

STAR TREK III

FREE ENTERPRISE



Rules of Play



Free Enterpri\$e

by John M. FORD

FEDERATION STELLAR
SURVEY DATAFILE 62185303nfp:

THE GLISTEN GROUP [phi Unicornis I-VII]

Seven worlds Class M, all inhabited, single race (Glista), humanoid.

Technology: Advanced interplanetary flight, no warp drive.

Culture: Merchant class dominant, active trade among the planets of the system.

Captain's Log, Stardate 3683.3:

Enterprise has been dispatched under Federation Diplomatic Corps orders to the newly discovered Glisten Group of inhabited worlds. Our mission is to convince the Glista to join the Federation. Under the terms of the Organian Treaty, the Klingon Empire is here as well, with the same objective.

We came here as we have come to many other worlds, carrying the best of what the Federation has to offer — art, technology, medicine — in an attempt to prove the UFP's merits to the Glista....

As an uncle of mine used to say at times like this, "Top hat and tails can look pretty silly at a beach party."

The Glista already know what they want. And it isn't art.

The landing party has returned to Enterprise, and is gathered in a conference room.

Captain Kirk says, "So we send out the

ship's entire complement of shuttlecraft, and run them as a pocket freight line for two weeks, while the Klingons do the same — no transporters, no using Enterprise for anything but maintenance — and whoever makes the most at it, they'll ally with."

Mr. Spock says, "The Glista Competition seems eminently fair, by their measurement. They live by continual trade; therefore, the culture that is best at trading is demonstrably the culture they most wish to join."

"They're money-mad," Dr. McCoy says, "Money-mad bug-eyed monsters."

There's an awkward pause in the conference room, and McCoy says, "Well, all right, no monsters. They do kind of remind me of brine shrimp, though." He turns a small wooden carving over in his hands.

"Where did you get that, Bones?" Kirk asks. "Hmm? Oh. One of the Glista swapped it for my pen."

"Your pen, Doctor?" Spock says coolly.

"Yes, Mister Spock. I didn't figure to write any prescriptions while I was down there, and I had another one in my office."

Lt. Uhura shows a jeweled brooch. "They gave me this for a Sindeyu salt-pearl ring I was wearing."

Ensign Chekhov says "You are entirely wrong to call them obsessed with money, Doctor. They are collectivist artisans, like Comrade Bakunin." Chekhov is wearing a definitely non-uniform sheath dagger strapped to his wrist, where his watch used to be. "In fact," Chekhov goes on, "they were even acquainted with the story of the Leningrad tractor salesman and collective farmer's daughter."

Wincing, Kirk looks across the table at Engineer Scott, who has had a dreamy and pleased look since the landing party returned. "What did you get, Scotty?"

Scott hiccups. "Ah, Cap'n, I thought they only made a malt like that in Islay...."

Still turning the carving over in his hands, McCoy looks Spock squarely in the eye and says "All right, Mr. Spock. You've been giving us all that disdainful glare long enough. What did they trade you?"

"I... was offered several items in exchange for my equipment, Doctor... and was forced more than once to point out that it is Starfleet property."

"I think I read this in *Mutiny on the Bounty*," McCoy says. "Go on."

"As you know, Captain," Spock says to Kirk, quite ignoring McCoy, "I have a certain interest in indigenous music, especially if it is adaptable to the Vulcan harp. I encountered a group of street entertainers performing on an eight-stringed instrument. At the conclusion of the performance, they requested payment — as is entirely in keeping with the Glista culture. The music was indeed fascinating, and of worth. So I paid them in kind. Now if you will excuse me, Captain, I have to prepare some things in my quarters."

Spock stands up and goes out of the room, humming Brahms's *Lullaby*.

McCoy's hands have stopped their motion. "Well, I'll be —"

"Are the shuttlecraft operational, Scotty?" "All in the fine trim, Captain."

"Well then... Let's go out there and make that sale."

1. INTRODUCTION

(1.1) Orders

*** DISPATCH FROM STARFLEET ***
 *** COMMAND — PRIORITY TWO ***

The inhabitants of the Glisten Cluster have, after several months of negotiations, decided it would be to their interest to join a larger interstellar community, in order to reap the benefits of trade within a larger market. However, they have been negotiating with the Klingons also.

Trading prowess is highly admired among the Glista. They have proposed a contest between the two powers to establish which has the superior political/economic system. For a period of two weeks, the Enterprise and the crew of a comparable Klingon vessel will trade among the Glisten Cluster's seven worlds. The power which makes the larger profit is the victor and the Glista will join that society.

Enterprise is ordered to Glisten IV. You will abide by rules outlined by the Glista.

The Glista are a wealthy and creative race. They would be of immense value as members of the Federation. We cannot allow them to fall into aggressive Klingon hands. Should Klingon vessels violate the contest rules by firing upon Federation vessels, you are authorized to return fire.

*** END MESSAGE ***

To learn more about the situation in the Glisten Cluster, read the short story on page 1.

(1.2) The Object of the Game

The object of *Free Enterprise* is to out-profit the Klingons in two weeks of frenetic trading, thereby proving to the Glista the superiority of the Federation way of life.

Free Enterprise

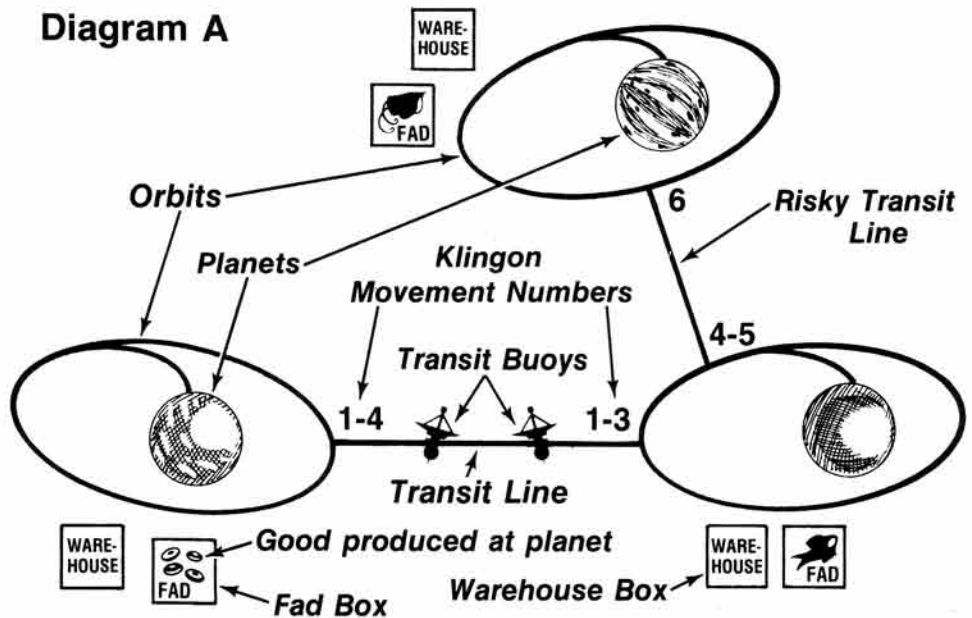
Design and Development: **Greg Costikyan** with **Doug Kaufman** and **John M. Ford**
 Story: **John M. Ford**
 Graphic Design: **Stephen Crane** and **Kevin Wilkins**
 Map Art: **Kevin Wilkins**
 Editing: **Jeffery L. Briggs**

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Indicate which components are missing or damaged. As a result of delicate registration requirements for game counters, counters are sometimes misprinted, with small portions not wholly contained within the counter area. West End cannot replace such counters unless they are wholly illegible or otherwise unuseable.

West End will answer questions about the game's rules: write to the address above. Enclose a stamped, self-addressed envelope or international reply coupon with your questions. Questions must be typed or legibly printed. Format your questions so they can be answered "yes" or "no" or with short responses. Although we welcome comments and suggestions about the game background and the system itself, we cannot promise to respond to such because of the press of work.

Diagram A



2. WHAT THIS GAME CONTAINS

(2.1) List of Components

- one 11" x 17" full-color game-map
- one 8-page booklet, including rules, charts and a story
- 200 counters (part of the 400 counters provided with the game)
- in addition, certain items provided with *Star Trek III* are used by all the games: these include the decimal die, the counter tray with lock-on lid, and the game box.

(2.2) The Map

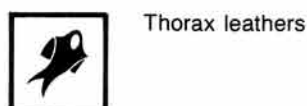
The game-map for *Free Enterprise* contains:
 • A map of the seven planets of the Glisten Cluster, showing the trade-routes.

See Diagram A

- The Color and Goods Wheels, depicting Goods traded in the Glisten Cluster, and the colors in which they are available.
- Six Shuttlecraft Displays, used to hold crew and Goods carried by your Shuttlecraft.
- Three tracks: the Day Track, the Klingon Profit Track, and the Federation Profit Track.

(2.3) The Counters

Most counters in *Free Enterprise* represent trade Goods, of which there are six kinds:



Each Good comes in six colors: lime green, cyan, taupe, shocking pink, puce, and apricot. Each Goods counter is printed in different colors on the front and back. When you buy a Good of a particular color, use whichever side that has the color you bought.

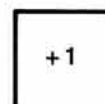
There are several other counter types:

front back

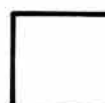


This is an Enterprise officer.

The number on the back is used in Klingon confrontations; the abbreviations may affect the officer's ability to repair Shuttlecraft or purchase Goods.



This is an Enterprise crewmember.

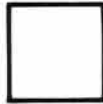


This is the Enterprise.



This is one of the Enterprise's Shuttlecraft.

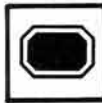
The back side is used when you pre-order Goods of a particular color.



This is the Klingon cruiser Storm Walker.



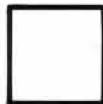
This is a Klingon Shuttlecraft.



This is a Red Light marker. When a Shuttlecraft's navigation, life support, or drive is damaged, one of these markers is placed on the Shuttlecraft's display.



This is the Day marker. It is placed on the Day Track.



This is a Profit marker. There are two for each Profit track — one for the "ones" digit and one for the "tens" digit.

(2.3) This Booklet

This booklet consists of three sections: The first page is a short introductory story, written especially for the game. The next five pages are these rules, and the last page is contains the charts and tables needed to play.

(2.4) The Die

This game uses a decimal die; treat all rolls of "0" as "10" for all purposes.

3. SETTING UP THE GAME

• **Track Markers.** Place the day marker in the "1" box of the Day Track. Place the UFP "0" profit marker in the "0" box of the Federation Profit Track, and the "00" marker in the "1" box. Do the same with the Klingon profit markers on their track.

• **Initial Fads.** Next, determine what color and type of Good each of the seven planets of the Glisten system like at the beginning of the game.

1. Choose a planet. Roll the die; if the roll is between 7 and 10, re-roll until you roll a number between 1 and 6. Refer to the Color Wheel; find the number you rolled on that wheel. The color in the same circle as the number is the color desired. **Example:** You roll a 4; the color desired is shocking pink (see the Color Wheel).

2. Roll again, re-rolling on 7's through 10's. Find the die-roll on the Goods Wheel. The Good type in the same circle is the type desired on the planet. **Example:** You roll a 2; the planet desires thorax leathers.

3. Take a Good counter of the right color and type, and place it on the game-map in the fad box of the planet you chose. **Example:** Suppose you chose Throckmorton as your first planet. You would place a shocking-pink thorax leather counter in Throckmorton's fad box.

See Diagram B

4. Repeat the process with each of the other six planets on the game-map, until all fad boxes contain Goods counters.

Important: Each planet (except for Glisten IV) produces one of the six Goods types. (For example, Throckmorton produces frofnobles.) A picture of the Good is printed in the planet's fad box. A planet's fad box can never contain a counter for the Good it produces (frofnobles are never in fashion at Throckmorton, for example). If, when rolling to determine a planet's starting fad, you get the Good it produces, the planet instead desires the next Good listed on the Goods Wheel in a *clockwise direction*. (If you rolled frofnobles for Throckmorton, they would desire snoutsilks instead.)

• **Klingons.** Place the Storm Walker in Glisten IV's orbit. Place one Klingon Shuttlecraft in the orbits of each of the other six planets.

• **Enterprise Crew.** You have six Shuttlecraft, each represented by a Shuttlecraft counter. Each Shuttlecraft is printed with a number from 1 to 6; there are six Shuttlecraft Displays on the game-map, also numbered from 1 to 6. A Shuttlecraft Display is used to indicate who operates the Shuttlecraft of the same number, what Goods it carries, and the status of the Shuttlecraft's systems (navigation, drive, and life support).

Take the Enterprise officer and crewmember counters; place two counters on each of the Shuttlecraft Displays in the "crew" boxes provided. (You will have some extra counters.)

• **Federation ships.** Place the Enterprise counter and the six Shuttlecraft counters in any orbit(s) you wish. You may place them all in the same orbit, or in different orbits, at your discretion.

4. GAME SEQUENCE

Free Enterpri\$e is played in turns. A turn represents one day. Each turn, you follow this sequence of events:

(4.1) **Federation Movement:** You may move the Enterprise and any or all of your Shuttlecraft.

(4.2) **Klingon Movement:** You must move each of the Klingon ships.

(4.3) **Federation Trade:** You may buy Goods, rolling for random color when necessary. If you have Goods at a planet where Goods of that type are currently in fashion, you may sell there. If Klingons are also there, they may interfere with your attempts to sell.

(4.4) **Klingon Trade:** The Klingons earn two megabobs (the unit of money in the Glisten Cluster) for each ship *on a planet* (not in orbit), and four for each ship *on Glisten IV*.

(4.5) **Fad Change:** Roll on the Fad Table for each planet, to determine whether the fashion on that planet changes.

(4.6) **End of the Day:** Pay one megabob for each Warehouse box which contains Goods, two if the Warehouse box on Glisten IV contains Goods. Advance the day marker one box on its track. At the end of the seventh turn, flip the day marker over to its "Week 2" side and place it back in the "1" box of the track. At the end of the fourteenth turn, refer to section 5 to see whether you have won or not.

5. WINNING THE GAME

To win, you must have more megabobs at the end of the game than the Klingons.

If, at any time during the game, you have more than 100 megabobs, you immediately win. Conversely, if the Klingons ever have more than 100, they immediately win and *you lose*.

6. FEDERATION MOVEMENT

(6.1) Enterprise Movement

During Federation Movement, you may move the Enterprise anywhere you wish on the game-map, so long as it ends its move in orbit around

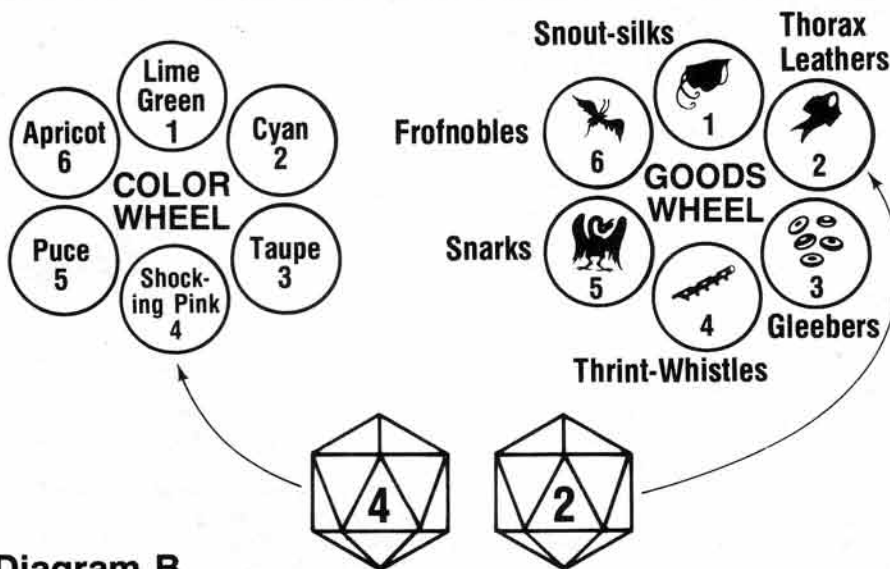


Diagram B

one of the planets. The Enterprise may never end its movement on a planet or a transit buoy.

(6.2) Shuttlecraft Movement

Shuttlecraft movement is considerably more restricted, although Shuttlecraft can land on planets. **Each Shuttlecraft has 4 movement points (Exception: see 7, damaged systems).**

The planets of the Glisten Cluster are connected by transit lines. Most transit lines have one or more transit buoys printed along their length. Transit lines begin and end in orbits. Each orbit is connected to its planet.

Moving from a planet to orbit costs 2 movement points.

The following moves cost 1 movement point:

- Moving from one transit buoy to the next along a transit line;
- Moving from a transit buoy to an orbit;
- Moving from an orbit to a transit buoy;
- Moving from an orbit *down* to a planet.

Each turn, you may move any or all of your Shuttlecraft, as long as no Shuttlecraft spends more than 4 movement points.

Example: A Shuttlecraft beginning on Gamma Hydra Gamma wishes to move to Glisten IV. Moving to orbit costs 2 points; it can then move two buoys toward Glisten IV. It ends its move at a transit buoy, 2 points from Glisten IV's orbit.

(6.3) Risky Transits

Certain transit lines are known to be risky. Risky transit lines contain no transit buoys; moving along a risky transit line from one orbit to another costs 1 movement point.

When a Shuttlecraft moves along a risky transit line, roll a die on the Risky Transit Table.

If a Shuttlecraft moves along different risky transit lines in the same turn, roll once per transit line.

Example: Moving from Milo to Gamma Hydra Gamma, roll only once. Moving from Urf Durfal to Glisten IV to Billybob, roll twice.

Risky Transit Table results:

No Effect: The Shuttlecraft continues its move without harm.

Klingon Pirates: The Shuttlecraft encounters Klingons in ambush, who attempt to steal the cargo.

• **roll a die;** a 1 or 2 means your shuttle has been boarded, and its cargo stolen. Remove all cargo from the affected shuttle. The encounter is over.

• **If the first roll was not a 1 or 2,** roll again. On a 1-5 you have driven the pirates off. The encounter is over.

• **If the second roll was not a 1-5,** roll yet again. On a 1-5 the Klingons have boarded and pirated the cargo. In any event, the encounter is over after this roll.

If your shuttle is robbed (but not if it escaped) it must end its move in orbit around the destination planet. Otherwise it may continue moving.

Hit: The Shuttlecraft is damaged. Refer to the Hit Table; roll a die, and find the entry on the table corresponding to the die-roll.

Hit Table results:

L, N, or D: Place a Red Light marker in the Shuttlecraft's Life support, Navigation, or Drive

box, as appropriate. If a red light marker is already there, there is no further effect. A result can also indicate that two systems (instead of one) are damaged. If the drive is damaged, the Shuttlecraft must end its move in orbit at the end of the risky transit line.

Stall: The Shuttlecraft must end its move in the orbit at the end of the risky transit line. In addition, it may not move on the following turn. Flip it to its "on order" side to indicate this.

Crew: One of the people on the Shuttlecraft — your choice — is injured. Remove his counter from play. The Shuttlecraft must end its movement in the orbit at the end of the risky transit line.

Officer: As per "crew" above, except that if any Enterprise officer is present, he, rather than a crewmember, is injured.

7. DAMAGED SYSTEMS

(7.1) Effects

Each Shuttlecraft has three systems: navigation, drive, and life support. Normally all three systems are "green", as indicated by the green "lights" printed in the system boxes on the Shuttlecraft Display. When a system is damaged, a Red Light counter is placed in its box on the Display.

Drive: A Shuttlecraft with damaged drive has only 1 movement point each turn until repaired. A Shuttlecraft whose Drive is damaged during risky transit must end its move in the orbit at the end of the transit.

Navigation: A Shuttlecraft with damaged navigation may not move along risky transit lines.

Life Support: When a Shuttlecraft with a red life-support light enters an orbit, its next move must be to the planet, and it may not leave the planet until life support is repaired. If a shuttle with damaged life support spends an entire turn *not* on a planet, one person (your choice) on that shuttle is injured (removed from play).

Injuries: A shuttle with only one person aboard moves as though its life support were damaged except that no additional people are injured by inability to land immediately. A shuttle with no people aboard may not move.

(7.2) Repairing Systems

During Federation Movement, one system aboard each Shuttlecraft on a planet or in the same orbit as the Enterprise may be repaired. Shuttlecraft under repair may not move during the turn of repair. Only one system per Shuttlecraft may be repaired each turn.

Simply choose the system you wish to repair, and remove the red light.

If Scott or Spock is aboard, the shuttle may move *and* have one system repaired on the same turn. In this case, repair takes place *after* movement, so a shuttle with damaged drives may spend only one movement point on the turn it is repaired, and a shuttle with damaged navigation may not move along a risky transit line. The backs of Scott's and Spock's counters are printed with the letters "REP" (for "repair") to help you remember this.

8. OFFICERS & CREW MEMBERS

Each Shuttlecraft must have at least one officer or crewmember aboard at all times in order to move. In addition, you may advertise, buy products, sell products, and warehouse products only at planets where you have a Shuttlecraft with at least one officer or crewmember aboard. **Shuttlecraft may never carry more than two officers and/or crewmembers.**

Any time an officer is injured, he or she is removed from play for the rest of the game. When a crewmember is injured, the counter is removed from the Shuttlecraft (but may be reused again later).

Any Shuttlecraft which begins movement in the same orbit as the Enterprise may take officers and crewmembers aboard. Simply take any unused officer or crewmember counters and place them aboard the Shuttlecraft. Neither the Enterprise nor the Shuttlecraft may move on the same turn.

Injured crewmember counters may be returned to play. They do not represent particular individuals, but bit characters who played secondary roles in *Star Trek*. Injured officers cannot return to play.

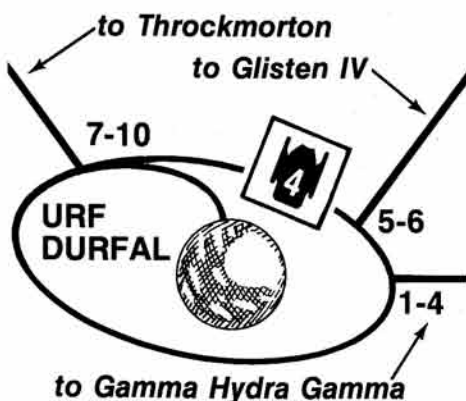
Similarly, if two Shuttlecraft begin movement in the same position, you may swap officers and crewmembers among them as you see fit. Neither craft may move that same turn.

9. KLINGON MOVEMENT

(9.1) Shuttlecraft

If a Klingon Shuttlecraft begins Klingon Movement in an orbit, roll a die. Numbers from 1 to 10 ("0" is treated as ten on the die) are printed along the transit lines leading away from each orbit. Find the transit line along which the number you roll is printed; the Shuttlecraft will move along that line.

Klingon Shuttlecraft, like Federation ones, have 4 movement points. If a Shuttlecraft can reach the destination planet along its transit line, it ends its movement there. Otherwise, it will end its movement in an orbit or at a transit buoy.



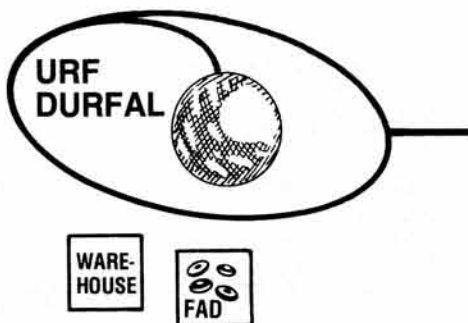
Example: A Klingon shuttle is in orbit around Urf Durfal. If you roll a 1, 2, 3, or 4 on the die it will move to Gamma Hydra Gamma; on a 5 or 6 it will move to Glisten IV; and on a 7, 8, 9, or 0, it will move to Throckmorton

If it ends at a transit buoy, point the Shuttlecraft counter in the direction it is heading. On the next turn, it continues moving toward the destination planet in that direction, ending its move on the planet if possible — do not roll for a new transit line.

If it ends in an orbit, you will roll next turn to determine what transit line it moves along. It will not move to the planet.

If a Klingon Shuttlecraft begins its movement on a planet, it spends 2 movement points moving to orbit. After it does so, roll a die to determine which transit line it chooses; it spends the remaining 2 movement points moving along that transit line.

Klingon Shuttlecraft spend only one movement point to move along risky transit lines; never roll for them on the Risky Transit Table.



Example: *Urf Durlfal produces gleebers.*

You may purchase Goods at any planet(s) where you have Shuttlecraft. You may purchase any number of Goods counters at a planet, subject to the number of megabobs you possess.

Your choice of color may be restricted, however. Before you decide how many Goods counters you wish to purchase, roll the die. If you roll a 7 through 10 (remember, 0 on the die is treated as 10), you may purchase Goods in any color or combination of colors at that planet. If you roll a 1 through 6, refer to the Color Wheel; only the color corresponding to the number you rolled is available. **Example:** You are at Milo, which sells snarks. You roll a 1; only lime-green snarks are available.

If Kirk, Scott, or Uhura are present (on a Shuttlecraft which is on the planet), you may purchase Goods of the colors adjacent to the one you rolled, too. (If you rolled a 1 (lime green), you could also purchase apricot and cyan Goods.) The backs of these officer counters are printed with the letters "BAR" (for "bargaining") to help you remember.

Purchasing one Goods counter costs 1 megabob; you may purchase any number you wish, deducting the cost from your Profit Track (see 10.2).

• You are restricted by the counter-mix. For example, there are only eight lime-green frofnoble counters, so you could never have more than eight in play.

When you purchase a Goods counter at a planet, place it in one of the cargo boxes of a Shuttlecraft which is there. **Each Shuttlecraft can carry up to three Goods counters.**

You may buy more Goods than you can carry. Place the extra Goods counters in the planet's warehouse box. A Shuttlecraft may load Goods counters from the warehouse box, or unload counters it carries to the box at any time during its movement at no cost in movement points.

Instead of buying the color currently available on a planet, you may place an order. By ordering, you lose a turn but may buy any color you wish. Decide how many Goods counters, in what color(s), you wish to buy, and pay 1 megabob each. Take the Goods counters, and place them underneath the Shuttlecraft counter on the Glisten Cluster map. Turn the Shuttlecraft counter over to its "on order" side. During Federation Trading on the next turn, take the Goods counters and place them on the Shuttlecraft's Display (or in the warehouse) and flip the shuttle over. The Shuttlecraft may not move on the turn after it orders, but it may repair systems and take part in trading.

(10.3) Selling Goods

During Federation Trading, you may sell Goods at planets. To sell at a planet, you must have Goods on the planet. In addition, the Enterprise or a Shuttlecraft must be in orbit, or a Shuttlecraft must be on the planet. You may sell any number of Goods at each planet during a turn. Remove any Goods you sell from the Shuttlecraft Display or the Warehouse box.

Only the Good which currently occupies a planet's fad box can be sold at that planet. Other types of Goods cannot. **Example:** Puce frofnobles currently occupy Glisten IV's box. Frofnobles (of any or all colors) can be sold there, but other Goods cannot.

Refer to the Sales Chart. If you are selling at Glisten IV, use the "Glisten IV" line of the chart. Otherwise, use the "Other" line.

If the Goods counter you are selling is of the same color as the counter which occupies the planet's fad box, use the "on the money" column.

Otherwise, refer to the Color wheel and find the color of the counter in the fad box and the color of the counter you wish to sell on the wheel. If the two colors are adjacent to each other on the Wheel, use the "1 off" column of the Sales Chart. If there is one intervening color between the two colors on the wheel, use the "2 off" column. If the two colors are opposite one another, use the "3 off" column.

Cross-reference the column determined by color with the row determined by the planet. At the intersection is a number. This is the number of megabobs you receive per Goods counter sold.

Example: Selling puce frofnobles at Glisten IV will earn you 5 megabobs. Selling apricot or shocking pink frofnobles will earn you 3; taupe or lime green will earn 2; and cyan will earn 1.

If you are selling Goods at any planet other than Glisten IV, you may exchange your Goods for Goods produced at that planet, instead of selling. Use the Sales Chart; the result will be something like this: "1/1T3." That means you could either sell your Goods counter for 1 megabob, or exchange it for three Goods counters of the type produced at the planet. You can sell some Goods counters and exchange others if you wish. When exchanging Goods, your choice of color may be restricted, just as it is when purchasing Goods (see 10.2).

(10.4) Klingon Interference

If a Klingon Shuttlecraft is on a planet where you wish to sell Goods, you have three alternatives. You can:

- decide not to sell there this turn;
- sell the Goods at half the normal price (round up); or
- confront the Klingons.

If you confront the Klingons:

- Roll the die twice, and add the rolls together.
- Look at the backs of Federation officers and crewmember counters who occupy Shuttlecraft on the planet where the confrontation is taking place. If a counter is printed with a positive or negative number, add that number to the die-roll. (Remember that adding a negative number is the same thing as a subtraction.) **Example:** Kirk, Scott, Sulu, and one crewmember are present. The backs of their counters indicate that you subtract 1 from the roll for Kirk, add 3 for Scott, make no modification for Sulu, and add

(9.2) Storm Walker

The Klingon cruiser Storm Walker always ends its move in an orbit.

Roll a die to determine what transit line the Storm Walker chooses, just as you do for Shuttlecraft. Move the Storm Walker to the orbit at the end of that line.

(9.3) Klingon Combat

When a Klingon Shuttlecraft moves to a transit buoy where one of your Shuttlecraft is located it ends its move, and, if there are at least as many Klingons as Federation ships at the buoy, combat occurs immediately.

Combat takes two "rounds." During each round roll first for the Klingons then for the Federation. If more than one ship of each side is at the buoy, rolls alternate between Klingon and Federation within each round until every ship has "fired." No craft may fire more than once per round but a single craft may be fired upon any number of times.

To "fire," roll the die. A roll of 1-5 is a "hit." When a Federation craft is hit, roll on the Hit Table to determine damage (see 6.3). A hit Klingon Shuttlecraft is immediately moved from the buoy to the orbit occupied by Storm Walker.

After one round of rolls, conduct a second round if the Klingons have not been driven off. Then, continue with play normally.

A Klingon Shuttlecraft will not attack Federation Shuttlecraft that are in orbit or on a planet. Only Klingon Shuttlecraft attack; the Storm Walker does not.

10. TRADE

(10.1) Profit Tracks

Each side has a Profit Track to record the total number of megabobs accumulated.

Each track has two profit markers. One is printed with one zero ("0"), the other with two zeroes ("00"). The first marker is used to record the ones-digit of the profit total, and the second the tens-digit. Thus, if the Federation has 32 megabobs, you will place the "00" marker in the 3 box on the Federation Profit Track, and the "0" marker in the 2 box.

As a side earns or spends megabobs, the markers are moved up and down its track to reflect the gain or loss.

(10.2) Buying Goods

Each planet except Glisten IV produces a particular type of Good. A picture of the Good produced by a planet is printed inside its fad box.

1 for the crewmember. The total modification is +3. You roll a 5 and an 8; your total modified roll is 16.

• Find the modified roll along the left-hand side of the Klingon Confrontation Table, and read the corresponding result.

Klingon Confrontation Table results:

Both Increased: You agree to cooperate with the Klingons in trading. You receive half again (amount x 1.5) as much income for selling Goods at this planet this turn as you normally would (round up). The Klingons earn triple the number of megabobs they would normally earn there. **Example:** You are selling three "2 off" Goods at Glisten. There are two Klingon shuttles there as well. If you confronted them, and this result occurred, you would receive 9 megabobs (6 +3) and they would receive 24 (3 x 8).

Klingons Tripled: The Klingons earn three times as much as they normally would.

You Back Off: You may not sell or trade for Goods at the planet this turn. The Klingons earn normal income.

Both Back Off: You may not sell or trade for Goods at the planet this turn; the Klingons earn no megabobs at the planet.

Klingons lose profit: You may buy and sell Goods normally; the Klingons earn no megabobs at the planet this turn.

Yours is Increased: You earn half again (amount x 1.5) as much income for selling Goods at the planet this turn as you normally would (round up).

Normal Trade: Your sales are not halved; the Klingons earn income normally.

Klingons Attack: You may not sell or trade Goods here this turn; the Klingons earn no income at the planet, and are fined an additional 5 megabobs (deduct from the Profit Track).

Fight: As for "Klingons Attack", but you are both fined 5 megabobs.

Brawl: As for "Fight," but to determine the fine for both sides, roll a die, modifying both die-rolls by the numbers printed on the back of your officers' and crewmembers' counters, just as you did when rolling on the Confrontation Table.

(10.5) Paying for Warehousing

After you have finished trading, you must spend 1 megabob per warehouse box which contains Goods counters and 2 megabobs for using the warehouse on Glisten IV. You spend only 1 (or 2) megabobs to warehouse Goods at a planet, regardless of the number of Goods counters at that planet.

You may always remove Goods counters from play to avoid paying warehouse costs. (Also, a Shuttlecraft can always "space" Goods you no longer want; simply remove the "spaced" counters from the Shuttlecraft Display.)

(10.6) Klingon Trades

After all Federation trading has taken place, the Klingons earn 4 megabobs for each Klingon Shuttlecraft on Glisten IV, and 2 for each Shuttlecraft on any other planet.

If you have a Shuttlecraft on a planet and you chose to sell Goods for half the normal profit

rather than confront Klingons there, then the Klingon income at that planet is also halved.

The Klingon income could be altered by the effects of the Confrontation Table.

11. FAD CHANGE

During Fad Change, you must roll on the Fad Table for each of the seven planets on the game-map. Roll for Glisten IV *last*.

(11.1) Rolling for Fad Change

Choose a planet, and roll the die. Find the number you roll along the left-hand side of the Fad Table. Read the result printed on the same line in the "Other" column of the table, or in the "Glisten IV" column if you are rolling for Glisten IV.

Fad Table results:

No Change: Do not change the Goods counter currently occupying the planet's fad box.

Good + 1: Replace the Goods counter which occupies the planet's fad box with a counter of the same color, but representing the next Good along the Goods Wheel in a *clockwise direction*. **Example:** The current counter is a puce frofnoble. Replace it with a puce snout-silk.

If the next Good along the Wheel in a clockwise direction is of the same type that the planet produces, skip it and go to the next Good. **Example:** Milo currently likes thrint whistles, and gets a "Good + 1" result. This would normally mean the new fad would be for snarks, but this is not allowed because Milo produces snarks. Instead, the new fad is for frofnobles.

Color + 1: Replace the Goods counter with one of the same Goods type, but of the next color along the Color Wheel in the clockwise direction. **Example:** The current counter is a puce frofnoble; replace it with an apricot frofnoble.

Both + 1: Replace the Goods counter with one representing the next Good along the Goods Wheel, and of the next color along the Color Wheel, in both cases in *clockwise direction*. **Example:** A puce frofnoble is replaced by an apricot snout silk.

Good to Glisten: Replace the Goods counter with one of the same color, but of the Goods type that occupies Glisten IV's fad box. **Example:** Milo likes lime-green thrint whistles; Glisten IV likes puce frofnobles. Replace Milo's Goods counter with one for a lime-green frofnoble.

If the Good that occupies Glisten IV's Fad box is of the type that the planet produces, do not replace the planet's Goods counter. **Example:** Glisten IV likes puce frofnobles; if you roll a "Good to Glisten" result for Throckmorton, ignore it.

Color to Glisten: As for "Good to Glisten," except that the *color* of the Goods demanded at the planet changes, not the type. **Example:** Milo likes lime-green thrint whistles; Glisten IV likes puce frofnobles. Replace Milo's counter with a puce thrint-whistle counter.

Both to Glisten: As for "Goods to Glisten," except that both Good type and color change. **Example:** Glisten IV likes puce frofnobles; a planet that receives this result will, too.

If the planet produces the type of Good in Glisten IV's Fad box, change the color but not the Good type.

Roll Again. If your roll is a 10 (remember to treat 0 as 10), you must roll the die a second time and refer to the section of the table under "2nd Roll".

Random Good. Roll a die to determine what Good the planet will now desire, just as you did when setting up the game (re-rolling on 7's through 10's — see section 3). The color demanded does not change.

Random Color. As above, but change only the color.

Random Both. As above, but change both Good and color.

Good -1: The Good type desired changes to the next Good listed on the Goods Wheel in the *counterclockwise direction*. **Example:** The planet used to desire frofnobles; it now desires snarks.

If the planet produces the counterclockwise Good, skip over that Good to the next one in the counterclockwise direction.

Color -1: As above, but applying to color instead of Good type.

If all counters of a particular Good/color are in use, and a fad roll calls for a counter of that Good and color, use the next Good or color in a clockwise direction on the wheel.

(11.2) Advertising

Before rolling for a fad change on a planet, you may spend to advertise. This may allow you to control the fad on that planet.

On any planet other than Glisten IV, advertising for color or Good costs 2 megabobs. To advertise for both costs 4. On Glisten, it costs 4 for color or Good, and 8 for both. Advertising costs must be paid before rolling for a particular planet.

You may advertise at a planet only if:

- you have at least one ship (shuttle or Enterprise) in orbit or on the planet;
- you spend the required number of megabobs;
- the Storm Walker is not in orbit. (Otherwise, the Klingons will advertise too, ruining the effect of your ads.)

After paying, roll on the Fad Table, just as you would normally. If the number you roll is printed on the table within brackets ("["]"), the advertising has been effective.

If advertising is effective, and:

- you paid for color, and the result on the table contains the word "Color" or "Both", you may change the color in demand by one step along the Color Wheel (clockwise or counterclockwise), or leave it the way it is. If the result contains the word "Both", whatever change in Good that would normally occur still occurs, but the change in color is determined by you. If the result contains the word "Good" the normal effects apply and you may *not* change the color.
- you paid for Good, and the result on the table contains the word "Good" or "Both", you may change the Good by one step, as above. If the result contains the word "Color", you may *not* change the Good type.
- you paid for both, and the result on the table contains the word "Good", you may change the Good type but not color by one step.
- you paid for both, and the result on the table contains the word "Color", you may change the color but not the Good type.

• you paid for both, and the result on the table contains the word "Both", you may change both Good type and color by one step each.

Example: Milo likes apricot gleebers. You spend 4 to advertise both color and Good, and roll a 9. The result is "Both to Glisten", so you may change the color to puce or lime-green or leave it at apricot; and you may change the Good type to thorax leathers or thrint-whistles,

or leave it at gleebers. If you had only spent 2 to advertise for color, you would have the same choice of colors, but the Good would become that in demand at Glisten, as usual.

If the number you roll is not printed on the table in square brackets, your advertising has no effect.

12. END OF THE DAY

After rolling to determine fad changes, pay

warehousing costs (see 10.5), move the day marker one box on its track, and begin the next turn. After fourteen turns are finished, determine whether or not you win (see section 5).

13. LET THE GAME BEGIN!

Refer to section 3 to set up the game, and begin to play.

Charts and Tables

GAME SEQUENCE

Federation Movement
Klingon Movement
Federation Trade
Klingon Trade
Fad Change
End of the day

SALES CHART

planet	on the money	1 off	2 off	3 off
Glisten IV	5	3	2	1
Other	4/T6	2/T4	1/T3	0/T2

See 10.3 for an explanation of results.

FAD TABLE

die-roll	other	Glisten
1	no change	no change
2	no change	no change
3	no change	Color +1
4	Good +1	Good +1
5	Color +1	Color +1
[6]	Color +1	Good +1
[7]	Good to Glisten	Color +1
[8]	Color to Glisten	Both +1
[9]	Both to Glisten	Both +1
10	Roll again	Roll again

2nd Roll:

[1]	Random Good
[2-3]	Random Color
[4]	Random Both
5	Good -1
6	Color -1
7-8	Both -1
9	Good +1, Color -1
10	Good -1, Color +1

[] = advertising is effective (see 11.2).
See 11.1 for an explanation of the results.

RISKY TRANSIT TABLE

die-roll	result
1-3	hit
4-6	Klingon pirates
7-10	no effect

See 6.3 for an explanation of results.

HIT TABLE

die-roll result

1	L
2	N
3	D
4	L/N
5	L/D
6	N/D
7-8	Crew
9	Stall
10	Officer

See 6.3 for an explanation of results.

KLINGON CONFRONTATION TABLE

die-roll result

0-1	Both Increased
2	Klingons Tripled
3-4	You Back Off
5-6	Klingons lose profit
7-8	Klingons lose profit; Yours is Increased
9-11	Both Back Off
12-14	Normal Trade
15-16	Klingons Attack
17-18	Fight
19+	Brawl

See 10.4 for an explanation of results.

COUNTER CODE KEY

REP = Repair. If this officer is aboard a Shuttlecraft with a "red lighted" system, the system can be repaired and the craft may still move on the same turn.

BAR = Bargaining. If this officer is aboard a shuttlecraft at a world where you buy goods, you may buy the color rolled *and* any adjoining colors on the Color Wheel.

Number = Add this number to the die-roll whenever the person is aboard a shuttlecraft at a planet where you confront Klingons (remember that adding a negative number is a subtraction).