He Holds The Keys To A Thousand Worlds
You Only Have To Ask Him For One

MEGATRAVELLER™ 2
Quest for the
Ancients

MEGATRAVELLER 2
QUEST FOR THE ANCIENTS

IN SEARCH OF GRANDFATHER......

    300,000 years ago, the Ancients ruled the galaxy, and
then destroyed themselves in a suicidal war, leaving only
ruined cities and devastated planets. Even today, the ruins
of the ancients are puzzling; mysterious and dazzling
artifacts are still unearthed at various ancient sites
throughout the Spinward Marches.

    Now one of the ancient sites has mysteriously sprung to
life, running amuck and threatening to destroy an entire
world. Millions will perish if the ancient site isn't
stopped. Ancient sites spread across a dozen worlds hold
clues, and even ancient artifacts that may neutralize the
destructive site.

    But ultimately, you'll need to find the legendary
Grandfather - the fabled Ancient leader who has been
reportedly dead for 300,000 years! Only you can discover is
the legend of Grandfather is true as you play TRAVELLER like
you've never played it before in MEGATRAVELLER 2: QUEST FOR
THE ANCIENTS.

* **OVER 100 NAMED, DETAILED WORLDS.** Each completely mapped
  and explorable. At least a half of a million square miles
  per planet with starports, cities, terrain, animals and
  exciting people!

* **10 DISTINCT STARSHIP TYPES.** Scouts, Free Traders,
  Cruisers, Liners and more. There's even a working Ancient
  ship (if you can find it!).

* **ENHANCED CHARACTER GENERATION.** Generate both human and
  Vargr (genetically altered canines) characters for your
  adventure, and select from a variety of careers including
  mercenaries, scouts and naval officers. Carefully generate
  your characters or have the computer do it for you in a
  flash!

* **EXCITING LOCATIONS TO VISIT.** Populated, working cities.
  Library data terminals. Starships with deck plans. Rail
  and monorail transport on world surfaces. Gambling
  casinos. Stores and shops. Taverns. Trade and commerce
  outlets. Hospitals. Shipyards. Vehicle rental locations.
  Ancient Sites and more!!

*   **INTUITIVE COMBAT SYSTEM ON THE GROUND AND IN SPACE.** Your
    characters will act and react intelligently in a crisis
    situation based on their individual skills. Combat
    sequences are **NON-ARCADE.**

*   **TECHNICAL ENHANCEMENTS** including 256 color MCGA graphics
    and music and sound effects that support Ad Lib, Sound
    Blaster, Covox and Roland.

*   **SCENARIO AND GAME DESIGN BY MARC MILLER,** adventure gaming
    Hall of Famer and the original creator of the Traveller
    universe itself!!

A more detailed list of product features can be found in the
PRODUCT FEATURES section.

The TRAVELLER science-fiction role-playing system was developed and published in 1977, and was the first successful science fiction role-playing game on the market. TRAVELLER is a game based on a set of rules which allow players to participate in a common situation for recreation and enjoyment. It is a role-playing game, which means that the players vicariously act out, or talk out, their actions in response to some situation; they assume roles as adventurers or soldiers-of-fortune and then they actively seek out some goal that is important to them, such as fame, money or power.

TRAVELLER rules cover the basic facts of adventure in a logical, straightforward manner. Rules begin by describing how combat and fighting work, including a player's chances of winning or losing a fight. TRAVELLER rules cover how starships operate, and how much passage aboard a Star Cruiser costs. Rules sections also cover how much a starship costs, how trade and speculation in economic markets work, and how things like experience can help or hurt a player in a given situation. Finally, TRAVELLER rules deal with what alien worlds are like, addressing such concepts as atmosphere (and what equipment you need to breathe), gravity, the extent of oceans of a world, local government and population, and the type of technology present. Animals, casual meetings with other people, psionics, and more exciting topics are covered.

TRAVELLER rules are descriptions of how the universe works. Players read the rules and play the game a few times to learn what is happening. Then they start playing the game in earnest, seeking out things they want, and striving to get them. TRAVELLER is often, if not always, a refereed game. The referee is responsible for everything that happens in a universe, and administers the laws of nature. A referee must be very imaginative and creative, while at the same time he must follow the game rules and know when to bend them to give variety and intrigue to certain situations. Literally, TRAVELLER, in the hands of a good referee can duplicate any science fiction you have ever read or ever seen on the big screen.

An interesting aspect of TRAVELLER is that on your way to achieving your specified goal, you might be swept into exciting sub-adventures that are not necessarily related to your initial goal. You must set out to recover a crashed space ship, but soon become entangled in an underworld smuggling ring where you have the opportunity to make a fortune! The enjoyment of TRAVELLER is not in achieving your goal, but in constantly finding new goals to seek, and in

striving to attain them. In fact, there are actually no
rules for winning the game; the winning is in the playing and
in staying alive.

One very important part of Traveller is the player's
character. At the beginning of an adventure, each player
creates a character, an alter ego, whom he will manipulate as
if he were himself. Each character has six characteristics,
six numbers which show his abilities - strength, dexterity,
endurance, intelligence, education, and social class. These
six characteristics act as benchmarks in comparing people.
Values range from 1 to 15 in each characteristic. A special
feature of TRAVELLER is the treatment of skills. Characters,
as initially generated, know very little. A specific
procedure provides prior experience for the character, before
he begins playing the game. The prior career includes terms
of service in one of the military or exploratory services,
and provides age, experience, money and skills. These skills
indicate that the person is conversant with some field of
endeavor such as navigation, piloting or medicine. For
example, a character with computer programming skills can
tell the referee that he is programming a computer in the
game to perform some task or to recover important data, and
it will, if there is a computer available to the character
(not the player) in the game. The referee manages the
activity, and the person playing need have no actual
knowledge of how a computer actually works.

In the first years of the game, TRAVELLER established
the pattern that other role-playing games routinely use in
marketing today: publish a basic set, and follow it
aggressively with modules, adventures, and new rules
additions in order to capture and keep the players' interest.
But there were some secrets that the competition has never
really caught on to.

TRAVELLER appealed to the solitary gamer as well as the
gaming group. It provided many diverse activities that the
players could do alone, or in preparation for playing.
Player's could design starships, create worlds, or generate
characters in any spare minute of their time, and save them
for that time when they would be able to play with a group.
Since half of all role-playing activity is performed
solitaire, this benefit has immense value to the
gamer/customer.

That feature leads directly to the next: TRAVELLER is
eminently computerizable. Its procedures are spelled out
logically and clearly so that they can be translated to a
computer without loss of detail or clarity of purpose. But

being computerizable does not mean that the task is easy or trivial. Only the present wave of 16-bit machines can really do justice to the intricacies of the gaming system.

TRAVELLER has been thoroughly supported throughout its lifetime. Modules were commissioned from science-fiction writers who have gone on to new heights: Andrew Keith and his brother William, Lawrence Schick, Joe Fugate and author John M. Ford. The slick "Traveller's Digest" (with a four color process cover) appears bimonthly with adventures, background and new information about the game. TRAVELLER has its own category in the games sections of GENIE and Compuserve. A dedicated support group, called the History of the Imperium Working Group) claims more than 130 members busily chronicling the detail of TRAVELLER'S 10,000 sun interstellar empire.

But, at the base of everything, the reason TRAVELLER continues to prosper is because it is fun. Players enjoy making TRAVELLER a part of their lives. It has something for everyone, and they love it. TRAVELLER has a virtual world of possibilities for role-playing adventure. It is the leading science-fiction system on the market today, and one of the top role-playing systems ever created.

The following is an excerpt from a review of MEGATRAVELLER that appeared in the "Rick Swan's Complete Guide To Role-Playing Games":

MEGATRAVELLER **** (out of four stars)

"For years, TRAVELLER was the undisputed champion of science-fiction role-playing. A game of unprecedented magnitude, there was no aspect of spacefaring adventure that TRAVELLER didn't handle, and handle exquisitely. True, the original game lacked a few details, such as robotics, alien races, and high-tech hardware, and the historical background wasn't fully developed, but a string of supplements eventually pulled everything together, creating a classic in the process.

Then along came MEGATRAVELLER, a complete redesign of the original TRAVELLER by Marc Miller that stands as one of the most remarkable gaming achievements of the last decade. Not only does MEGATRAVELLER retain the scope and appeal of TRAVELLER, it expands on the strengths of the original with a bonanza of inspired new material.

A superb design in a gorgeous package, MEGATRAVELLER is the pinnacle of science-fiction role-playing."

THE LEGEND OF THE ANCIENTS....

About 500,000 years ago, a race of omnivore/gatherers, called the Droyne, achieved intelligence on their homeworld and soon became the dominant species on their planet. Although they were intelligent, they were also gentle and rather simple people. Their social structure evolved castes which placed individuals in professions best suited to their talents and needs; their society was one of co-operation and trust. Each Droyne filled a position in society and society as a whole prospered.

One day, a mutation occurred and a Droyne was born with a fantastic level of intelligence. He quickly became bored with the ordinary existence of his race, and he set out to do something about it. He searched available occupations, did experiments, undertook projects and thought long and hard. He found no single thing that he wanted to do, but at the same time discovered that he enjoyed his continual search. He decided that what he wanted to do with his life: experiment, think and explore the limits of knowledge.

He decided that he needed help with his experiments, so he conquered the world. He realized that he didn't want to grow old and die, so he discovered a way to live forever. He wanted to know some facts about the stars and about other worlds, so he invented a powerful starship equipped with an advanced jump drive and went to visit them.

Then he decided that the Droyne were not intelligent enough to help in the really important projects, so he decided to have children. He had twenty children, and each of those children had about twenty of their own. At about this time, he adopted a name which is now translated as Grandfather.

For a long time, Grandfather worked on a wide variety of projects, assigning parts of each to his brilliant children and grandchildren. They scattered across the galaxy in search of information and new ideas, facts and answers to old questions. Grandfather and his offspring kindled supernovae, explored new worlds, tinkered with the genes of animals in search of new abilities or interesting effects, built magnificent places and did intriguing (and sometimes incomprehensible) things.

Each of Grandfather's children and grandchildren was in charge of a force of Droyne which actually did the work. Each took an assignment from Grandfather and set about finding an answer, often creating new technology in the course of the project. Each went wherever Grandfather assigned and there built a base to support that particular project. When it was finished, the results were given to Grandfather, and a new project was assigned.

Grandfather found the Earth and experimented for a time with the idea of replacing the Droyne with human laborers, but it didn't work out. His human project was successful enough, however, that they were used in quite a few locations. He also experimented with canines, genetically altering them to have intelligence, opposable thumbs, and an upright posture, but they didn't work out either.

Later, Grandfather built robots and artificial beings to help him, and found that they could be extremely helpful, although they were not as intelligent as his own children.

Grandfather finally reached a point where he was tired, so he took a long vacation, travelling throughout the Droyne's territory, seeing new things, reviewing work that had been accomplished before, and relaxing.

When Grandfather concluded his vacation, he decided that he had done all that he could do in this part of the universe, and so embarked on a new project to explore new and unknown frontiers of existence. He called all of his children to come and help him, but they had started on their own projects and were too preoccupied to obey Grandfather's orders.

Despite the absence of his offspring, Grandfather began his work anyway, and soon found that some of his children's experiments began to get in his way. Grandfather decided that his decision to have children long ago had been a mistake, and now he determined to rectify it. He began a campaign to eliminate his children and grandchildren.

Naturally, the children discovered Grandfather's plot and resisted. The war of Grandfather against his offspring was long and complicated. Initially, the children did not understand that Grandfather meant to totally eliminate them; later, they adopted his tactics of total destruction.

Many factions arose during the course of the war. Some factions wanted to eliminate Grandfather, while others wanted to create great-grandchildren; still others wanted to flee and begin a new civilization somewhere else. Very few wanted to go back to the old system of Grandfather-assigned projects. Some factions were Droyne, without allegiance to any of the grandchildren or children.

The war went on for two thousand years. Staggering weapons were called into use, including planet-busters, nova-triggers, bombardment with asteroids, and such ordinary weapons as tailored plagues, poison gas, and thermonuclear devices.

By the end of the war, Grandfather had defeated all of the opposing factions and destroyed all of his children. The galaxy was somewhat the worse for wear, with many new asteroid belts and quite a number of ravaged worlds.

Grandfather determined that he would, in the future, limit himself to more easily controlled assistants. He

improved on the robots that he had built before, and
constructed a corps of robots and androids to help him in his
experiments. Then, he pinched off a pocket universe around
his base world and retreated from the larger universe to
pursue his studies unhindered by the concerns of the larger
universe.

ANIMATED INTRODUCTION

It is 300,000 years since Grandfather's destructive war of the Ancients. The game begins on the dry, desert planet of Rhylanor, where you and your friends are taking a guided tour of one of the Ancient sites; a bizarre structure that resembles a factory of some sort. As the tour guide explains, the exact purpose of the location remains a mystery, but it is believed that Grandfather, himself constructed the site.

As you and your friends continue your guided tour, the ground begins to quake and suddenly the Ancient site springs to life with a deafening roar. In the mass confusion, out of the corner of your eye, you catch a glimpse of two shadowy figures emerging from a set of stairs in the distance. The figures hastily exit the Ancient site. Could they have something to do with this unexpected occurrence?

Screams of terror capture your attention. Suddenly you notice that a slimy, pink and black ooze is pouring out of the ancient machinery and covering the floor. You have seen enough. You and your party retreat from the from the hysteria of the ancient site and head for safer ground.

As the crisis unfolds, you learn that the both of the Ancient sites (there are two of them) on the planet Rhylanor are spewing out a toxic slime that is pouring forth and covering the planet's surface at an alarming rate. The toxic slime is extremely poisonous and it kills everything in its path, so experts can not gain entrance to the Ancient sites to attempt to stop the bizarre machinery. The entire planet of Rhylanor, one of the thriving economic centers of the Spinward Marches, is in danger of being completely destroyed if the slime covers the entire surface of the world. The government of Rhylanor has issued a proclamation promising significant rewards to any brave scientists, adventurers or concerned citizens who can stop the spread of the toxic slime. Rewards will even be given if the slime is only temporarily stopped or if only a small portion of the planet is saved. The rewards that are granted vary depending on how much of the planet is saved from the toxic slime.

The promise of substantial rewards motivates you and your friends to take action to neutralize the two Ancient sites that continue to generate the toxic slime. You begin your quest to uncover the mysteries of the Ancients and to save the planet Rhylanar from destruction!

GAME PLAY

The game begins as you and you party set out to stop the
slime producing Ancient sites on Rhylanor. There are over
100 worlds to explore in the game, with hundreds of cities
and millions of square miles. One of the keys to solving the
main scenario is to locate eight Ancient sites that are
hidden throughout the many worlds in the game. It may seem
like it is an impossible task to fully explore over 100
planets, but actually the first Ancient site is rather easy
to discover, and hidden in the midst of the site will be a
useful artifact - a locater that will help you discover the
other seven sights. But first, you will need to discover
batteries for the locater, which can be found at one of the
other Ancient sites.

You can travel from planet to planet aboard commercial
starships, or one of your characters may own his own ship.
You can buy a ship of your own, and even discover an Ancient
ship that belonged to Grandfather during your adventure.

At each of the Ancient sites, you can discover artifacts
and relics that can help the crisis situation on Rhylanor,
but cannot entirely resolve the problem. By helping the
situation, even to a small degree, you will receive very
significant rewards, which will help you buy passage, or even
acquire your own ship so that you can continue your quest.
Some of the ancient artifacts that can temporarily stop the
slime from covering the planet on Rhylanor include an Ancient
rock thrower, a stasis ray, a disintegrator, a force dome and
a special disk with a pocket hole that can swallow a large
portion of the flowing slime.

An ultimate resolution to the problem cannot occur
without first visiting Grandfather in his spectacular pocket
world, which can only be discovered through extensive
exploration and puzzle-solving. If Grandfather takes a
liking to you and your friends, he will give you a high-tech
device that transforms the slime and terraforms the planet of
Rhylanar before your very eyes. What was once a dry desert
world, is now a thriving green, lush planet filled with new
vegetation and life.

There is also a major economic sub-plot to uncover and
solve in order to learn who or what is behind the activation
of the Ancient sites and the destruction of Rhylanor.
Throughout your adventure, you will be pursued by agents of
the secret organization behind the plot.

As well, there are dozens of sub-plots on the various
worlds, and even aboard starships, to keep you and your party
busy. You will be confronted with interesting adventures
filled with mystery, danger and intrigue.

MEGATRAVELLER 2: QUEST FOR THE ANCIENTS will be a unique
and innovative role-playing adventure that goes leaps and
bounds beyond MEGATRAVELLER 1. The game will feature the
most advanced and comprehensive character generation system
ever developed as well as the most intuitive combat system
for ground and space conflicts. The overhead perspective
will be very unique, showing you entire party from a
perspective that realistically represents a large, modern
city.

Unlike competing computer role-playing adventures,
MEGATRAVELLER 2 allows the game player to assume the
identity, or "play", only one character in his party. This
character will be designated as the party leader during the
character generation process. This "PAL" system allows for a
single hero in the game --- you. However, you can have up to
four additional characters in your party, although they will
act independently based on their skills.

Using a unique and entertaining method of character
interaction, the other characters in your party will
automatically act when a situation confronting your party
requires a specific skill that one of your characters
possesses. We hope to bring a sense of emotion,
intelligence, humor and personality to each member of your
party.

MEGATRAVELLER 2 will be very different from its
predecessor, MEGATRAVELLER 1. We've learned a great deal
from the comments and suggestions offered by our customers.
As well, we went to Marc Miller, the original creator of the
Traveller universe, for consultation and game design
expertise. The legend of Grandfather is, in Marc Miller's
opinion, one of the most appealing scenarios in the 14 year
history of the TRAVELLER role-playing system. An all new
game, with exciting, advanced features, MEGATRAVELLER 2:
Quest FOR THE ANCIENTS will pave the way for many innovative
MEGATRAVELLER computer role-playing adventures in the future.

Overall, we are developing a state-of-the-art role-
playing adventure where the attention is focused on the depth
of adventure, not with overwhelming complexity. The game is
very user-friendly. The computer helps players proceed
without putting roadblocks in their way. Computer role-
playing enthusiasts are going to love it!

GENERAL:

* The main scenario and the game concept and design were
  developed by Marc Miller, award winning game designer
  and the original creator of the Traveller universe.

* Characters in your party act intelligently (and often
  times they will act automatically) based on the skills and
  characteristics that they possess. Your characters will
  speak up and volunteer their expertise when they recognize
  a situation where they will be useful. However, you, the
  leader, always have control. You can override your
  character's suggestions and instruct them to act in a
  different manner.

* MEGATRAVELLER 2 uses the PAL system is utilized in the
  game; you are the leader of the party, and the other
  characters act as your friends (or pals). You can give
  orders to your characters, but just like true friends, they
  may not follow your instructions if they believe that a
  different actions on their parts will ultimately help you,
  their leader, in a more effective manner.

* MEGATRAVELLER 2 features a much more graphic-intensive
  presentation than MEGATRAVELLER 1. For instance, In
  MEGATRAVELLER 1, when you wanted to purchase an weapon from
  a shop, you had to scroll through a list where the weapon
  names were listed. In MEGATRAVELLER 2, you will actually
  be inside the shop, and you will select your items , which
  will be graphically represented. We are staying away from
  text lists entirely in MEGATRAVELLER 2 (MT2).

* An enhanced trade and commerce system will be implemented
  in MT2. The new economic system will be more realistic and
  will benefit from the substantial increase in worlds.

* MT2 will operate from a second generation graphic icon
  driven interface that will be easy to understand and
  operate. The icons will actually overlay the game play
  area so they will be much more visually appealing.

* Both ground and space scenes will be viewed from an
  overhead perspective that conveys the size of a large,
  modern city, or of a giant starship. The perspective will
  be very different from MEGATRAVELLER 1. You will get the
  feeling that you are actually exploring a bustling city, an
  open countryside or a massive, multi-level starship.

* Your party will always appear on the screen as a group of
  separate individuals, not one single icon.

* There will be a zoom in - zoom out feature that lets you
  pan out to a much wider overhead view or lets you zoom in
  to let you examine the surrounding area in more detail.

* Hundreds of NPC's to meet and converse with during your
  adventure.

* A comprehensive main scenario based on one of the greatest
  TRAVELLER adventures of all time, as well as dozens of
  exciting sub-plots filled with mystery, danger and
  intrigue.

CHARACTER GENERATION:

* Advanced character generation that lets you generate alien
  Vargr characters as well as humans.

* More than 20 career types to pick from including
  mercenaries, scouts and naval officers (and six Vargr
  Careers).

* Generate male or female characters.

* Six basic attributes and over 125 skills including
  academic, bribery, electronics, engineering, trader.

* A print character option allows you to print out your
  generated characters for use in the MEGATRAVELLER role-
  playing system.

* Carefully generate your own characters, or have the
  computer do it for you in a flash!

GROUND EXPLORATION AND COMBAT:

* Over 100 named, detailed worlds; each completely mapped and
  explorable, populated with a starport, cities, terrain,
  animals and people. At least 500,000 square miles of
  terrain to explore on each planet! Visit ice, desert,
  and vacuum planets, to name a few.

* Hundreds of locations to explore including cities, data
  terminals, starships with deck plans, gambling casinos,
  stores and shops, taverns, trade and commerce outlets,
  vehicle rental locations, character recruitment centers,
  Ancient sites, crashed and abandoned ships.

* Weapons and armor that span the tech levels of all of the
  world. Weapons can be as primitive as spears and as
  advanced as plasma rifles. Armor can range from simple
  leather to the high-tech TL12 Battle Dress.

* Your party can travel on the planets by commercial aircraft
  or monorail system, or you can rent ATV's and Grav vehicles
  if you prefer to travel privately.

* An advanced, intuitive ground combat system where your
  characters react to a crisis intelligently. The non-arcade
  combat system allows you to simply target who you want your
  characters to attack, and they will take over, devising
  their own strategy of attack to defeat an opponent. As
  well, when your party is attacked, your characters will
  react intelligently, based on their skills, without your
  direct intervention. The new combat system has been
  discussed with, and approved by, a Traveller role-playing
  focus group.

SPACE TRAVEL AND COMBAT:

* 10 Distinct starship types including Scouts, Free Traders,
  Cruisers, Liners and more. There's even a working Ancient
  ship (if you can find it).

* Interior deck plans of ships and small craft so that your
  party can fully explore while they are travelling in space.

* Easy to understand space navigation sequences where your
  ship will literally fly itself if your characters have
  adequate skills. There's no need to assign your characters
  to different stations - they will take over where their
  skills are best suited.

* Intuitive space combat that is designed exactly like ground
  combat. Simply target opposing ships and your characters
  will take over! As with ground combat, your characters
  will react intelligently and naturally when attacked.

* You will be able to see all of your characters at once from
  an overhead perspective, so you can monitor exactly which
  tasks they are performing on the ship.

<u>TECHNICAL</u>:

* Supports 256 color MCGA, High Res EGA, EGA, CGA and Tandy
  16-color.

* Supports Ad Lib, Sound Blaster, Tandy 4-voice, Covox and
  Roland.

* Supports keyboard, joystick and mouse.