

UNIVERSE

The Role-Playing Game of the Future

Become the master of your destiny as you journey amid the stars in search of wealth, glory, and wisdom. Share the trials and triumphs of adventures on unknown worlds, boldly confront the dangers of deep space, and revel in the satisfaction of quests attained in the glittering cosmos of *Universe*. Designed as the definitive game of a whole new generation of character-action adventure products, *Universe* contains a 76-page gamesmaster's guide, 24-page adventure guide, 16-page tactical space combat rules booklet, 22"×33" four-color interstellar display, 17"×22" tactical display, 200 tactical playing pieces, and 2 twenty-sided Gamescience high impact™ dice.

WORLD LOG: Size 3 (KRYO)
Gravity: 0.4 (NW) Action Round Movement: +4

NAME *Kryo* TYPE *Earth-like* MOONS (nr.) 0
DISTANCE FROM STAR 2.5 AU's ATMOSPHERE *Thin* MEAN TEMP 25°
HYDROGRAPH 40% DAY LENGTH HUMAN POPULATION 10 million
SETTLEMENT STATUS *Full-tech colony* LAW LEVEL 3 CIV LEVEL 7
SPACEPORT CLASS 2 RESOURCES *Iron (exportable), carbon chemicals (exportable), aluminum, light fiber plants, edible plants, sulfur, argon, nitrogen chemical, silver, phosphorus*

STAR SYSTEM LOG

The Star System Log is the player's record of the system before use. It is preserved. SPI grants for personal use only.

WORLD LOG: Size 0
Gravity: None (NW) Action Round Movement: -8

WORLD LOG: Size 1
Gravity: Trace (NW) Action Round Movement: -8

WORLD LOG: Size 2
Gravity: 0.2 (NW) Action Round Movement: -8

WORLD LOG: Size 3
Gravity: 0.4 (NW) Action Round Movement: -4

ENVIRON TYPE CHART

ENVIRON TYPE	LAND	WATER	TEMPERATURE	WIND	WAVE	ICE
Sea Note	1	1	1	1	1	1
Volcano Hills	1	1	1	1	1	1
Volcano Mountains	4	6	9	14	17	19
Volcano Peaks	4	6	9	14	17	19
Crater Hills	11	10	12	15	17	19
Crater Mountains	11	10	12	15	17	19
Crater Peaks	11	10	12	15	17	19
Barren Hills	11	10	12	15	17	19
Barren Mountains	11	10	12	15	17	19
Barren Peaks	11	10	12	15	17	19
Light Veg/Flat	46	40	37	42	44	46
Light Veg/Mountains	46	40	37	42	44	46
Light Veg/Peaks	46	40	37	42	44	46
Woods/Flat	61	55	51	56	58	61
Woods/Mountains	61	55	51	56	58	61
Woods/Peaks	61	55	51	56	58	61
Forest/Flat	75	64	61	66	68	75
Forest Hills	75	64	61	66	68	75
Forest Mountains	75	64	61	66	68	75
Forest Peaks	75	64	61	66	68	75
Jungle/Flat	80	72	68	73	75	80
Jungle Hills	80	72	68	73	75	80
Jungle Mountains	80	72	68	73	75	80
Marsh/Flat	81	73	69	74	76	81
Marsh Hills	81	73	69	74	76	81
Marsh Mountains	81	73	69	74	76	81
Marsh Peaks	81	73	69	74	76	81
Ice/Flat	80	72	68	73	75	80
Ice Hills	80	72	68	73	75	80
Ice Mountains	80	72	68	73	75	80
Ice Peaks	80	72	68	73	75	80

KEY TO STAR NOTATION

Position on Display
(color coded to Z coordinate; see below)

Name of Star

Spectral Class of Star
(see below for explanation)

Planet Potential
(Star likely to have planets)

Restricted potential (binary or tertiary)

Stars with no planet potential have no mark

Z Coordinate (distance "above" or "below" Earth's equatorial plane)

Y Coordinate
(distance "north" or "south" of Sol)

X Coordinate (distance "left" or "right" of Sol)

BUYER'S GUIDE FOR UNIVERSE

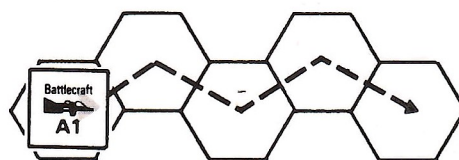
Age Range: 12 years to adult.

Number of Players: 3 or more.
Low solitaire suitability.

Average Playing Time: 4 hours
per adventure.

Level of Complexity: 7.0 (High)

For purposes of comparison, *Monopoly* is considered to have a complexity rating of 2.34.



A unit that is pointing toward a hex corner is moved along a line extending from that corner. However, the unit is moved in a zig-zag pattern; first to the left, then to the right, then to the left, etc.