each day varies depending on which portion of the game you are playing (**city** and building **exploration**, space travel **etc.**). The length of days in game time is shortest when you are traveling through **space**. On planetary **surfaces**, the length of a day is shorter when you are traversing the planet at large than when you are exploring a **city**, which in turn is shorter than when you are inside a

**building.** In **general**, the greater the amount of territory you **are** trying to **explore**, the shorter the amount of game time allotted for each single **day**. In combat **mode**, time freezes until **the** combat sequence is **over**.

### *Fatigue*

At the end of each **day**, a fatigue factor is determined for each of your **characters**. This **fatigue** level varies from character to character depending on the weight a character is carrying in **items**, the **amount** of food your party **has**, whether a character is riding a **horse**, and his **ENDURANCE level**. If the fatigue level is equal **to**, or greater **than**, a character's **STRENGTH**, **AGILITY** or **ENDURANCE**, the character becomes **unconscious**. Rest and food are the only **remedies** for **fatigue**.

### *Rest*

In order to **rest**, you must **discover** an Inn or pitch a **tent**. You must have a tent in your inventory in order to pitch **one**. After proper **rest**, the fatigue level for each one of your characters is reduced to zero and the day is increased by **one**.

### *Food*

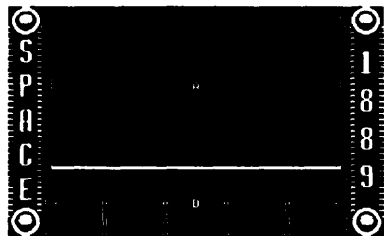
Each player eats two meals per **day**. Food can be purchased at a **market**. Food adds nothing to the weight of a character or your party as a **whole**. If your party runs out of **food**, each of your characters becomes more susceptible to **fatigue**.

## VI. Ground Combat

Although character interaction is the most important part of Space **1889**, there are times when you need to battle enemies or deadly **creatures**.

The combat system is designed so that **you**, the **player**, control one of your party's five characters **personally**, while giving your other four characters a combat strategy they will carry out without your direct **intervention**. This combat design allows all **five** of your characters to get into action in battles against one to **five opponents**.

In combat **mode**, the overhead map window extends the entire length of the screen and remains stationary while your group of characters **breaks** from the party leader figure to **five** individual **figures**, representing each member of your **party**. **Also**, notice the bottom of the screen has **changed**. The





combat screen is divided into the following **segments**:

**A.** The **viewable** map size **has** been increased to cover the full width of the screen so that you have **more** room to move and position your **characters**.

**B.** Character combat information with current combat technique **highlighted**.

There are several ways to initiate combat **mode**:

1. Press the 'F' key (**FIGHT**) from the Overhead Interface **Screen**.
2. Try to **ROB** an **NPC** and **fail**.
3. Kill an innocent citizen in an **area**.
4. Kill a comrade of an **NPC**.
5. Talk to an **NPC** you should be **avoiding**.

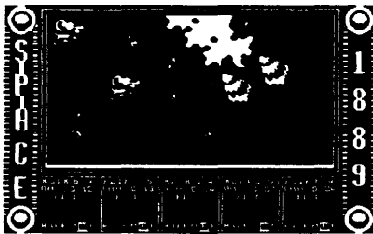
In combat **mode**, each one of your characters will act on his own except for the character you are personally **controlling**. Each character begins combat mode executing the **BLOCK** command.

### *Changing Combat Moves*

You can change each of your **characters'** combat strategy and change the character you are controlling at any **time**.

Press the 'N' key to start a **NEW ACTION** for your

**characters**. At **this point**, the combat sequence **will stop so you can take your** time developing anew battle strategy while changing your **characters' actions**. The character you presently control and the action he was last performing is highlighted with a red flashing **box**. You can move the red box to a new combat action for that particular **character**, or move it to one of your other **characters'** boxes



to change his combat **actions**.

As your characters move in **combat**, a red box will surround your lead character's attribute box to show which character you must personally control in **combat**. Pressing the appropriate key for any of the combat actions in the **five** individual boxes will activate that particular **action**. The combat actions and **their results** are explained **below**. **After all** combat actions have been determined for your **characters**, press the 'N' key to return to combat **mode**. The character whose combat actions you determined last will be your current party **leader**—whom you must personally **control**. The other four characters will carry out the combat actions you specified for **them**. An unconscious **character**, of **course**,

cannot perform combat moves at **all**.

There are six combat actions that can be executed by each character in your **party**. They **are**: **ATTACK**, Change **WEAPON**, **RELOAD** Current **Weapon**, **MOVE** to a new **location**, **BLOCK** an **enemy's attack**, or **FLEE**.

**ATTACK**. Pressing the '**A**' key allows one of your characters to attack an enemy **character**. After pressing this **key**, a box that is the same color as your chosen character surrounds the **first** enemy on the **screen**. Use the Arrow keys to change which enemy that particular character will **attack**. Press the **Return** key to attack the enemy who is **highlighted**. During combat **mode**, your character continues to attack the enemy you highlighted with his **current weapon**. As your enemy moves around on the **screen**, so **will** your character's target **sight**. If the weapon of a character not under your control runs out of **ammunition**, he automatically reloads his weapon and continues to attack the **enemy**, provided he has another clip of **ammunition**. If **the** character does not have another clip for the **weapon**, he attempts to **BLOCK** an enemy's **attack**.

**WEAPON**. Allows you to change your character's current **weapon**. You are given a **list** of weapons in that character's **inventory**. Use the UP and DOWN arrow keys to scroll through the **selections**. Select the weapon you want this character to use or press the **Escape** key for no weapon at all (**FISTS**). This changes the character's weapon so you can select an **ATTACK**, **BLOCK**, **RELOAD**, **MOVE** or **FLEE** option.

**RELOAD**. If your character's current weapon is out of **ammunition**, you can reload it by selecting this **option**. This option is mainly used in combat mode for the character you are personally controlling since the other characters in your party automatically reload their weapons **themselves**.

**MOVE**. Allows you to instruct your characters to move to certain locations on the visible **map**. After selecting this **option**, a box that is the color of the current character appears over that particular character's figure on the visible **map**. Move the square to a location where you want that character to move and press the **Return** **key**, **fire** button or left mouse button to verify the **position**, or press the **Escape** key or right mouse button to exit this **option**. Your character moves from his current location to the new coordinates you have given **him**. When he has reached that **destination**, he assumes the

**BLOCK combat action.** **Note:** The **MOVE** option is invalid for the character you are personally controlling during **combat**. You are responsible for moving this character yourself.

**BLOCK.** Provides added protection for characters you want to keep out of **combat**. In this **mode**, your character is ready for an enemy **attack**, and can block it more readily than a character who is **attacking**. In **BLOCK mode**, your character has less of a chance of being hit by enemy **fire**.

**FLEE.** The **flee** option only works in combat attack phase and is initiated by the character you are personally **controlling**. The **FLEE** option regroups your party and takes them out of combat **mode**. At this **point**, your party **will** once again be represented by your party leader figure. You can now move your party away from the fight scene and continue with the **game**.

### *Combat Strategies*

Here are some strategies that you can utilize to survive in combat sequence more **successfully**:

**A.** If a character is riding a **horse**, he **will** be more difficult to **hit**. You can buy horses at the transportation **outlet**.

**B.** Having a shield or wearing armor absorbs **damage** during an **attack**. Shields and Armor can be bought at the general **store**.

**C.** If a character has a high (2+) **Fieldcraft skill**, placing him in bushes makes him harder to **see, and, thus, harder to hit**.

**D.** Attacking at close **range**, or in close combat with a close combat **weapon**, not only makes it easier for you to hit the **enemy**, but also makes it easier for an enemy to hit **you**. Most combat should be executed at long range if your character has good **Marksmanship**.

**E.** Having all your characters in one area makes it easier for a character to be **hit**. If the enemy has poor marksmanship and misses his intended **target**, it may hit one of your **other characters**.

**F.** Any combination of the **above**, such as riding a horse while wearing **armor**, or standing in the bushes while **performing** the **BLOCK** option, will greatly reduce the percentage of being **hit**.

## VII. Items You Can Purchase

Various **items**, objects equipment and **firearms** can be purchased on the planets you visit during your **journey**.

These items can be acquired **from alchemists**, or in pawn **shops**, markets and weapons **shops**. There are many more items that can be acquired by bargaining with **NPCs**.

**Likewise**, there are items your characters may discover on the overhead **map**. In both of these **instances**, these are items and objects you can not **purchase** in **stores**. Here is an overview of the **items, equipment**, inventions and weapons you can purchase in stores to aid you on your adventure



1, 3, 5.



2.



4.

### Scientific Equipment and Reference Materials

1. CONKLIN'S ATLAS OF THE WORLDS AND HANDY MANUAL OF USEFUL INFORMATION. A gazetter and atlas of **Earth, Mars, Venus**, and other worlds in the **Solar System**, with vital statistics and other **information**, **all** in a single handy reference **book**. **Wt: .5 lb. Price: 1/-**.

2. DOCTOR'S BAG AND SUPPLIES. A leather bag containing surgical instruments and **supplies**, and also a supply of medicines and other materials for the **treatment** of wounds and **sickness**. **Wt: 10 lbs. Price: £3**.

3. EDISON'S ENCYCLOPEDIA OF GENERAL INFORMATION: A tome of useful information about the **universe**, written by the inventor of the ether **flyer**. No inventor or scientist can be without this compact volume. **Wt: 1 lb. Price: 1/-**.

4. NAVIGATION INSTRUMENTS. A **sextant**, **chronometer**, **compass**, and other instruments used in celestial navigation. **Wt: 8 lbs. Price: £12**.

5. ROBB'S MEDICAL COMPANION AND HOUSEHOLD PHYSICIAN. A compact source of medical information for use by those not trained as **physicians**. **Wt: 1 lb. Price: 2/-**.

Here is a synopsis of the British monetary system in 1889.

The basic units of exchange are the **pound**, the **shilling** and the **penny**. **Twelve pennies** make a **shilling**, **20 shillings** (or **24 pennies**) make a **pound**. Pennies are sometimes divided into **half-pennies** (half-pennies) and **farthings** (quarter-pennies). Prices are written as "**pounds/shillings/pennies**." For example, three pounds, two shillings and six pennies would be written as **£3 2/6**, and read as "**three pounds, two-and-six**." Shillings alone are written without the **£** sign; for example, three shillings is written **3/-**.

Pennies alone are identified by the abbreviation "**d**" following the number; for example, sixpence would be written as **6d**.

In 1889, a pound sterling was worth **\$5** in American currency. A shilling was worth **\$.25** and a **pe**, just over **\$.02**. You can specify in the pre-game setup your choice of using British pounds or English pennies.

*British Currency*



6.



7.



8.



9, 10.



11.



12.



13.



14, 15.

### Tools

6. **LOCKPICKS.** Tools for opening locks without the proper **key**, including several **picks**, skeleton **keys**, and so on. **Wt:** Negligible **Price:** 18/.

7. **SHOVEL.** Tool used in **excavating.** **Wt:** 5 lbs. **Price:** 2/-.

### Traveling Gear:

8. **CAMPING OUTFIT.** A gentleman needs certain essentials for **life**, even in the wilderness, and this kit provides them all in a convenient carrying **case**. It includes a **stove**, **tent**, **cot**, **folding stool**, cooking **pots**, dining **utensils**, toilet **requisites**, and many other **items.** **Wt:** 80 lbs. **Price:** £2.

9. **CLOTHING, FOUL WEATHER.** A rubberized **hat**, overcoat and boots to protect the wearer from wind and **rain.** **Wt:** 3 lbs. **Price:** 8/- to 12/-.

10. **CLOTHING, ROUGH-LIVING.** A suit of heavy-duty clothing, including **pants**, **shirt**, **jacket**, **boots**, **hat**, and so on, for use by explorers and those who expect to be "roughing it." **Wt:** 3 lbs. **Price:** £1.

11. **LAMP, MINER'S SAFETY.** A small lamp designed to be worn on the **head**, usually fueled by carbide and **water.** A pound of carbide will provide **16 charges**, each charge will last two **hours.** **Wt:** .3 lbs. **Price:** 8d.

12. **LANTERN, CARBIDE.** A larger version of the miner's safety **lamp.** A pound of carbide will provide eight **charges**, and each charge will provide light for four **hours.** If **spilled**, the carbide will not **burn**, unlike liquid **fuels.** **Wt:** 1 lb. **Price:** 1/-.

13. **ROPE, 100 ft.** This has a tensile strength of 300 **pounds.** **Wt:** 5 lbs. **Price:** 2/-.

### Explosives:

14. **GUNPOWDER.** Although **outdated** by human standards as an **explosive**, it is still widely used as an ammunition **propellant.** Gunpowder comes in six-pound **kegs**, but may be divided **into** smaller one-pound charges with the use of cloth bags or **small tins.** Gunpowder has an explosive power of 1 per **pound.** **Wt:** 6 lb. **per keg Price:** 10/-.

15. **DYNAMITE.** Invented in 1866 by **Nobel**, dynamite has largely replaced gunpowder as a common **explosive.** **Dynamite** comes in **cases**, each with 100 half-pound **sticks.** Dynamite has an explosive power of 4 per pound (2 per **stick).** **Wt:** 50 lbs./case **Price:** £5.

**Firearms****16. Pistols**

**SINGLE-BARREL PISTOL.** This is a one-barreled breech-loading cartridge **pistol**, of which the Remington Rolling Block Pistol is **typical. Wt: 1 lb. Price: 8/-.**

**LIGHT REVOLVER.** This is a small caliber pistol with a single barrel and a multiple-shot rotating **cylinder**, of which the Hopkins and Allen **.32-caliber** revolver is **typical. Wt: 1.5 lbs. Price: 10/-.**

**HEAVY REVOLVER** This is a large caliber pistol typified by the Colt Single Action Army **Revolver. Wt: 2 lbs. Price: £2.**

**LIGHT MULTIBARREL PISTOL.** A small pistol with two (**rarely more**) **barrels**, sometimes called a **derringer**, typified by the Remington **.41-caliber** Double **derringer. Wt: .7 lb. Price: £1.**

**HEAVY MULTIBARREL PISTOL.** A **four-barreled pistol**, typified by the British Lancaster **pistol. Wt: 2 lbs. Price: £1.**

**17. Rifles**

**BOLT ACTION RIFLE.** A modern rifle with a five-round **magazine**, such as the French **Lebel**, the Austrian **Mannlicher**, or the German **Mauser rifles**. Such weapons have a manually worked bolt which **loads** and ejects each **round. Wt: 9 lbs. Price: £2.**

**BOLT ACTION CARBINE:** Similar to the Bolt Action **Rifle**, but with a slightly shorter **barrel. Wt: 8 lbs. Price: £1 6/-.**

**LEE METFORD BOLT ACTION RIFLE.** Recently adopted on a trial basis as the British Army's new combat **rifle**, the Lee **Metford** is similar to other bolt action rifles with the exception that it has a **larger**, eight-round **magazine. Wt: 9 lbs. Price: £2.**

**BOLT ACTION CARBINE (LM).** Similar to the Lee **Metford** rifle but with a shortened **barrel. Wt: 8 lbs. Price £2 6/-.**

**BREECH-LOADING RIFLE.** A single-shot cartridge **weapon**, typified by the Remington Rolling Block **Rifle**, or the British **Martini-Henry. Wt: 8 lbs. Price: £2.**

**BREECH-LOADING CARBINE.** A shorter-barreled version of the breech-loading **rifle. Wt: 7.5 lbs. Price £1 18/-.**

**LEVER ACTION RIFLE.** A modern rifle with a **multiple-**



16.



17.

round **magazine**, with a manually operated lever which ejects a spent **round**, **cocks** the **weapon**, and loads another **round**. The most famous example is manufactured by the **American arms firm** of **Winchester**. **Wt: 9 lbs. Price: £2 2/6.**

**LEVER ACTION CARBINE.** A weapon similar to the lever action **rifle**, but with a shorter barrel (**and** often in a smaller **caliber**). **Wt: 8 lbs. Price £2.**

**MUZZLE-LOADING RIFLE.** A single-shot weapon in which the ammunition is loaded into the muzzle or front of the rifle instead of through a closable **breech**. The British **Enfield** and **American Springfield** Rifle-Musket are typical **examples**. **Wt: 7 lbs. Price: 8/- to 10/-.**

**MUZZLE-LOADING CARBINE.** Similar to the **muzzle-loading rifle**, but with a shorter **barrel**. **Wt: 6 lbs. Price: 6/- to 8/-.**

**SMOOTHBORE MUSKET.** A primitive **muzzle-loader**, lacking the grooves in the barrel (**rifling**) which give a rifle **bullet** stability during its **flight**. **Consequently**, the smoothbore musket has a shorter range and is less accurate than **rifled weapons**. **Wt: 8 lbs. Price: 6/-.**

**SMOOTHBORE CARBINE.** Similar to the smoothbore **musket**, but with a considerably shorter **barrel**. **Wt. 7 lbs. Price: 6/-.**

**HEAVY DOUBLE RIFLE.** A very **large-bore, breech-loading rifle** (**between .50 and .60-caliber**, often using the new **nitrocellulose gunpowders**), built with two **barrels**, also commonly called an "**elephant gun**." Such weapons are usually custom built to suit an individual customer and are thus quite **expensive**. The **firm** of Holland and Holland, in **London**, is the most famous **maker**. The Holland and Holland **.600 Nitro Express** is the finest example **available**. **Wt: 10.5 lbs. Price: £10.**

### 18. Shotguns

**12-GAUGE DOUBLE.** In **shotguns**, gauge is a measure of bore **diameter**, expressed in the number of lead balls of that barrel **diameter** which make a **pound**. Double means the weapon has two **barrels**. By 1889 most shotguns used modern-type cartridges rather than loose powder and **shot**. **Wt: 9 lbs. Price: £3 to £5.**

**12-GAUGE LEVER ACTION.** A shotgun with a tubular magazine capable of holding five **cartridges**. The weapon is cocked and cartridges loaded and ejected by means of a manually operated **lever**. The Winchester Repeating Shotgun

is a typical example of a lever action **shotgun**. **Wt: 9 lbs.**

**Price: £5.**

**20-GAUGE DOUBLE.** A smaller type of shotgun with two **barrels**. **Wt: 7 lbs. Price: £2.**

**12-GAUGE SCATTERGUN.** A standard **12-gauge** double-barrel shotgun with the barrels sawed off to give greater effectiveness at close **range**. Favored by American **desperadoes**. **Wt: 6 lbs. Price £5.**

### 19. Machineguns

**GATLING .50.** A hand-cranked machinegun with six to 10 rifled barrels grouped to rotate around a central shaft. As the crank is turned, the barrels revolve, each barrel in turn receiving a **cartridge**, firing it, and moving out of the way for another. Gatling guns have a very high rate of fire, but tend to jam because of their **complexity**. **Wt. 200 lbs. Price: £40.**

**GATLING 1-inch.** A larger version of the .50-caliber Gatling gun. **Wt: 250 lbs. Price: £70.**

**MITRAILLEUSE:** A hand-cranked machinegun with 25 stationary barrels and a detachable **breechblock** containing the cartridges for each. The gunner places the block in position and turns the **crank**, caroming the hammer to each barrel and firing them in **sequence**. **Wt: 300 lbs. Price: £60.**

**GARDNER.** A hand-cranked, two-barreled machinegun. The operation of the crank **loads, fires,** and ejects a cartridge from each barrel alternately. Gardner guns have a slower rate of fire than **Gatlings**, but the water-cooled breech of each barrel allows the **fire to be kept up longer**. The simpler mechanism of the Gardner gun is less prone to jamming than that of the **Gatling gun**. **Wt: 40 lbs. Price: £50.**

**NORDENFELT.** A machinegun with one, three, or five barrels, each with a separate **ammunition feed system**. Unlike other machine guns, the Nordenfelt uses a side-acting lever instead of a **crank**. The gunner draws back the **lever**, which ejects the spent round and cocks the hammer for each **barrel**, and then releases it, which loads a fresh cartridge and releases the hammer to fire it. Nordenfelt guns are less prone to **jamming**, and the action of working the lever automatically clears the jam in the normal course of firing (and except in the **single-barrel version**, the other barrels still fire, so a jam is not as critical as on other **weapons**.) The barrels can be adjusted to be parallel or angled for a **fan-shaped spread of fire**. **Wt: 15 lbs. Price: £20.**



19.



**MAXIM.** The Maxim gun is a **single-barrel**, water-cooled **machinegun** which uses the force of one cartridge's **recoil** to eject the spent **round**, load a fresh **one**, and **fire it**. This sequence continues until the gunner removes pressure from the trigger or the ammunition is **exhausted**. Maxim guns are just entering experimental service with the British Army (although the gun has been on the market since 1883). **Wt: 40 lbs. Price: £150.**



20, 21.



22, 23, 27, 28.



24.



25, 26.



29, 30, 31, 32.

### Melee Weapons

20. **PIKE.** A primitive pole arm, designed for thrusting. It is between 12 and 18 feet in length. **Wt: 6 lbs. Price 2/-.**

21. **SPEAR.** A pole arm designed for thrusting or throwing. It is between four and seven feet in length. The smaller versions can be thrown as well. **Wt: 3 lbs. Price: 1/-.**

22. **SWORD.** An edged weapon designed for cutting or thrusting. **Wt: 2 lbs. Price: £2.**

23. **KNIFE.** A short, edged weapon designed for combat, used mainly for thrusting at close quarters. A typical example is the American Bowie knife. **Wt: negligible Price: 1/-.**

24. **CLUB.** A bashing weapon, usually improvised from local materials, such as a table leg or tree branch. **Wt: 3 to 4 lbs. Price: Free.**

25. **AXE.** A bashing weapon, also usable as a wood-cutting tool. **Wt: 3 lbs. Price: 2/-.**

26. **HATCHET.** A small hand axe, also usable in cutting wood. **Wt: 1 lb. Price: 6d.**

27. **MACHETE.** A long-bladed cutting tool, usable as an edged weapon. **Wt: 2 lbs. Price: 8d.**

28. **GREAT SWORD.** A large, edged weapon designed for use with two **hands**, such as the Scottish Claymore or the Martian **Coddling-Chopper**. **Wt: 6 lbs. Price: £10.**

### Armor

29. **DOUBLET.** Stiffened leather protection for the chest and **abdomen**. **Wt: 2 lbs. Price 1/-.**

30. **SHOULDER SCALES.** Metal epaulets designed to protect the shoulders and neck from downward chopping blows. **Wt: 2 lbs. Price: 2/6.**

31. **MAIL.** Protection for the **chest, arms**, and upper **thighs**, made of interlocked metal rings. **Wt: 4 lbs. Price: 18/-.**

32. **BREAST PLATE.** Solid plate metal protection for the chest and **abdomen**. **Wt: 6 lbs. Price £1.**

33. **HELMET.** Protection for the **head**, usually of **metal**.  
**Wt: 2 lbs. Price £12/-.**

34. **SHIELD.** A blocking device usually made of wood and sometimes covered in leather or **metal**. **Wt: 4 lbs. Price: 12/-.**

### Primitive Missile Weapons

35. **BOW AND ARROW.** A simple missile **weapon** which holds a sentimental attachment for many **Englishmen**.  
**Wt: 2 lbs. Price: £1.**

36. **JAVELIN.** A simple missile **weapon**. **Wt: 2 lbs. Price 10d.**

37. **THROWING KNIFE.** Most knives can also be used as missile **weapons**. **Wt: .5 lb. Price: 1/-.**

38. **STONE.** Perhaps the simplest of missile **weapons**, gathered from the **ground**. When thrown using a **sling**, the range is **tripled**. **Wt. 1 lb. Price: Free.**

### Inventions

39. **MINERAL DETECTOR.** This device allows detection of rare **minerals**, such as gold and **silver**. **Wt: 100 lbs. Price £1000.**

40. **SLEEP GAS.** An extremely volatile liquid which induces unconsciousness when breathed in gaseous **form**. Within a few seconds of **inhalation**, the victim rapidly loses consciousness and will fall into a **light** sleep which will last one hour after the gas has **dissipated**. The victim will then awaken without ill **effects**. This gas can also be used as an improved anesthetic during surgical **operations**. **One** ounce of the liquid will vaporize in **10** minutes (**or instantly**, if **sprayed**) and fill an area **10** feet square to be effective **density**. **Wt: 1 ounce Price: £1 per ounce.**

41. **ANTIBIOTIC.** A substance with bactericidal properties that can be ingested by **mouth**, applied **topically**, or injected into the body using a hypodermic **syringe**. Severe infections and fevers can be cured within days using this **compound**. **Wt: 10 doses per ounce. Price: £3 per dose.**

42. **STRENGTH ELIXIR.** A liquid which temporarily boosts **STRENGTH 2** points **higher**. This effect lasts for a number of hours equal to the device **reliability**; then the user must rest for eight **hours**. **Wt: 1 ounce per dose Price: £2 per dose.**

43. **WATER-BREATHER.** A small device which permits the wearer to extract dissolved oxygen **from** water in a



33.



34.



35.



36, 37.



38.



40, 41, 42.



43.

manner **similar** to a fish's **gills**. It is a **masklike** contraption which covers the mouth and **nose**, and enables normal underwater breathing for an indefinite **period**. The functional portion of the device is differentially permeable and constructed of an artificial cellulose-like **material**. **Wt: 1 lb. Price: £12.**

**44. FOOD PILL.** The essential nutrients and minerals of food condensed into an easily portable **tablet form**. One ounce of **tablets**, taken with a pint of **water**, **provides** the equivalent of a full **meal**. **Wt: 1 ounce Price: £1 10/- per ounce.**

## VIII. Planets

During your adventures in **Space 1889**, you **will** be journeying to a number of locations in our solar **system**: our own planet **Earth**, as well as the planets **Mars**, Mercury and **Venus**. In **addition**, you may even visit the dark caverns of **Earth's moon (Luna)** as the scenario **unfolds**. Each of the planets is very **different**, with its own unique **geography**, **civilizations**, **creatures**, natural **riches**, and modes of **transportation**. **However**, for convenience during game **play**, cities and buildings within a city are represented with the same artwork and icons on each **planet**. The following describes how cities and buildings are **presented**:

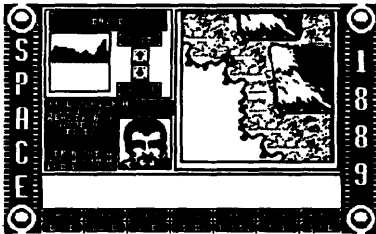
### *Cities and Buildings Within A City*

As you walk around the **planets**, you will notice large **buildings**. These buildings represent cities that can be entered and also indicate the city's **limits**.

When you move your party leader figure through the opening of the **building**, your party will be placed on the outskirts of the city you have **entered**. After you have fully explored the city you can lead your party **leader figure** to **any one** of the city outskirts (**there** are usually **four**: **NORTH, SOUTH, EAST**, and **WEST** of the **city**) to travel elsewhere on the **planet**.

When traveling through **cities**, you will also see **buildings**. These are actual building complexes that can be entered and explored. Walk to the **entrance of** the **building** to go **inside**. When you are finished exploring the **building**, you can exit by walking to the door you **entered**. You may notice stairs leading to different levels of a **building**. Guide your party **leader figure** to the front of the stairs to be transported to **the next level of the building**.

**Also**, while searching the **city**, you may discover **caves**.



Guide your party leader **figure** to the cave entrance to enter **it**. Cave exploration is handled in the same manner as building **exploration**.

### Stores

Throughout the various cities on the planets there are different stores for your characters to buy and sell **items**. Here is a list of those locations and their **icons**:

**1. PAWN SHOP.** In the pawn shop you can buy or sell any **item**. To buy an **item**, select **BUY PRODUCTS**. You then specify which of your characters will buy the **product**, and which one will receive the **product**. Then you will be asked what product you want to **buy**. To sell an **item**, select **SELL PRODUCTS**. You then specify which character will sell the **product**, and which one will receive the money **from** the **transaction**. **Then**, you will be asked what item from your character's inventory will be **sold**.

**2. ARCHAEOLOGIST.** An archaeologist can supply information about an item in your **inventory**. Select which character will pay for the **information**, and which has the item to be **examined**. Select the item **from** his **inventory**. You will then be given a description of the item you **selected**.

**3. TAVERN.** Bartenders will usually share information if you buy a drink or **two**.

**4. BANK.** At a **bank**, you can move money to and from your party account and between your **characters**. Select **WITHDRAW** to take money from your party account and disperse it into one of your character's **pockets**. Select **DEPOSIT** to put money into the party **account**. Select **INSPECT** to view the balance in your party **account**. **After** each **selection**, except **INSPECT**, you are asked which of your characters will perform the **transaction**.

**5. ETHER PORT.** Ether Ports are the only locations where you can buy an interplanetary ether flyer necessary to travel between **planets**. You can either update your ether flyer (**you** must select this option the **first** time you enter an ether port so that you can build your initial **flyer**) or use your ether **flyer**. See **Ether Flyer Design** for information concerning the selection **UPDATE FLYER**. If you've already constructed your own ether **flyer**, you can select **USE FLYER** to journey into space and travel to other **planets**.

**6. MARKET.** You must buy food for your party or they will quickly become **fatigued**. The market cashier asks you which of your characters will pay for the **food**. He then tells



1.



2.



3.



4.



5.



6.

you how many days **of** food the character can buy with his **money**, and how much food your party currently **has**. The food adds no weight to a character or the **party**, so it is a good idea to buy as much food as you **can**.

**7. WEAPON.** You can either **BUY WEAPONS/AMMO** or **SELL WEAPON**. If you decide to sell a **weapon**, you are asked which one of your characters will sell a particular **weapon**, and which one will receive the money from the **transaction**. If there are any rounds of ammunition included with the **weapon**, you are properly **reimbursed**. If you decide to **BUY WEAPONS/AMMO**, you are asked whether you wish to **BUY WEAPONS** or **BUY AMMUNITION**. To **BUY WEAPONS**, you must determine which one of your characters will pay for the **weapon(s)**, and which one will receive **them**. **Next**, you will be asked what weapons you want to **purchase**. To **BUY AMMUNITION**, you are asked which character will buy the **ammunition**, and which one will receive **it**. Then you will select the ammunition type and then the number of rounds you wish to **buy**.

**8. ALCHEMIST.** In the alchemy **store**, you can buy biological **inventions**. Select which character will pay for an **item**, which will receive **it**, then select the item to be **bought**.

**9. HARBOR.** Obviously, your party of characters cannot travel across an entire planet by **foot**. Various modes of transportation are available on each planet that allow you to cross land or **water**. The harbor is the location where you can rent these various modes of **transportation**. In the **harbor**, you are asked which character will pay for the transportation and the type of transportation you wish (**horse, zeppelin etc.**). If you buy **horses**, you are asked who you wish to buy horses **for**. If you rent a boat or a **zeppelin**, you are asked how many days you want to rent the transportation **for**. If you rent a boat or a **zeppelin**, you are immediately placed in the **ship**. To get back to ground travel **mode**, you **must** find another harbor at which to **dock**. If you do not return your ship within the time period for which it was **rented**, you must pay for the extra **days**. If you refuse to pay or don't have enough **money**, you can only dock at the harbor where you originally **rented** the **craft**.

**10. INN.** When you enter an **inn**, seek out the shopkeeper (**you** must talk to the people in this building to find out who this person **is**). He asks you if you wish to stay for the **night**. If you **do**, you will automatically begin a new day and the fatigue levels for each of your characters will be zero.



7.



8.

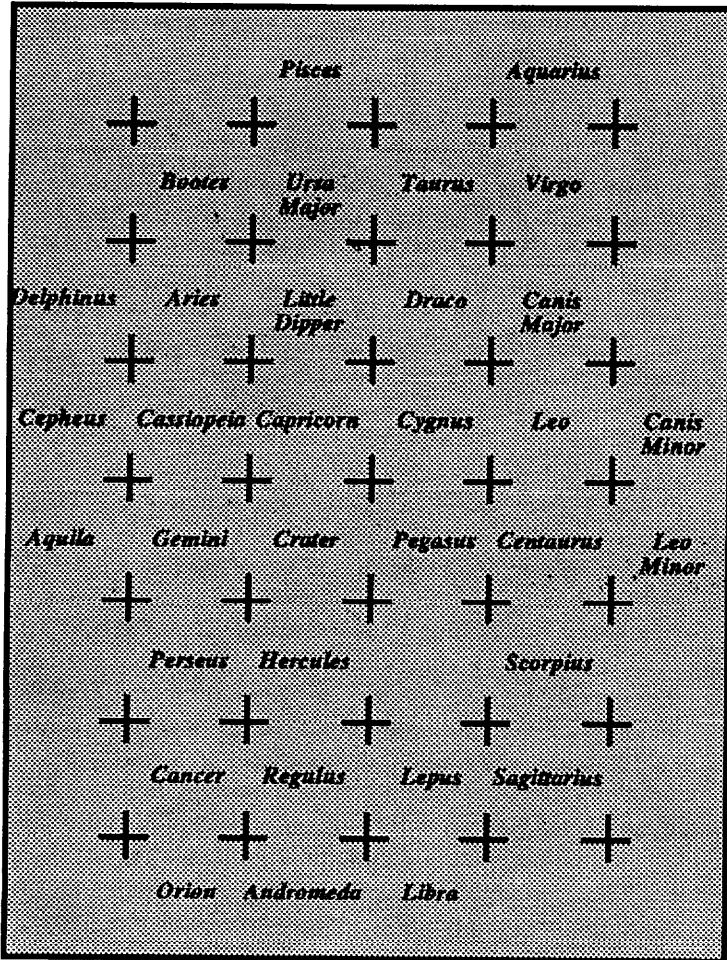


9.



10.

# Map of the Constellations

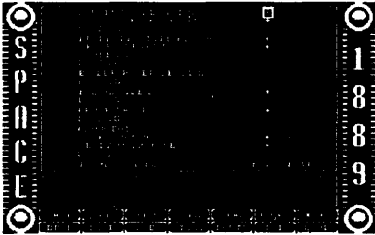


*Refer to the Appendix for a diagram of each of the constellations shown above.*

# Space Travel, Navigation and Combat

## I. Interplanetary Ether Flyer Design

An Interplanetary Ether Flyer is a ship designed to lift itself out of the atmosphere of a planet and journey through the ether (**the substance filling the space between planets**) to other **worlds**. When your party has acquired the funds necessary to purchase an ether **flyer**, you can venture into the mysteries of **space**. An ether **flyer**, it comes complete with a repair crew that fixes damages to the **ship**, and a galley with enough food to last even the longest **voyages**.



When it's time to design your ether flyer or update an existing **one**, you will find yourself at the Ether Flyer Design **Screen**. **Here**, you determine the specifications of your ether **flyer**. The rules for ether flyer **design**, and the cost of each part of the flyer **follow**:

**HULL SIZE.** You must **specify** a hull size for the **ship**, which determines its size and **weight**. The larger the **hull**, the larger and heavier the **ship**. The weight of the **ship**, in **tons**, is **100** times the hull **size**.

**LIFT TYPE.** The lift type specifies the level to which the ship is able to negate a planet's gravitational **pull**. There are two types of **lift**: Hydrogen and **Liftwood**. Hydrogen lift costs **50** per ton of the **vessel**. It is not practical for vessels greater than **200** tons of lifted **mass**. **Liftwood** costs **200** per ton of the vessel and can only be bought on **Mars**. Due to the magnetic field of **Venus**, **liftwood** quickly deteriorates on that **planet**.

**PROPELLER TYPE.** An ether propeller is the device used to drive the **ship through the ether**.

There are **three options** available for an ether **propeller**: the Edison **Patent**, the Armstrong Patent and the Zeppelin **Patent**. Each propeller is defined by its power value (**the amount of energy needed to make it work**) and its **efficiency**. Power values are expressed as whole **numbers (1, 5, etc.)**. Edison propellers may be purchased at any power **value**, and cost **1000** per power **value**. They have an efficiency of **25**.

### In This Section:

<b>Constellation Map</b> .*. <b>56</b>
<b>Interplanetary Ether Flyer Design</b> ..... <b>57</b>
Space Navigation ... <b>59</b>
<b>Space Combat</b> ..... <b>60</b>
<b>The Solar System</b> ... <b>66</b>
<b>Map</b> .***mm*o***mm* <b>e****</b> ,*****m <b>72</b>

Armstrong propellers may be purchased at any power **value**, and cost **500** per power **value**. They have an efficiency of **20**. Zeppelin propellers may be purchased at power values up to and including **4**, and cost **100** per power **value**. They have an efficiency of **15**.

**SPEED.** To determine interplanetary **speed**, multiply the propeller power value by the propeller efficiency and divide the result by the lifted **mass**. The result is the flyer's **interplanetary speed value**. For **example**, a **14-ton** vessel with a propeller with a power value of **2** and an efficiency of **20** has an interplanetary **speed** of **2.857**, which rounds to **2.9**. Interplanetary speed levels can vary from one to any **number**, depending on how much you want to **invest** in your ether **flyer**.

**BOILER POWER LEVEL.** Only limited amounts of oxygen can be carried aboard the **craft**, and these critical oxygen supplies need to be supplemented with large numbers of green plants just to meet the needs of the passengers and **crew**. Any sort of power plant which requires combustion is out of the **question**. As electric batteries cannot store enough energy to power a long interplanetary **flight**, a solar boiler is the only practical source of **power**. The boiler power level is the same as the propeller power **level**. The weight of the solar boiler in tons is twice its power **value**. The cost of a solar **boiler** is **500** times the propeller power **value**.

**ENGINE SIZE.** An ether propeller will not function in atmospheres where air densities are greater than those equivalent to **24,000** feet above sea level on **Earth**. Since all combat between ether flyers occurs within the orbit of a **planet**, an engine must be present (**an engine controls speed during space combat**). The engine costs **2000** per engine **size**.

**ARMOR VALUE.** The armor value is any whole **number**. An armor value of **0** indicates that no armor is affixed to the ship's basic **structure**. Determine the weight of the **armor**, in **tons**, by multiplying the armor value by **10** times the hull **size**. Armor costs **10** per **ton**.

**ARMAMENT:** Your ether flyer has locations at the top and bottom of the ship for **weapons**. Both weapon locations have a **180-degree** rotating **capability**. The **TOP GUN** can attack an enemy vessel above and to the sides of your **ship**, and the **BOTTOM GUN** can attack below and to the sides of the **ship**. If your ether flyer and the enemy ship are on the same **altitude**, the top gun **will** be used (**see Space Combat**).



Select your guns from those listed (see Ship Weapons).

## II. Space Navigation

Once you have bought, fixed and/or updated your ether flyer, you may want to travel to another planet in the Solar System. The planets that you can visit in Space 1889 are Mercury, Venus, Earth, Mars and Earth's Moon, Luna (see The Solar System). The outer planets — Jupiter, Saturn, Uranus — are impossible to reach and explore due to the fact that ether flyers are solar boiler- powered and lose energy when they get farther away from the Sun. If an alternate method of powering an ether flyer were discovered, a journey to one of the outer planets just might be possible.

In Space Navigation Mode, the screen is set up as follows:

A. Extended Play Area for space movement.

B. Icons used for space navigation.

The border of the playing area will be the same color as that assigned to the current party leader.

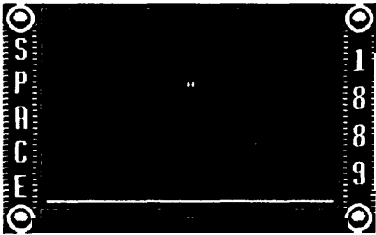
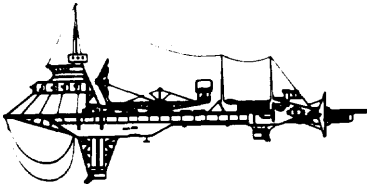
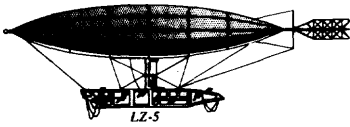
Using the cursor keys or joystick, maneuver your ether flyer to a planet and position your ship on the graphic of the world. As you enter the planet's orbit, you will view the Space Combat Screen. From this screen, you can land your flyer on the planet or break out of orbit and journey back into the ether toward another world.

The planets are in continuous orbit around the Sun, so the planet you land on may not have the same position in space when you leave. If you stay in one position for a certain amount of time, you can see the planets move in their orbits.

### Space Navigation Icons

Here are the icons utilized in space navigation:

**COURSE.** When this icon is selected, your current party leader will attempt to plot a course from your position in space to the planet you specify. The party leader will give a list of the constellations that should be followed to get the



planet in the quickest way **possible**. Navigation **instruments**, Conklin's Atlas and a fairly strong grasp of Science will make the course more **accurate**. **Remember:** If your party leader has none of the above skills and or **items**, you're more than likely going on a wild goose chase through the **ether**.

**Note:** see the pictures of the constellations in the Appendix to help you navigate between **worlds**.

**LEAD.** Allows you to change the party **leader**. Be sure to choose the character most capable of ensuring that you arrive at your chosen **destination**. Continue pressing until the color that corresponds to the character you want is displayed as the border **color**.

**PARTY.** Allows you to view your current party and trade objects between the **players**. See PARTY icon in the OVERHEAD INTERFACE SCREEN section for a detailed description of how this icon **works**.

**GAME.** Presents the following **options**:

**SAVE.** Saves the **game** you are currently **playing**.

**LOAD.** Loads a saved game **from disk**.

**PAUSE.** Pauses the current **game**. Press any key to **continue**.

**QUIT.** Quits the **current game**. You are asked if you wish to save the game **first**.

### III. Space Combat

#### *About Ether Flyers*

Commercial ether flyers average between two and three million miles per **day**, and some military vessels are capable of even greater speeds and **distances**. Even the slowest interplanetary vessels can travel one million miles per **day**. This translates to over **41,000** miles per **hour**, **700 miles** per **minute**, and slightly over **60,000** feet per **second**. The most powerful modern naval gun **fires** its shell at a velocity of approximately **20,000** feet per **second**. At these velocities it is virtually impossible to even detect an approaching **vessel**, let alone engage it with **gunfire**. Only when an ether flyer drops to planetary **speeds**, enters orbit around a **planet**, or dips into the **atmosphere**, is it vulnerable to enemy **warships**.

All combat between **interplanetary** ether flyers **must**, by **necessity**, take place either in close orbit or deep within a planetary **atmosphere**.

Ether propellers will not function **in** dense **atmospheres**, so an ether flyer must rely on conventional propulsion and lift at lower **altitudes**. This means that **all** interplanetary ether

flyers are capable of reaching altitudes which are considerably above the maximum ceiling of any other **aerial vessel**. Aerial vessels have **five altitude levels**: Very **Low**, **Low**, **Medium**, **High**, and Very **High**. Interplanetary ether flyers have **five additional altitude levels**: Lower **Troposphere**, Upper **Troposphere**, Lower **Stratosphere**, Upper **Stratosphere** and **Orbital**.

These **five** higher altitudes represent considerably larger increments of height than do the five lower altitude **bands**. As a **result**, ether flyers at any of the higher altitudes may not attack or be attacked by vessels at different **altitudes**. If an ether flyer suffers sufficient hull damage to reduce its maximum ceiling below **Orbital**, it may not leave the planet's **atmosphere**.

### *Repair Crew*

A **repair** crew is purchased along with the **ship**. They will be on the ether flyer at all **times**, and their primary responsibility is to repair the ship when it has been **damaged**. If your repair crew is **killed**, the ship can only be repaired at an ether **port**. You do not **see**, or have control over your ether flyer's repair **crew**.

### *Space Combat Icons*

**ASSIGN**. You can assign your characters as officers to important stations on the bridge of your **ship**. When you select this option, your ether flyer description area is replaced with the **officers' area**. You will see your five officers as you have assigned **them**. There is **the Captain (party leader)**, whose attributes and skills affect final decisions (**such as if a hit was made, etc.**); **Helmsman**, whose attributes and skills affect the navigation of the **flyer**; **Trimsman**, whose attributes and skills affect the steadiness of **flight**; and the two **Gunners**, whose attributes and skills affect the accuracy of the weapons they are **using**.

If you want to transfer characters to different **stations**, move the highlight to the officer you wish to replace and use the left/right arrow **keys**, joystick or right mouse button to select who **will** occupy **this position**. Use the **Enter key**, joystick button or **left** mouse button to assign the character to that **station**. If the character is already assigned to another **station**, he will move to the new **one**. If there is a character already occupying that **station**, he will trade positions with the **newly** assigned **character**. Press *the Escape* key to leave this **option**.

**PARTY.** Allows you to view your current party and trade objects between the **characters**. See PARTY icon in the **Overhead Interface Screen** section for a detailed description of this **icon**.

**GAME.** Additional game options **include:**

**SAVE.** Saves the game you are currently **playing**.

**LOAD.** Loads a saved game from **disk**.

**PAUSE.** Pauses the current **game**. Press any key to **continue**.

**QUIT.** Quits the current **game**. Asks if you wish to save the game first.

**LINK.** If you have inflicted sufficient damage to an enemy ship and rendered it **helpless**, you can link your ether flyer with the enemy vessel and board **it**. Move your ether flyer alongside the enemy ship and select the LINK **icon**. You can TOW a ship to the ether port and receive money for the defeated vessel's scrap **parts**.

**UNLINK.** If you have linked with a ship and do not wish to tow it back to **port**, select the UNLINK icon to separate from the damaged enemy **ship**. The helpless ship will eventually **fall** to the surface of the **planet**.

**BOARD.** If you are linked with a **ship**, you can board that ship and explore it by selecting the BOARD icon after **linking**.

### *Space Combat Screen*

The Space Combat Screen is divided into four **sections:**

#### **A. Playfield**

#### **B. Player's Ether Flyer Descriptions**

1. BRIDGE

2. DAMAGE

3. **HULL HITS**

4. ARMOR

5. MANEUVER

#### **C. Enemy's Flyer Descriptions**

#### **D. Current Icon List**

The space combat **screen** provides a side view of the planet ranging from the ground to the **sky**. You can fly your ether flyer from left to **right**. If you try to go off the side of the **screen**, the screen scrolls to a new section of the **planet**. If you fly off the top of the **screen**, you are **transferred** back to the Space Navigation **Screen**. When flying over a **planet**, notice a blue square on the **ground**. This represents the ether port for the planet. To land on and



explore the **planet**, guide your ship to this square and land on it.

If there is an enemy ship in the vicinity (**there** will only be one at a **time**), its ship statistics are displayed in the Enemy's Ether Flyer Description **Box**. You will notice this information is presented in the same manner as the information in your ether flyer's description **box**.

To **fire** at an **opponent**, be sure the enemy vessel **is** in the **viewscreen** and press the Enter key or **the** joystick **button**. If your ship is higher than the enemy **ship**, the bottom gun will be **fired**. If your ship is on the same level or lower than the enemy **ship**, the top gun will be **used**. The list of guns available for the ether flyer follows in the section **Ship Weapons**.

### *Bridge*

**The** ship is manned by officers (**the** characters you assign to various **stations**), and a repair **crew**.

**OFFICERS**. Each enemy ship has a limited number of senior officers who perform key leadership **functions**, just as your ship **does**. If all officers on a vessel are **killed**, it attempts to withdraw from the battle and **escape**. If it is immobilized or **boarded**, it will **surrender**.

The Captain of the ship is represented by the **letter "C"** in the **BRIDGE section**. The Helmsman is represented by the box labeled **"H"** in the bridge **crew**, while the **Trimsmen** is represented by the box labeled **"T"**.

**If**, for any **reason**, there is no one at the helm of a **vessel**, it may not change course or speed (**except** as a **result** of additional combat damage or a **collision**). If there is no one at the trim station of a **vessel**, it may not voluntarily change **altitude**. In **addition**, the vessel may take a **loss-of-trim** critical hit resulting in a probable **crash**. (See **Damage** for a more detailed description of damages in space **combat**).

**GUNNERS**. These people man and **fire** the **guns**. **If**, for any **reason**, there is no one at the **guns**, you cannot **fire** that **weapon**. The two gunners are represented by the boxes labeled **1** and **2**.

### *Maneuver*

Each ship has a **series** of hull boxes arranged in **rows**. Each row has hull boxes equal to the ship's hull size and each row corresponds to one of **the** altitudes at which the ship can **fly**. For **example**, a ship with a hull size of **3** and a maximum altitude of High (**see** About Ether **Flyers**) would have four

rows of boxes (**one** each for Very **Low**, **Low**, **Medium**, and High **altitude**), each row containing three **boxes**. An example of these boxes are displayed at **right**. As hull damage is **suffered**, these boxes **turn red**.

VH							
H							
M							
L							
VL							

### Damage

When a weapon shot **strikes** a **vessel**, there are four different types of **damage** that may **result**. The chance of a shot hitting is determined by the range at which the gun is **fired**. Altitude differences also affect the chance of hitting a **target**. No ship may **fire** at another ship if the difference in altitude (**in levels**) is greater than the range (**in ship lengths**). For **example**, your ship cannot fire at another vessel two ship lengths away and three levels below **you**.

The display shows the areas that can be **damaged**. If the station is **damaged**, it appears as red on the **screen**:

**1 & 2** : The two guns (**top** and **bottom** **respectively**)

**M**: **Magazine**.

**T**: **Trim**.

**S** : **Screw**.

**R**: **Rudders**.

**L**: **Lift**.

**E**: **Engine**.

**B**: **Boiler**

The four types of damage **are**:

**1. GUN.** A gun hit destroys one **gun**.

**2. HULL.** A hull hit causes the hull boxes to turn **red**.

When an entire row of hull boxes turns red your maximum altitude drops a level during its next movement phase (**see Maneuver**). When all of the hull boxes **turn red**, the ship **crashes**.

**3. CREW.** Each crew hit causes casualties to the repair crew.

**4. CRITICAL.** If a blow to your ship is **critical**, there are different **consequences**:

a) **Magazine.** Although there are two guns on the **ship**, there is only one **magazine**, or shell **locker**. When **struck**, the ship automatically loses both **guns**. The ship also **takes hull damage**.

b) **Bridge.** Bridge crewmen are injured or killed (**those** characters you assigned to **stations**).

c) **Boiler.** Damage to the boiler affects the **speed** of the **ship**. **However**, this speed reduction is not **permanent**, and the amount of the reduction is reduced as the repair

crew **fixes** it.

d) **Screw (Propeller)**. When the air screw (**propeller**) is **hit**, the ship's **speed** is **reduced**. If a vessel has its movement **reduced**, the repair crew may jury-rig a propeller for a temporary **fix**. The **jury-rig** allows the vessel to **move**, but the propeller can **only** be **permanently fixed** at an ether **port**.

e) **Trim**. When the ship's trim controls are damaged the ship suffers a sudden loss of **trim**. The ship immediately attempts to recover **trim**. If the **Trimsman** is **dead**, the Captain makes the **attempt**. If the Captain is **dead**, any surviving officer may make the **attempt**. If the ship recovers **trim**, it remains at its current altitude but may not voluntarily change altitude for a short period of **time**. If the ship does not recover **trim**, it immediately drops one altitude **level**, and the attempt to recover trim is **repeated**. This procedure is repeated until either the ship recovers trim or it **crashes**. If the ship drops one or more altitude **levels**, it will be unable to move for a short period of **time**.

f) **Rudder**. The ship may not change course until the rudder is **free**.

g) **Lifters**. The ship's large lifting panels are temporarily jammed in **place**, and the ship may not change altitude until they are **free**.

### *Ship Weapons*

At an ether **port**, you can equip your flyer with the following **weapons**:

#### **European Artillery**

European artillery consists of modern rifled **breech-loading** pieces which **fire** shell and **shrapnel**.

**1-POUNDER HOTCHKISS ROTATING CANNON**. The **Hotchkiss** rotating cannon is a rapid-fire weapon similar in overall principle to the **Gatling** gun but of an improved and more rugged **design**. **Wt. 300 lbs. Price: £160.**

**3-POUNDER HOTCHKISS ROTATING CANNON: Wt. 400 lbs. Price: £180.**

**6-POUNDER RIFLED BREECH-LOADER. Wt. 600 lbs. Price: £200.**

**9-POUNDER RIFLED BREECH-LOADER. Wt. 800 lbs. Price: £250.**

**12-POUNDER RIFLED BREECH-LOADER. Wt. 1000 lbs. Price: £300.**

15-POUNDER RIFLED BREECH-LOADER. Wt. 1200

lbs. Price: £400.

20-POUNDER RIFLED BREECH-LOADER. Wt. 1600

lbs. Price: £500.

40-POUNDER RIFLED BREECH-LOADER. Wt: 3500

lbs. Price: £1000.

5-INCH HOWITZER. Wt. 3000 lbs. Price: £1000.

7-POUNDER MOUNTAIN HOWITZER. Wt. 400 lbs.

Price: £200.

**HALE ROCKET.** An improvement over the old **Congreve rocket**, with much better accuracy and higher reliability. Wt. 20 lbs. Price: £5.

#### Martian Artillery

Martian Artillery pieces are muzzle-loading guns mounted on wooden **carriages**. They fire round shot or **grapeshot**.

**SWEEPER.** Wt. 1 ton Price: £200.

**LIGHT GUN.** Wt. 4 tons. Price: £400.

**HEAVY GUN.** Wt. 4 tons. Price: £1000.

**ROD GUN.** Wt. 3 tons. Price: £800.

**ROGUE.** Wt. 6 tons. Price: £2000.

**LOB GUN.** Wt. 20 tons. Price: £2000.

## IV. The Solar System

The solar system consists of the Sun and **all** its orbiting planets and **satellites**. These **bodies** are generally divided into the Inner and Outer solar **systems**. **However**, the four outer solar system worlds (**Jupiter, Saturn, Neptune and Uranus**) are too cold and distant to support life and are beyond the reach of **solar-boiled** powered **ships**, which can venture only so far from the source of their **power**. The inner worlds of **Mercury, Venus, Earth and Mars, however**, are of genuine interest.

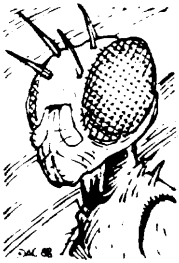
### *Earth*

The **Earth**, as the original cradle of **humanity**, is the standard against which **all** other worlds are **judged**. It has the **greatest** variety of life and possesses the richest **resources**. The Earth of **Space 1889** is our planet as it actually existed in the late **19th century**. See **The World of Space 1889** for a more detailed **description**.

### *Luna - Earth's Moon*

Of **all** the inner **planets**, only Earth has a companion of any significant **size**: the **Moon**, known more popularly by its





Selenite

astronomical **name, Luna.**

**Luna** is 2160 miles in diameter (3392 miles in **circumference**). **Surface** gravity is only 16 percent that of **Earth**; and **Luna** has no surface **water**, two aspects which make it extremely inhospitable to visitors and difficult to **explore** without specialized **equipment**. Occasional expeditions on the lunar surface **have, however, discovered** numerous entrances to sub-Lunar grottos and caverns which are inhabited by Moon Men and **Selenites**. **Selenites** are likened to Earthly **insects**. They resemble a **cross** between a human being and a **beetle**. They live **in** settlements throughout the caverns of **Luna**.

Moon Men are actually descendants of the long-destroyed planet **Vulcan**, but they have forgotten their **origins**. The most striking difference from humans is their **pale**, almost translucent **skin**, which shows an elaborate network of veins and **arteries**, and a hint of the musculature working **beneath**. Their **rough**, scaly skin has a faint blue **cast**. They **are** about **man-size, perhaps** a bit **taller**, but appear shorter as they are somewhat **stooped**.

Rumors continue to persist about hidden treasures and great wealth in diamonds hidden in the caverns of **Luna**.

### **Mars**

The planet next outward from the Earth is **Mars**. For centuries the dark red mystery **of** Mars has excited the imagination of **humanity**; so it was little wonder Edison chose the red planet as the destination of the **first** interplanetary ether flyer **expedition**. Accompanied by Jack **Armstrong**, an intrepid Scottish explorer and **soldier-of-fortune**, Edison set out on January **6, 1870** and arrived on Mars on March **9**. The landing was rough and tore open the hydrogen balloon used to lift the ether flyer into the **atmosphere**. The two explorers would have been stranded on Mars forever were it not for the fact that the planet was **inhabited**.

Edison and Armstrong landed just outside the city now known as **Syrtris Major**, and were taken prisoner by the local Martian **ruler**. Armstrong quickly learned the **Syrtan** language, **however**, and Edison impressed the Martian ruler with his tremendous technical **knowledge**. The pair were soon **released**, and Edison was provided with **the** materials necessary to repair his balloon and generate **the** hydrogen needed to fill **it**. Within **months**, the repaired **ether flyer** was **ready** to **carry** **Edison, Armstrong** and a curious Martian back



Moon Man

to **Earth**. The **triumphant** trio landed outside of **Cincinnati, Ohio**, on August 7, 1870.

The Earth was **electrified**. Edison and Armstrong received fame and **fortune**. Within a **year**, dozens of companies were manufacturing Edison **Flyers**, and vessels of several nationalities were soon making regular voyages to **Mars**, with rapid and dramatic changes for both **worlds**. Martian **liftwood** met the Industrial **Revolution**, and neither planet would ever be the same **again**.

The terrain of Mars is as diverse as that of **Earth**. In broad **terms**, the world is divided into the ancient **seabeds**, the vast **deserts**, the craggy mountain ranges and the polar **icecaps**. The most salient feature of the red **planet, however**, is the fact that it never **rains**. The free water of its ancient seas vanished long ago and is now frozen in the glacial wastes of the polar icecaps or chemically locked into the rust-red **deserts**. Without free **water**, there is no evaporation cycle to feed **clouds**, and **therefore** no **rain**.

Mars has a diameter of **4200** miles and a surface area of **55.4** million square **miles**. It has only **25** percent of the surface area of **Earth**, but its dry land area is roughly equivalent **Earth's**. The Martian atmosphere is breathable and very similar to **Earth's**. Its most distinguishing feature is its lack of **humidity**, which reflects the overall dryness of the entire **planet**. Ancient civilizations dug vast networks of canals to carry the **little** water that could be found to **drying**, dying **fields** and **cities**. But **today**, even after Herculean **efforts**, Mars is a dying **planet**. When Martian civilization arose some **35,000** years **ago**, a temporary climatic spasm had melted large parts of the icecaps and flooded **ancient**, long-dry **seabeds**. On the shores of those newly-refilled seas the great civilizations rose and **flourished**. Ten thousand years **later**, as the climate again shifted and the seas started to **recede**, the Martian civilizations struggled to reverse the flow of **water**. When that **failed**, they dedicated their energies to building the canals that would carry the melted icecap waters to all parts of their **world**. Those canals today mark the surface of **Mars**.

**Three** distinct types of Martians inhabit the **planet**. The **Canal Martians are the** most civilized and most **highly**-advanced **technologically**. It is they who manufacture **gunpowder**, cast guns (**when** they can get the **metal**), and build the largest and most advanced **cloudships**. Despite **this**,



Canal Martians



Hill Martian



High Martian

however, the Canal Martians possess a stagnant culture and have not made a single major scientific discovery in **centuries**.

**Hill Martians** are more primitive than Canal **Martians**, both in appearance and in technological **advancement**. They are still capable of relatively sophisticated creations in many different kinds of **wood**, though they lack the practical and artistic metal-working skills of the Canal **Martians**.

**High Martians** are a brutish lot, both physically and **technologically**. Although they can work **metal**, they prefer to obtain manufactured goods by trade or **brigandage**, or as **tribute**. As masters of the high places where **liftwood** grows, they have a monopoly on the most important item of trade on the **planet**.

Since Edison and Armstrong's historic landing in **1870**, the British have established settlements on Mars and exploited many of the natural riches of the planet including **liftwood**, minerals and **metals**, and **Bhutan spice**, a flavorful and mildly narcotic **product**. Likewise, the **Belgians**, **Germans**, French and Japanese all have colonies on the red **planet**.

The animal life of Mars is **diverse**, as well. Some of the more famous animals include the cunning and fierce **Steppe Tiger**, Flying **Skrill**, and the Legendary **Fauna**, an incredible large, flying **dragon**.

## Venus

The second planet **from** the sun in our solar system is **Venus**. Beneath its constant shroud of **clouds**, Venus is a swamp world drenched with **nearly** continuous **rainfall** and withering **heat**.

Venus is almost completely covered with **water**, but the average depth is less than ten **feet**. The swamp planet is now in the Mesozoic Age of **dinosaurs**, and the vast areas are the domain of lumbering reptiles including Tyrannosaurus **Rex**, and the flying **pterodactyls**.

The planet is inhabited by tribes of **Lizard-Men**. The Lizard-Men of Venus are upright **bipeds**, although when speed is **desired**, they will often slither on their **bellies**. Most Lizard-Men live in an appallingly primitive **state**, wandering the lowlands in **nomadic**, small family and clan **groups**. Some **Lizard-Men**, however, have begun to ascend the path to **civilization**, though they are still savage primitives in

most **respects**.

During the initial journeys to **Venus**, it was discovered that the peculiar **nature** of the **Venusian** magnetic field interacts with the ether in an unknown **fashion**, causing **radically**-accelerated **liftwood decay**, a fact which stranded the **first** three expeditions to the **planet**.

**Germany** has dominated the exploration and exploitation of **Venus**, although **Russian**, **Italian**, British and American settlements are also **present**. Although not as heavily colonized as **Mars**, Venus presents almost equal economic potential with an abundance of raw materials needed to produce **drugs, dyes**, and other chemical **products**.

Visitors to Venus will **find** a number of interesting and amusing aspects to the **world**. Clothing (**leather** goods in **particular**) will grow a thin coating of green slime unless sprayed with carbolic acid every day or **so**. Though rubberized clothing is resistant to the **climate**, it is also quite heavy and **hot**, while most conventional clothing soon becomes rotten and reduced to **rags**. Iron and steel which are not properly cared for will soon turn to useless lumps of **rust**. Wood must be treated with **creosote**, carbolic **acid**, or some other chemical preservative or it will rot within **weeks**.

Weapons are **essential**. Travelers in the lowlands must be prepared to defend themselves from the attacks of giant dinosaurs and hostile **Lizard-Men**.

### **Mercury**

The innermost planet is **Mercury**. One face of the planet is constantly locked toward the Sun **and**, as a **result**, is a boiling **desert**; the other hemisphere of Mercury eternally faces the depths of space and is locked in perpetual **winter**. Between these two extremes is **the** Twilight Zone of **Mercury**, a band of temperate **climate** which circles the entire **planet**.

The twilight zone of Mercury is trapped between two **extremes**. To one **side**, perpetual **dusk**, night and **cold**; to the **other**, perpetual **dawn**, day and **heat**. The sun sets eternally in the twilight **zone**, yet never moves completely below the **horizon**. The **Mercurian** twilight zone is a band about **100** miles wide encompassing a many-channeled river which makes its way entirely around the **planet**. Deep river valleys lined with rocky cliffs sport exotic plant life and occasional



*Lizard-Man*

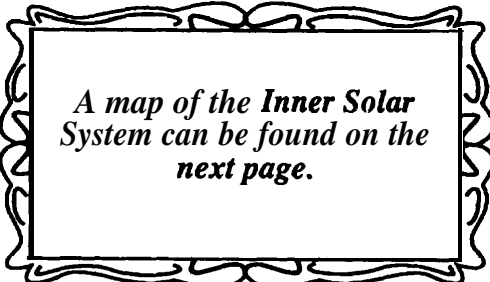
prehistoric shelled creatures just beginning to emerge from water onto **land**.

Mercury boasts raw materials in **abundance**, such as lead and tin on its Bright **Side**; and dry ice and ammonia on the **dark**. The materials can be acquired only if considerable hazards are **overcome**.

Great Britain established its predominantly scientific outpost on Mercury — Princess **Christiana Station** — in 1880. It is situated at the **Mercurian North Pole**, and **its** scientists study the Sun and the local **Mercurian environment**. No other permanent national bases are located on **Mercury**. Princess **Christiana Station** is a sprawling complex of **buildings**, all of which are fairly **small**. Fewer than **100** people permanently inhabit the **station**, and their quarters and working **facilities** are housed in modest bungalows spread across a quiet meadow on the banks of the World **River**.

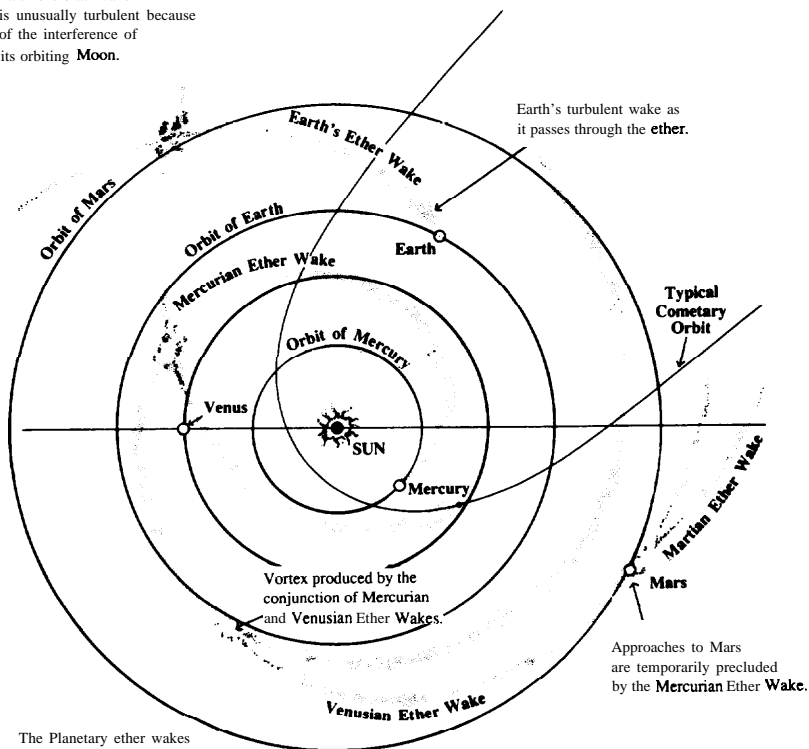
There are several riches hidden in the planet. Aside from the mineral wealth of Mercury's Hot **Side**, there are treasures to be found along the banks of the world river as **well**. Glow crystals can be found in the bottom of swamps along the left bank of the **river**. These crystals **are**, for unknown **reasons**, able to absorb solar energy and convert it to electrical **energy**. Most crystals **found, however**, are valuable only as curios or **jewelry**. But extensive prospecting may lead to the discovery of one or more crystals of more remarkable size and **power**.

The large crabs of the World River are dangerous if **encountered**, but some adventurous types have taken to hunting them for their shell gland. This **gland**, which is about the size of a **walnut**, is found under the creature's shell in the center of its **back**. It is much in demand by the perfume **industry**, due to its unique and powerful musky **odor**. Each gland must be **preserved** in ice to prevent **its decay**, but if **properly** cared for it can be sold for great **sums**.



*A map of the Inner Solar System can be found on the next page.*

Earth's orbital wake is unusually turbulent because of the interference of its orbiting **Moon**.



The Planetary ether wakes are pressed outward from the **Sun**. When the wakes of two planets **cross**, violent ether vortexes are **produced**. When **three** wakes **meet**, the resulting ether storm is especially **violent**.

## The *Inner* Solar System

# Appendix

## Glossary of Terms

<b>Aristocracy</b>	The elite of British society in terms of <b>wealth</b> , prestige and <b>power</b> .
<b>Attributes</b>	The basic building blocks to developing your <b>characters</b> . Attributes consist of <b>STRENGTH, AGILITY, ENDURANCE, INTELLECT, CHARISMA, and SOCIAL LEVEL</b> .
<b>Bhutan Spice</b>	A flavorful and mildly narcotic product of the <b>bhutan plants</b> . The spice is in very high demand on <b>Mars</b> and on <b>Earth</b> .
<b>Canal Martians</b>	The most advanced of the Martian <b>races</b> ; but their culture — though responsible for <b>Mars'</b> highest cultural and <b>scientific</b> achievements — has begun to <b>decay</b> .
<b>Captain</b>	The party leader during the <b>space</b> combat sequences of the <b>game</b> .
<b>Character</b>	Refers to a fictional role assumed by the player in a role-playing <b>game</b> . In <b>Space 1889</b> , one player controls five <b>characters</b> .
<b>Constellations</b>	<b>Unique</b> , mostly <b>mythologically</b> -based patterns in the stars used by travelers to help map the sky and aid in <b>navigation</b> .
<b>Ether</b>	The substance that <b>fills</b> all <b>space</b> , even the volume also <b>filled</b> by ordinary <b>matter</b> .
<b>Ether Flyers</b>	Ships invented by Thomas Edison in <b>1868</b> that enable travel through the ether <b>to</b> the <b>inner worlds</b> ( <b>Mercury, Mars, Venus, and Earth's Moon</b> ).
<b>Female Only Career</b>	Careers in the Victorian era that were only open to <b>women</b> .

- Gashant** Very large animals found on **Mars**, used to carry loads as heavy as 300 pounds.
- Gentry** The poor relations of the **aristocracy**. They were not dukes or **earls**, though some might carry minor **titles**.
- Glow Crystals** Found in the bottoms of **swamps** along the river banks of **Mercury**, glow crystals are able to absorb solar energy and convert it through an internal property to electrical **energy**.
- Gunner** Responsible for manning one of the two gun stations aboard an ether flyer during space **combat**.
- Helmsman** The person responsible for navigation during space **combat**.
- High Martians** The rootstock **from** which the other two varieties of Martians descended. The savage High Martians are the terror of **Canal Martians, Hill Martians** and humans **alike**.
- Hill Martians** Of the three types of **Martians**, the less genteel **Hill Martians** are **the** frontiersman of **Mars**, living on civilization's **edge**.
- Hull** The basic size of an interplanetary ether **flyer**. The greater the hull **size**, the larger and heavier the **ship**.
- Income** **The** annual **amount** of money a character can receive based on his or her **career**.
- Legendary Fauna** A large **flyer**, resembling a **dragon**, found on **Mars**. It is said to be a **ferocious predator**, and is very **rare**.
- Lifters** Large lifting panels on an ether flyer that allow it to change **altitudes**.



<b>Liftwood</b>	The greatest <b>single</b> resource Mars produces. <b>Liftwood</b> is the product of a <b>tree</b> which grows in certain <b>parts</b> of the Martian <b>Highlands</b> . It synthesizes a complex organic compound with <b>contra-gravitational</b> effects and allows vessels to <b>fly</b> .
<b>Lizard-Men</b>	The natural inhabitants of the planet <b>Venus</b> . They are upright bipeds who are rather barbaric and savage in their <b>methods</b> .
<b>Male Only Career</b>	Careers that pertain <b>only</b> to <b>men</b> . Female characters may attempt to enter such <b>careers</b> , but only by successfully impersonating <b>men</b> .
<b>Martian Canals</b>	The canals cut into the planet of Mars to carry melted icecap waters to all parts of the red <b>planet</b> .
<b>Moon Men</b>	Descendants of the <b>long-destroyed</b> planet Vulcan who inhabit the caverns of <b>Luna</b> .
<b>NPC</b>	A character <b>in</b> a role-playing game that is not controlled by the player ( <b>Non-Player Character</b> ).
<b>Party</b>	Your <b>five</b> characters are collectively called a party of <b>adventurers</b> .
<b>Party Leader</b>	The character who is in the lead position of the <b>party</b> . The party leader can be changed throughout the <b>game</b> . The success of many tasks attempted by the party depend on the aptitude of the character who is Party Leader at the <b>time</b> .
<b>Player</b>	The individual playing a <b>role-playing game</b> . In Space <b>1889</b> , five characters are controlled by <b>one player</b> .
<b>Pound</b>	A basic unit of British <b>currency</b> . Twenty <b>shillings</b> , or 240 <b>pennies</b> , make a <b>pound</b> . In <b>1889</b> , a pound sterling was worth <b>\$5</b> in American <b>currency</b> .

- Princess Christiana Station** Great Britain's scientific outpost on the planet **Mercury**.
- Repair Crew** The crew that comes with your ether flyer when you purchase it. The repair crew fixes damage to the ship. You do not personally control the repair crew during the game.
- Rudder** Device on an ether flyer that allows it to change **course**.
- Screw** Another term for the propeller on an ether **flyer**.
- Selenites** **Large**, insect like creatures that inhabit the caverns of **Luna**.
- Shell Gland** Small glands found in the shell of the crabs that inhabit the World River on the planet **Mercury**. The glands are very valuable and command a high **price**.
- Shilling** A basic **form** of British **currency**. Twelve pennies make a **shilling**. Twenty shillings make a **pound**. A shilling was worth **\$.25** in American currency in **1889**.
- Skills** Acquired by characters during their **careers**. These skills affect the ability of the characters **to** success at certain **tasks**. There are **28** skills in **Space 1889**.
- Skrill** **This flying plant eater**, found on **Mars**, appears to subsist off the leaves of **liftwood** trees and **bushes**. Only the **Queln** tribes on Mars have tamed the wild **animal**.
- Solar Boilers** The device that powers an ether **flyer**, allowing it **to** travel through the **ether**.
- Steppe Tiger** One of the most fierce and cunning animals on the planet **Mars**. It is a an expert hunter and will attempt **to**

Task	<p>get very close to its intended prey before making a quick charge and a <b>kill</b>. It especially enjoys attacking <b>humans</b>.</p> <p>An action that a character attempts to perform during the <b>game</b>. Every task is assigned a difficulty that determines the number needed to <b>succeed</b> at it. Difficult tasks require a higher <b>number</b> than routine or simple <b>tasks</b>. Applicable attributes and skills lower the number needed to <b>succeed</b>.</p>
Trimsman	<p>The character on the ether flyer responsible for keeping the ship flying in a <b>smooth</b>, steady <b>manner</b>.</p>
Twilight Zone	<p>The temperate area of the planet <b>Mercury</b> in the middle of the two extreme <b>zones</b>.</p>
Victorian <b>Era</b>	<p>Usually referred to as the time period between <b>1860</b> and <b>1900</b>. An age of tremendous <b>political</b>, <b>social</b>, and technological <b>change</b>.</p>
Wealth	<p>The fortune amassed during the career of a character in the <b>game</b>.</p>
Zeppelins	<p><b>Large</b>, flying ships capable of <b>cross</b>-continental flights on various <b>planets</b>.</p>



Weapons Charts*Small Arms Firing Table*

<i>Weapons</i>	<i>Shots</i>	<i>Mag</i>	<i>Reload Time</i>	<i>Damage</i>	<i>Req. Strength</i>	<i>Range</i>
<b>Pistols</b>						
Single-Barrel Pistol	1	—	1	2	2	15
Light Revolver	3	6	3	1	1	10
Heavy Revolver	3	6	3	1	2	15
Light Multibarrel	2	2	2	1	1	5
Heavy Multibarrel	2	4	2	2	2	15
<b>Rifles</b>						
Bolt Action Rifle (LM)	1	8	4	2	3	120
Bolt Action Carbine (LM)	1	8	4	2	2	90
Bolt Action Rifle	1	5	5	2	3	120
Bolt Action Carbine	1	5	5	2	2	90
Lever Action Rifle	2	12	3	1	2	75
Lever Action Carbine	2	6	3	1	1	45
Breech-loading Rifle	1	—	1	2	3	90
Breech-loading Carbine	1	—	1	2	2	60
Muzzle-loading Rifle	1	—	3	2	3	75
Muzzle-loading Carbine	1	—	2	2	2	45
Smoothbore Musket	1	—	2	2	3	45
Smoothbore Carbine	1	—	2	2	2	30
Long Hunting Rifle	1	—	1	3	3	200
Heavy Double Rifle	2	2	1	4	4	150
<b>Shotguns</b>						
20-gauge Double	2	2	1	2	2	30
12-gauge Double	2	2	1	2	3	30
12-gauge Scattergun	2	2	1	2	3	15
12-gauge Lever Action	2	5	2	2	3	30
<b>Non-Firearms</b>						
Bow	1	—	1	1	2	30
Spear	1	—	—	2	3	10
Throwing Knife	1	—	—	1	2	5
Stone	1	—	—	1	1	5

*Melee Weapons*

<i>Weapon</i>	<i>Reach</i>	<i>Damage</i>
<b>Pole Arms</b>		
Pike	3	2
Spear	2	2
Rifle/bayonet	2	2
<b>Edged Weapons</b>		
Great Sword	2	1 + S
Cutlass	2	1
Saber	2	1
Knife	1	1
Machete	2	1
<b>Bashing Weapons</b>		
Club	1	1
Axe	2	1 + S
Hatchet	1	2

*Artillery Ammunition Effectiveness*

<i>Ammunition Type</i>	<i>Rating</i>
Shot	3
Shell	2
Grapeshot	3
Shrapnel	4

*Martian Cannon Firing Table*

<i>Weapon</i>	<i>Range</i>
Sweeper	100
Light Gun	200
Heavy Gun	300
Rod Gun	400
Rogue	400

*Machinegun Firing Tables*

<i>Weapon</i>	<i>Shots</i>	<i>Mag.</i>	<i>Reload Time</i>	<i>Damage</i>	<i>Range</i>
Gatling 0.50	2/6	36	3	3	300
Gatling 1-inch	2/6	18	4	4	300
Mittraillous	8	8	3	3	300
Gardner	2/4	20	2	3	300
Nordenfelt 1-B	3	15	2	3	150
Nordenfelt 3-B	5	48	2	3	300
Nordenfelt 5-B	8	48	2	3	300
Maxim	10	50	2	3	300

<i>Weapon</i>	<i>Range</i>
1-pr HRC	400
6-pr RBL	600
7-pr MH	600
9-pr RBL	600
12-pr RBL	600
15-pr RBL	600
20-pr RBL	600
40-pr RBL	800
5" Howitzer	800
Hale Rocket	600

*British Field Gun Firing Table*

HRC: Hotchkiss Rotating Cannon  
 RBL: Rifled Breech Loader  
 MH: Mountain Howitzer

*Armor Values Table*

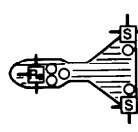
<i>Armor Type</i>	<i>Value</i>
Doublet	1
Shoulder Scales	1
Mail	2
Breastplate	3
Helmet	1
Shield	1

# Ether Flyer Designs

## Small Bird

**SMALL BIRD** **Screw Galley**

£ 13,000



② 140 TONS ③

Bridge **CHTIS**

Deck

Maneuver

Hull Hits 

YH					
H					
M					
L					
VS					

Marines

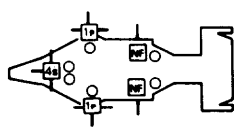
Screw 

3
2
1

Scenario 5

**APHID-Class** **Aerial Gunboat**

£ 23,220



② 160 TONS ⑥

Bridge **CHTIS**

Deck

Maneuver

Hull Hits 

YH					
H					
M					
L					
VS					

Marines

Screw 

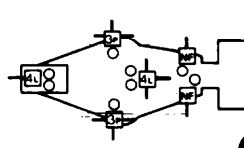
6
5
4
3
2
1

## Aphid

## Dauntless

**DAUNTLESS-Class** **Aerial Gunboat**

£ 50,360



② 315 TONS ⑥

Bridge **CHHTSIO**

Deck **P**

Maneuver

Hull Hits 

YH					
H					
M					
L					
VS					

Marines

Screw 

15
10
5
1

Scenario 3

**WHISPERDEATH** Kite

£ 59.340

695 TONS

②

7

Bridge **CHTISO**

Deck

Maneuver

Masts

Hull Hits

Marines

*Hullcutter*

*Whisperdeath*

**HULLCUTTER** Screw Galley

£ 46.800

695 TONS

⑦

7

Bridge **CHTISOOO**

Deck

Maneuver

Masts

Hull Hits

Marines

*Bloodrunner*

**BLOODRUNNER** Kite

£ 7.600

100 TONS

①

1

Bridge **CHTIS**

Deck

Maneuver

Masts

Hull Hits

Marines

*Hamburg*

**HAMBURG-Class** Luftkreuzer (Aerial Cruiser)

£ 69.400

600 TONS

③

6

Bridge **|C|H|T|I|S|O|O|**

Deck **|P|P|I|I|I|I|**

Maneuver

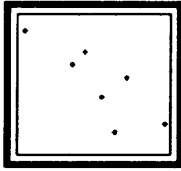
Masts

Hull Hits

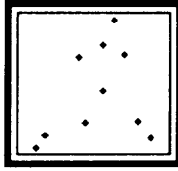
Marines



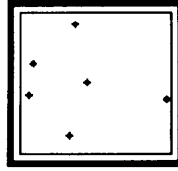
The Constellations



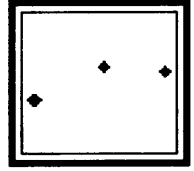
*Andromeda*



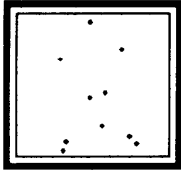
*Aquarius*



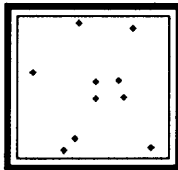
*Aquila*



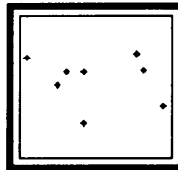
*Aries*



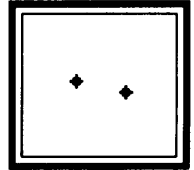
*Bootes*



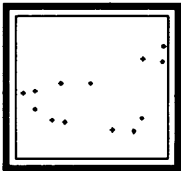
*Cancer*



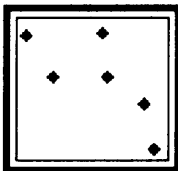
*Canis Major*



*Canis Minor*



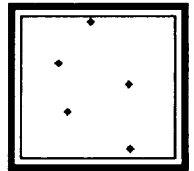
*Capricorn*



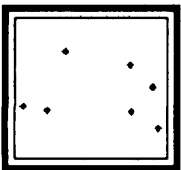
*Cassiopeia*



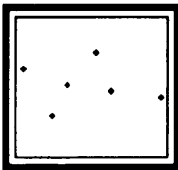
*Centaurus*



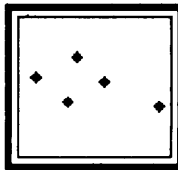
*Cepheus*



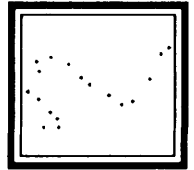
*Crater*



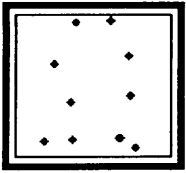
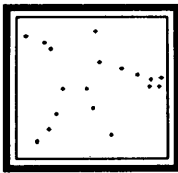
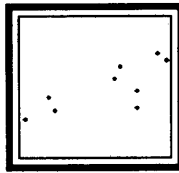
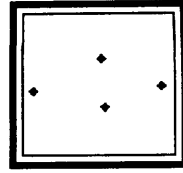
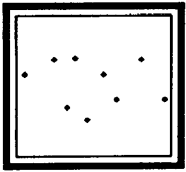
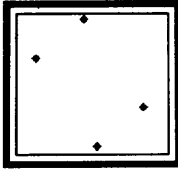
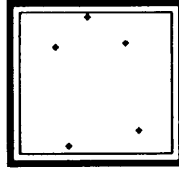
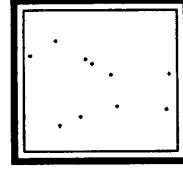
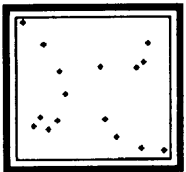
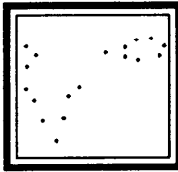
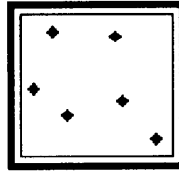
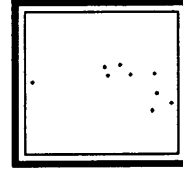
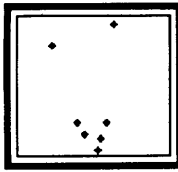
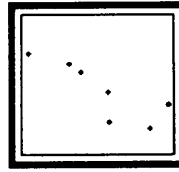
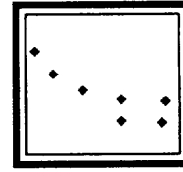
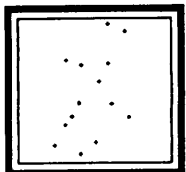
*Cygnus*



*Delphinus*



*Draco*

*Gemini**Hercules**Leo**Leo Minor**Lepus**Libra**Orion**Pegasus**Perseus**Pisces**Regulus**Sagittarius**Scorpius**Taurus**Ursa Major  
(The Big Dipper)**Ursa Minor  
(The Little Dipper)**Virgo*

## Designers' Notes

When the prospect of developing a computer version of Space 1889 arose, we were very excited for several reasons. First, the role-playing game from Game Designers' Workshop had a unique flavor, combining the classic visions of great science fiction writers like Jules Verne and H.G. Wells with an exciting period of time in world history, the Victorian Era. Needless to say, there's no other role playing or computer game on the market that has this basic premise. That thought appealed to us, because we could approach the project with a fresh perspective. Most gamers have been in a medieval castle or on a star cruiser in some far away galaxy. But we would be developing a game where the player would man the helm of an ether flyer, equipped with nineteenth century armaments, ready to explore the secrets of our very own inner solar system. The challenging and unique background of the role-playing game was a strong starting point that kept us excited throughout the project.

Additionally, Space 1889 gave us a chance to combine historic fact with fiction. Of course, Martians and Moon Men don't really exist (we think), but people like Thomas Edison and Thomas Cook did. Several of the NPCs in the game are actual historic figures from the time period. In addition, the background for the Egyptian sequence, the geographic land maps of Earth and the constellations by which you will navigate your ether flyer are all accurate. We've tried to design a game where you will have fun and actually learn a few things about life in the famous Victorian Era of 1860-1900. Our purpose was, above all else, to make the game fun; but there is an educational value we hope adds something special.

Likewise, we wanted to have a complex scenario with a unique "pay off" in the end. Instead of saving the universe or making two quadrillion dollars, we tried to develop a unique plot that will remain a mystery until the very end. Instead of gold, diamonds, or a perilous princess as your reward, we've offered a chance for the greatest wealth of all — immortality.

We strove to maintain a close tie-in with the role-playing game. Most of the basic rules of the computer version are derived from the pen and pencil version of Space 1889.

We've tried to create a game that is fun and challenging and convenient to learn and use, and we hope you find it a rewarding and entertaining adventure. Any comments or

suggestions on the game are **very welcome**. Please drop us a line or give us a **call**. Through your input we can continue to build on the game design for future **Space 1889** computer role-playing **adventures**.

Many thanks to everyone at Game **Designers' Workshop**, including Marc Miller for the background material and assistance in the scenario **creation**, and Frank **Chadwick**, creator of **Space 1889**, for a fun and unique **concept**.

*Don Wuenschell*

*Steve Suhy*

*F.J. Lennon*

August 1, 1990

## **Credits**

### **Game Design By**

Steve Suhy

Don Wuenschell

F.J. Lennon

### **Programmed By**

Don Wuenschell

### **Graphics By**

Steve Suhy

### **Manual & Written Supplements By**

F.J. Lennon

Gary T. Almes

### **Original Music Composed By**

Derek Schofield

### **Original Package Design By**

John Emory

### **Cover Illustration By**

Mark Strutzman