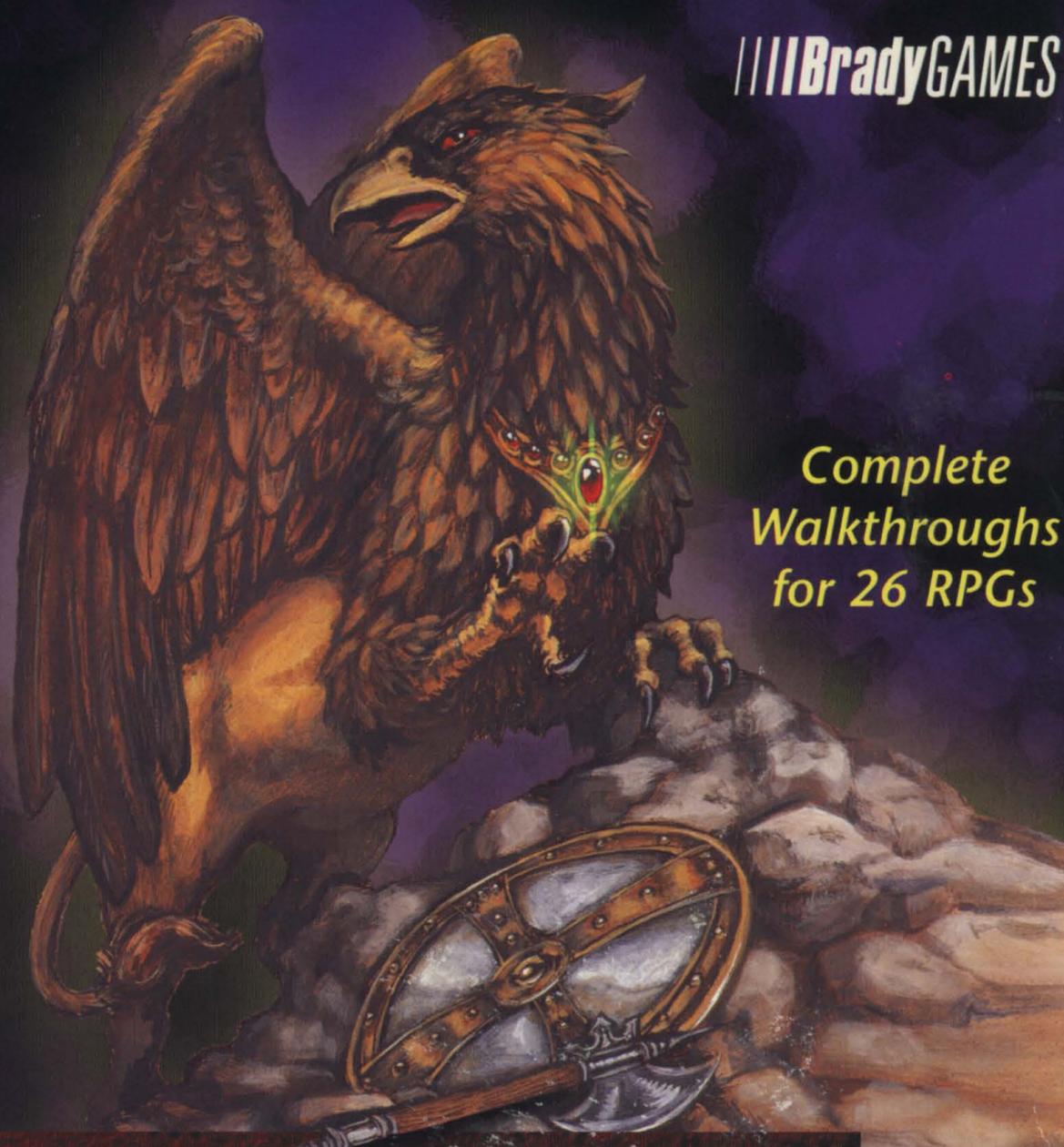


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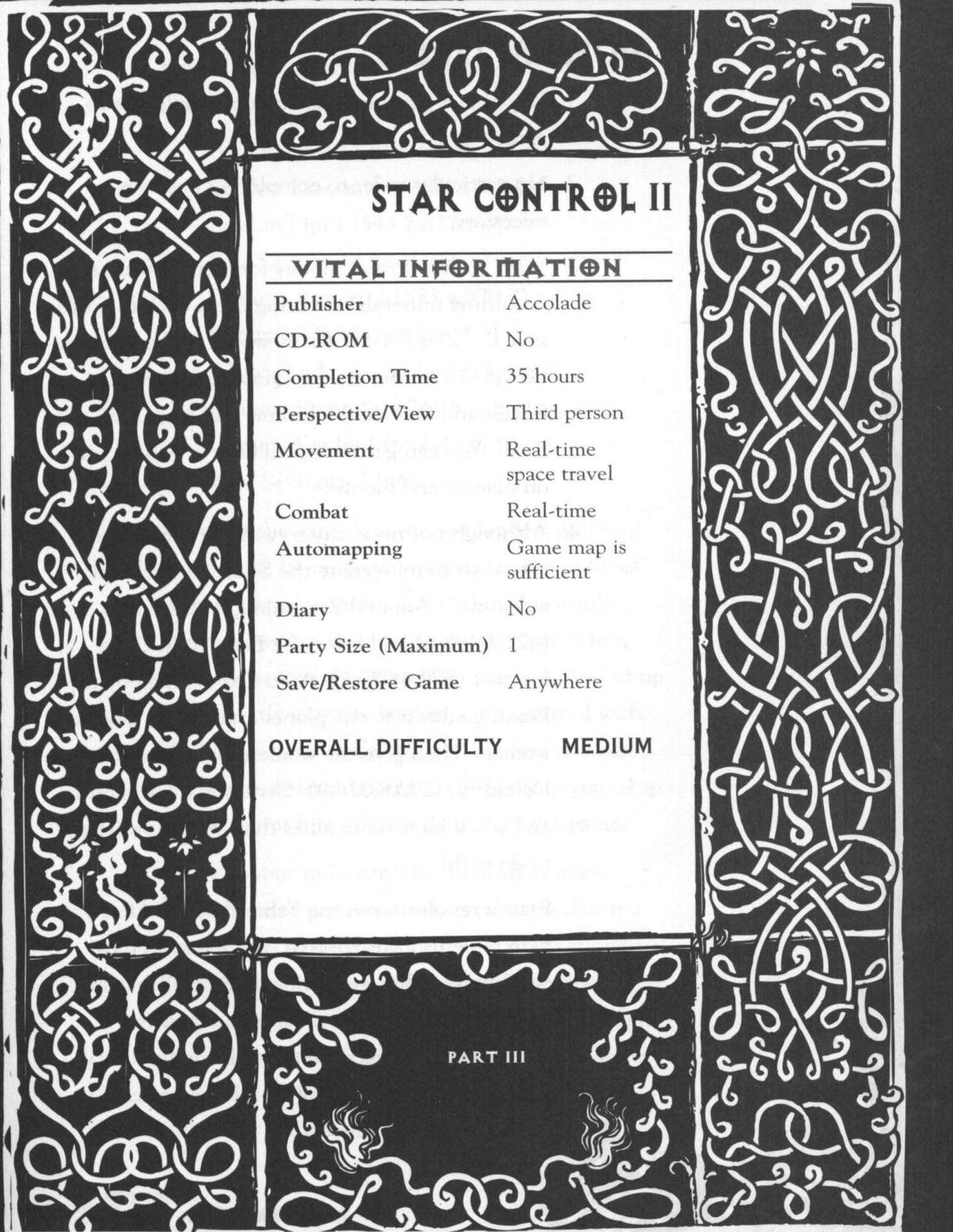
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RPG COMPANION

An Insider's Guide to PC Roleplaying Games

Ronald Wartow



STAR CONTROL II

VITAL INFORMATION

Publisher	Accolade
CD-ROM	No
Completion Time	35 hours
Perspective/View	Third person
Movement	Real-time space travel
Combat	Real-time
Automapping	Game map is sufficient
Diary	No
Party Size (Maximum)	1
Save/Restore Game	Anywhere

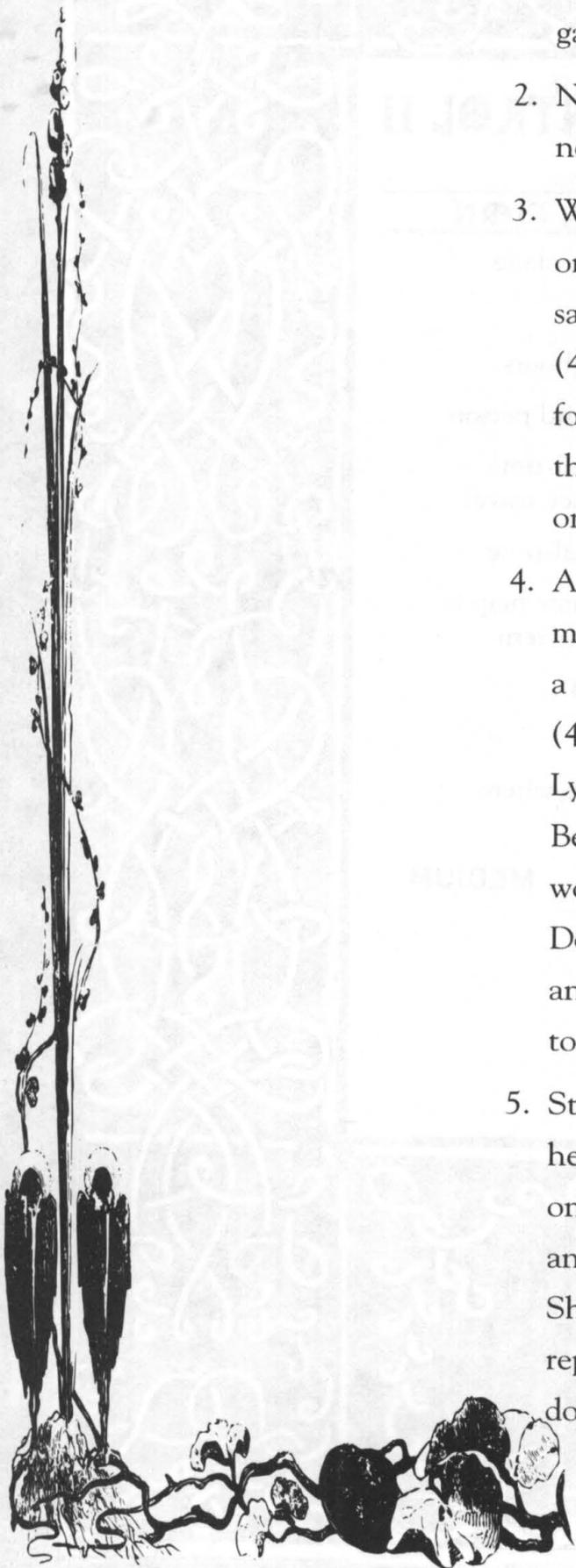
OVERALL DIFFICULTY MEDIUM

PART III



POWER TIPS

1. Key object placement is random from game to game.
2. No particular order to completing missions is necessary.
3. Ways to earn lots of money for fuel: blow up ships or mining minerals and bring them back to Earth; save the Zoq-Fot-Pik [homeworld Alpha Tucanae (400;543.7)] from the Ur-Quan and Kohr-Ah forces; and find the Melnorme and trade with them. You can get biological data by killing life on planets and moons.
4. Although not necessary to win the game, you may wish to rejuvenate the Shofixti race. Make a deal with Admiral Zex on Alpha Cerenkov (422.1;198.6) and bring the Beast from Delta Lyncis I (570.4;979.5). After Zex is killed by the Beast, go down to the planet and get the Shofixti women. Then give the women to Tanaka at Deltaorno (290.8;026.9). Give him a few months and you'll have more allies than you know what to do with!
5. Start a revolution in the Yehat Empire. After you help replenish the Shofixti, make sure to have one Shofixti ship in your fleet. Go to Yehat space and speak with a Yehat. Tell him about the Shofixti being back, and the following political repercussions start a revolt in their empire. Why do this? Wait till the end!



6. Find all ten of the brown Rainbow Planets, and discern their message:

Beta Pegasei I (39.5;745.8)
Epsilon Draconis I (283.6;785.7)
Epsilon Lipi I (543.7;827.0)
Beta Leporis I (766.6;866.6)
Gamma Aquarii I (853.4;879.7)
Groombridge I (996.0;904.2)
Alpha Andromedae I (862.5;700.0)
Gamma Reticuli I (741.6;508.3)
Gamma Kepler I (602.0;297.9)
Zeta Sextantis I (468.1;91.6)

7. A bug in the game lets you sell landers that you don't have. If you go below zero landers, a lot of garbage appears on the screen, but this won't effect gameplay. If you sell exactly 256 landers, then the screen clears itself up, and you'll wind up with exactly as many landers as you started with. You'll also have made about a hundred thousand credits, more than enough to fully equip your ship and pay your fuel bills for the rest of the game.
8. Many of your tasks can't be done all at once. You'll have to perform the first part, then wait a few months while the political situation straightens itself out before you can go back and complete it. So, there's no need to follow this walkthrough in exactly the order given; feel free to start work on the later tasks while the earlier ones are "on hold."



ABOUT THE GAME

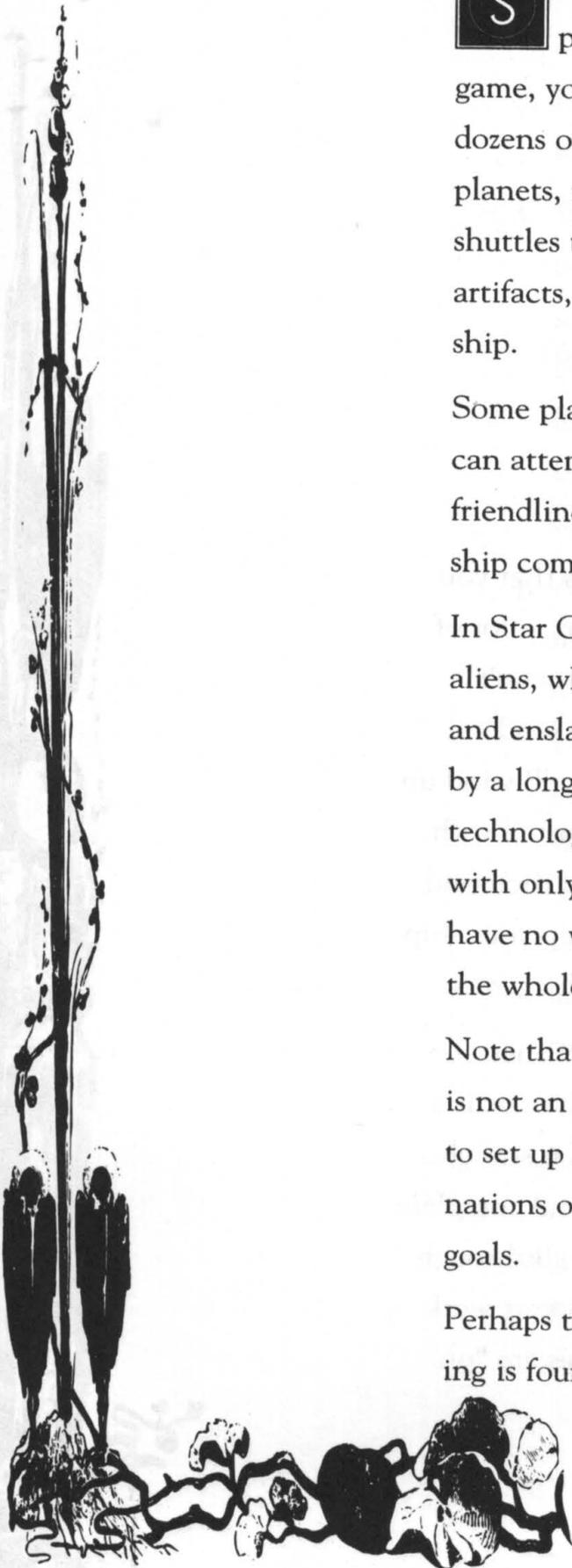
Star Control II is a galactic exploration role-playing game. In a typical galactic exploration game, you are given a spaceship and sent to explore dozens or hundreds of stars. Each star can have multiple planets, most of which are uninhabitable. You can send shuttles to these planets and mine for ores and ancient artifacts, and use them to buy improvements for your ship.

Some planets are inhabited, and when you find them you can attempt to communicate with alien races of varying friendliness. Unfriendly races may engage you in ship-to-ship combat.

In Star Control II, your goal is to defeat the Ur-Quan aliens, who have conquered your section of the galaxy and enslaved all of the other races. You pilot a ship built by a long-dead alien race, who had reached a level of technology that dwarfs even that of the Ur-Quan, but, with only a single ship and no way of making more, you have no way of winning a head-to-head battle against the whole Ur-Quan navy. Subtlety is called for.

Note that the previous game in the series, Star Control I, is not an RPG. It's an arcade-type game that enables you to set up head-to-head battles between different combinations of alien ships. There is no plot, and no long-term goals.

Perhaps the most hysterical moment in all of RPG gaming is found in this game. The weakest race has denizens



with high, squeaky voices that remind one of the utterances from Cleopatra's eunuchs. Whenever these weaklings engage in galactic combat with the game's major villains, the weaklings hurl epithets and insults at the bullies in the most obnoxious and offensive voices imaginable.

WALKTHROUGH

STARTING OUT

Travel to Earth (the blue planet, third from the sun). Talk to the captain of the space station. Go to Mercury and get some radioactives, then return to the station. Go to the Moon, examine the abandoned base, and kill all of the robots. Return to the station, and destroy the Ilwrathi ship that shows up. Explore the rest of the solar system, being sure to find the Spathi who's hiding out on Pluto.

Explore some of the nearby systems to get minerals and biological data. If a planet is rich, but too hot or too volcanically active to explore, make a note of where it is; the Melnorme eventually offer you technology that lets you survive on these worlds.

The Melnorme can be found traveling around the planets of Alpha Centauri, or any other Supergiant star. They sell very useful information and technology, so be sure to go there whenever you can afford it. The quickest way to



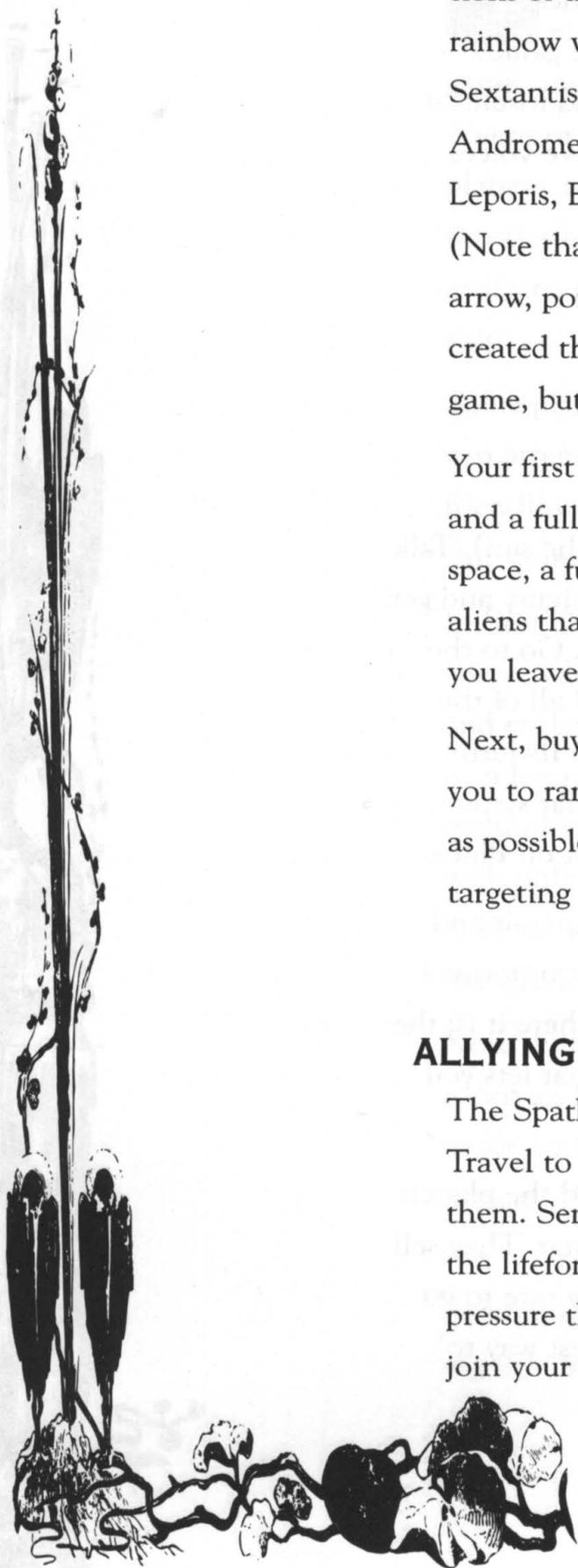
earn credits from the Melnorme is to sell them the locations of the mysterious Rainbow Worlds. There are ten rainbow worlds; located at the following stars: Zeta Sextantis, Gamma Kepler, Gamma Reticuli, Alpha Andromedae, Groombridge, Gamma Aquarii, Beta Leporis, Epsilon Lipi, Epsilon Draconic, and Beta Pegasi. (Note that these ten stars are arranged in the shape of an arrow, pointing to the galactic core. The ancients who created the Rainbow Worlds cannot be found in the game, but this might be a clue as to where they went.)

Your first priority should be to buy an extra cargo unit and a full set of thrusters. If you get too close to enemy space, a full set of thrusters enables you to outrun any aliens that start chasing you; they'll break off pursuit as you leave their sphere of influence.

Next, buy a few extra fuel tanks and cargo units to allow you to range farther afield. Stay out of combat as much as possible until you've bought the Melnorme auto-targeting unit.

ALLYING WITH THE SPATHI

The Spathi homeworld is in the system of Epsilon Gruis. Travel to the first moon of the first planet, and talk to them. Send your lander to the first planet and pick up all the lifeforms there so that the Spathi can return. If you pressure them, they'll send a few of their spaceships to join your fleet on Earth.



After a few months, if you travel back to the moon, you'll find it abandoned and you'll be able to pick up the Umgah Mind Caster.

ALLYING WITH THE ARILOU

The Arilou live in an alternate dimension, which can only be reached by a "hole" that opens in the Columbae constellation on the 17th of each month. The Arilou homeworld is in the far northeast of Quasi-space. After talking to them, return to normal space and get the Ur-Quan warp pod from Alpha Pavonis.

Take the warp pod to the Arilou to get the Portal Spawner, which enables you to enter Quasi-Space at will. Map the various exits, and you'll be able to travel around the galaxy much quicker.

ALLYING WITH THE ZOT-FOT-PIK

The Zot-Fot-Pik can be found in Alpha Tucanae. They'll ally and give you information as soon as you talk to them. Check back with them periodically to see how the Ur-Quan civil war is going.

STOPPING THE SLYANDRO PROBES

The Slyandro Probes become more and more common as time passes. To stop them from attacking, travel to the gas giant in Beta Corvi and talk to the inhabitants.



ALLYING WITH THE SHOFIXTI AND THE YEHAH

The last surviving male Shofixti lives in the Delta Gorno system. Insult him repeatedly, and warp out whenever he attacks. (Don't kill him, otherwise the race becomes extinct!) After a while, he'll realize that you're not enemies, and you'll be able to talk to him.

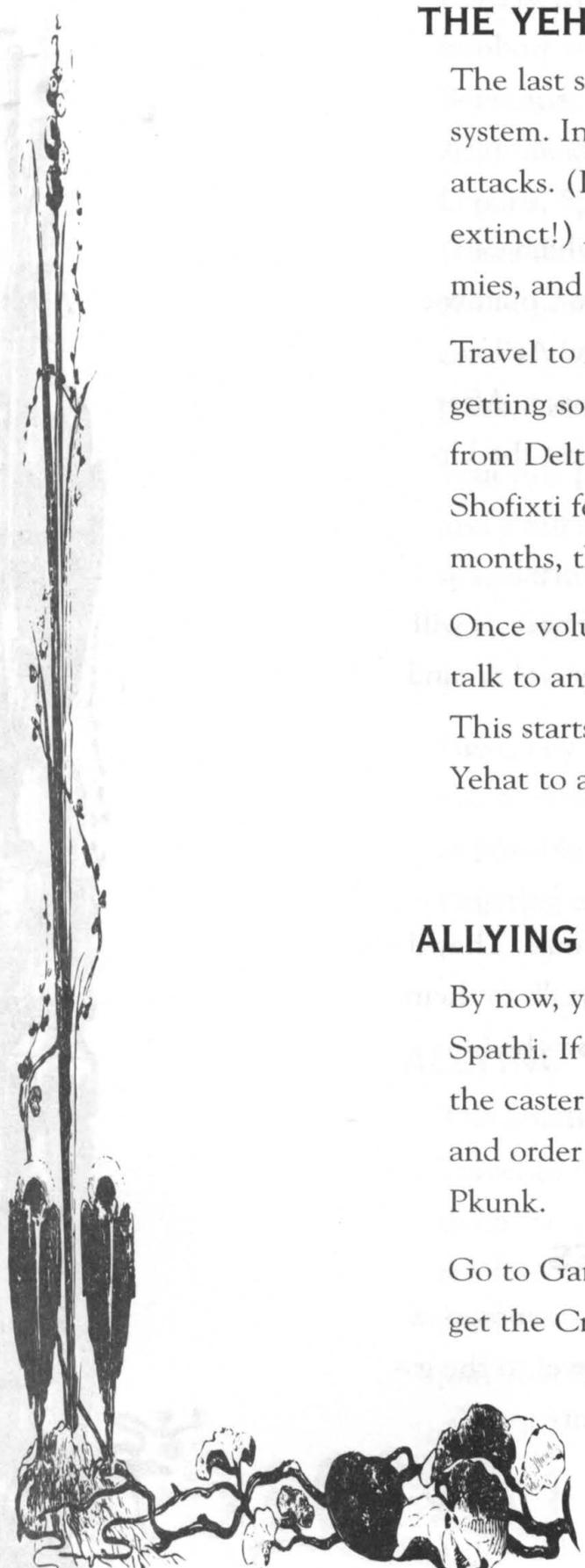
Travel to Alpha Cerekov, and talk to the VUX about getting some Shofixti females. He wants the lifeform from Delta Lyncis in exchange. Once you have the Shofixti females, take them to Delta Gorno. In a few months, the Shofixti start sending volunteers to Earth.

Once volunteers have shown up, buy a Shofixti ship, and talk to any of the Yehat in the Serpentis constellation. This starts a revolution which ultimately causes the Yehat to ally with Earth.

ALLYING WITH THE PKUNK

By now, you should have the Umgah Caster from the Spathi. If not, you can pick up a caster on Arcturus. Use the caster in the Ilwrath home system of Alpha Tauri, and order them to attack the Thraddash instead of the Pkunk.

Go to Gamma Kreugar to talk to the Pkunk leader and get the Crystal Spindle. They'll also give you a few ships;



hang on to these until the end of the game because your shipyard can't manufacture them.

Later in the game, the Pkunk develop an urge to visit their cousins, the Yehat. When the spheres of influence meet, the Pkunk disappear from the map. Don't worry, though: you'll eventually learn that they've just rejoined Yehat society.

ALLYING WITH THE SYREEN

Buy information about "alien races" from the Melnorme until you're told about the Mycon Deep Children. Travel to Beta Copernicus and get an egg case, then take this evidence to the Syreen at Betelgeuse to convince them to join your alliance.

The Syreen ships are stored on the first moon of the first planet of Epsilon Camelopardalis. After recovering it, return to Betelgeuse to plan the destruction of the Mycon. To tell the Mycon about the world they should visit, you must visit their home planet in Epsilon Scorpii.

Once the Mycon's sphere of influence has moved far enough, go to Beta Brahe and pick up the Sun Device.

ALLYING WITH THE CH'MMR

The Ch'mmr are in Procyon. You'll need a caster to talk to them, and the Sun Device (from Mycon space) to allow them to complete their evolution.



THE ORZ AND THE TALKING PET

The Orz live in Vulpeculae. Make friends with them so that you can get the Psychic Shield from Delta Vulpeculae II-C. Travel to the Umgah homeworld, Beta Orionis, and learn about the Talking Pet. Leave and come back, and the Talking Pet attacks you; you can only resist if you have the Psychic Shield.

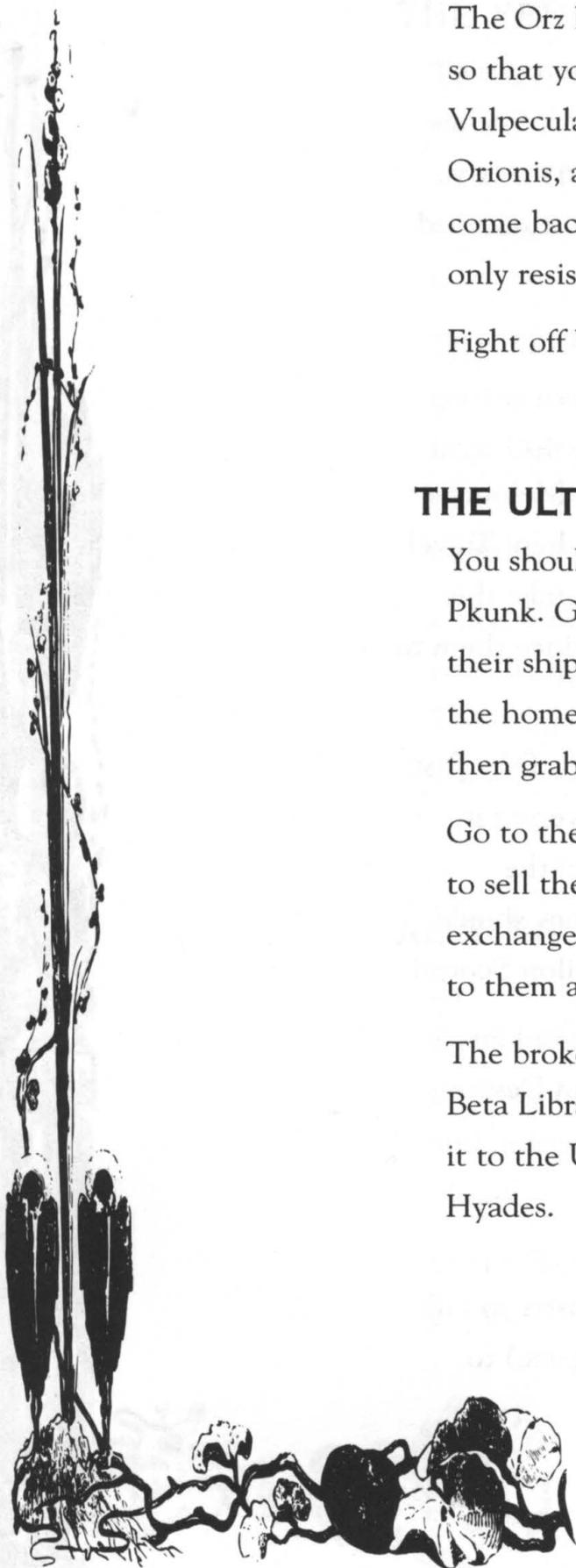
Fight off Umgah until the Talking Pet surrenders.

THE ULTRON

You should already have the Crystal Spindle from the Pkunk. Go into Thraddish space (Draconis) and destroy their ships until you've managed to impress them. Go to the homeworld at Delta Draconis for information, and then grab the Aqua Helix from Zeta Draconis.

Go to the Druuge Trading World in Zeta Persei, and offer to sell the Egg Case. Agree to take the Rosy Sphere in exchange. (You could get it by selling 100 crew members to them as slaves, but this is bad for morale.)

The broken Ultron can be obtained from the Supox on Beta Librae. Repair it by using the three parts, and give it to the Utwig in Beta Aquarii. Get the bomb from Zeta Hyades.



THE FINAL BATTLE

At this point, you should have the bomb and the Talking Pet, and the Ch'mmr should be allied with you. Take the bomb to the Ch'mmr for improvements, and then make final preparations for your assault on the enemy flagship.

Since the bomb takes up so much space, you won't be able to put up a decent fight with your flagship. Don't bother putting in weapons; just put in one fuel tank and fill up the rest of the space with crew modules.

Take a full complement of escorts: All the Pkunk Furies that you have, and a mixture of Ch'mmr Avatars and Utwig Juggers.

Travel to Delta Crateris, and use the Talking Pet to disperse the fleet that surrounds the fifth planet.

Upon reaching the planet, you'll still have six warships to defeat. A skillfully piloted Juggernaut can kill them all easily; a few Avatars are also able to take them out.

If you're letting the computer do the fighting for you, then you only need to get through the warships to win the game. Otherwise, you must manually destroy the Sa-Matra. At the beginning of this phase, you'll get a delegation of Pkunk and Yehat who tell you that their civil war is over, and they'll give you some extra ships.

The Pkunk Fury is the best ship to take out the shield generators, since it's the only one fast enough to outrun fireballs. After knocking out all eight generators, switch over to your flagship and pilot it directly to the opening.



ONLINE SUPPORT

1. Filename: STARC2.UHS Size: 20109

Title: Star Control II Hint File (UHS 91a)

Universal Hint System (UHS) file for Accolade's Star Control 2. The UHS lets you get only the hints that you need, so your game is not spoiled. You must have a UHS reader, version 91a or higher, in order to read this properly. Read UHS.HLP in LIB 1 (General/Help) for more information on the UHS and to find a UHS reader for your system.

2. Filename: SC2WLD.TXT Size: 754

Title: Star Control II—Rainbow World Locations (Text)

This text file contains the locations of the 10 Rainbow worlds built by the Precursors, which can then be traded to the Melnorme for credits.

