

UNIVERSE

The Role-Playing Game
of the Future

ADVENTURE GUIDE

2nd Edition



Contains an extensive
treatment of
Encounters
including
80 Creatures and
Non-Player Characters
plus 10 Spaceship Encounters
**Complete
Adventure**
with full color planetary
and terrain maps
and fully detailed
star system

ADVENTURE GUIDE

The Adventure Guide provides an extensive treatment of the encounters that are likely — or unlikely — to occur in *Universe*. Some 80 creature and Non-Player Character encounters, as well as 10 spaceship encounters, are fully detailed and ready for the Gamesmaster's use. In addition, the Adventure Guide section features a complete, ready-to-play adventure, *Lost on Laidley*, which makes use of the Orionis Star System Log (see facing page) and four-page, full-color World Logs inserted elsewhere in this book. Note that other adventures, supplements, and accessories for *Universe* are published by SPI and available at your adventure game shop.

Adventure Guide Contents

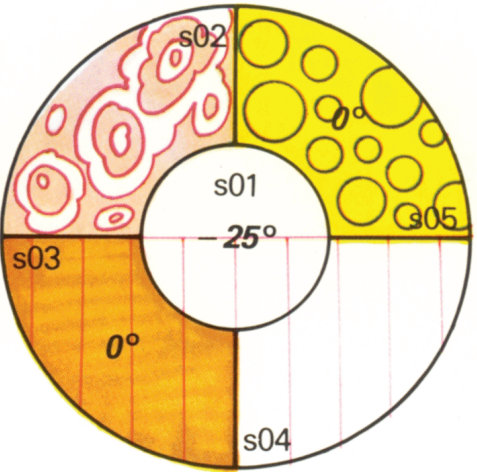
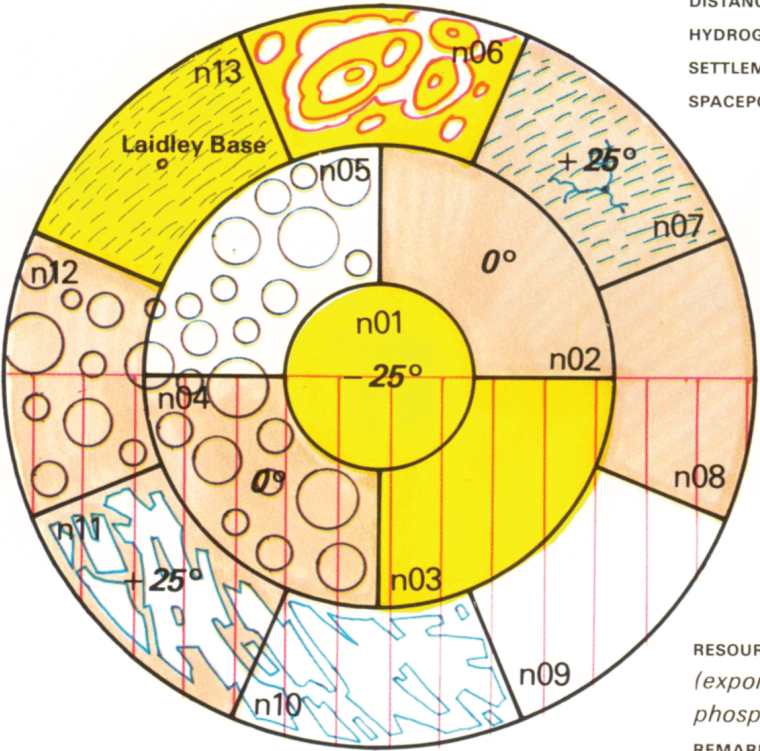
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WORLD LOG: Size 4 (LAIDLEY)

Gravity: 0.7 (LT) Action Round Movement: +2

NAME *Laidley* TYPE *Tolerable* MOONS (nr.) *1HP*
DISTANCE FROM STAR *5 AU's* ATMOSPHERE *Poison* MEAN TEMP *0°*
HYDROGRAPH *0%* DAY LENGTH HUMAN POPULATION *0*
SETTLEMENT STATUS *Explored, abandoned* LAW LEVEL *0* CIV LEVEL *1*
SPACEPORT CLASS *0*



RESOURCES *Nitrogen chemicals (exportable), silver (exportable), germanium (exportable), edible plants, ammonia, phosphorus, radioactives, cesium, adamantine, mercury*
REMARKS *Laidley orbits Orionis like our moon orbits the Earth. The shaded side is always in darkness, while the other side is always light. The temperature modifiers should be ignored.*

= Flat	= Peaks and Cliffs	= Volcanic	= Forest	= Human Settlement
= Hill	= Light Vegetation	= Water	= Jungle	= Craters
= Mountainous	= Woods	= Ice Cap	= Marsh	