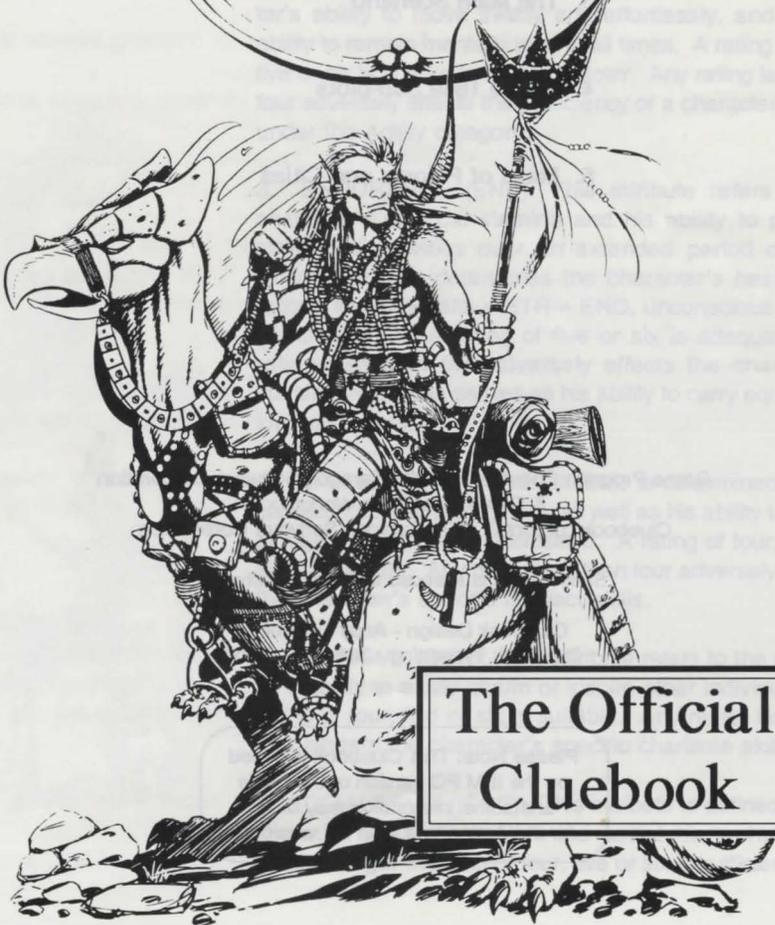


SNAKE

TRADE

MARK

1889



The Official
Cluebook

SPACE 1889

The Official Cluebook - Contents

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Cluebook Design - Andy D. Mullins
Cluebook Typsetting - Antony J. Bond

Please Note: This Cluebook is based on the IBM PC version of the game and some information may differ for the Amiga and Atari ST versions.

1. CREATING CHARACTERS

A. Attributes There are six basic attributes that your characters will possess. They are:

1. **STRENGTH (STR):** This attribute refers to the character's muscular power. It also determines the character's weight and the amount of equipment that he can carry (Weight = STR x 200 + 100, Load = 20% of the characters weight). A rating of five or six is necessary. Any rating less than five seriously effects the character's success in the game.

2. **AGILITY (AGL):** This attribute is based on the character's ability to move swiftly and effortlessly, and on his ability to remain mentally alert at all times. A rating of four, five or six is adequate for a character. Any rating less than four adversely effects the proficiency of a character's skills under the Agility category.

3. **ENDURANCE (END):** This attribute refers to the character's physical stamina and his ability to perform strenuous activities over an extended period of time. Endurance also determines the character's health and fatigue levels (Health = STR + END, unconscious level = (END+STR)/2). A rating of five or six is adequate, any rating less than five adversely effects the character's stamina in combat, as well as his ability to carry equipment long distances.

4. **INTELLECT (INT):** This attribute is determined by the character's basic intelligence, as well as his ability to arrive at logical, competent conclusions. A rating of four, five or six is adequate. Any rating less than four adversely effects the character's specific intellect skills.

5. **CHARISMA (CHR):** This attribute refers to the character's ability to easily charm or inspire other individuals. A rating of four, five or six is suitable. Any rating less than four hinders the character's specific charisma skills.

6. **SOCIAL LEVEL (SOC):** This attribute is defined by the character's standing within the social hierarchy of the Victorian Age. A rating of four, five or six is sufficient. Any

rating less than four adversely effects the character's social skills and social class.

B. Careers All of the careers for the game are listed in the main manual, with specific skills discussed in this manual.

C. Skills In Space 1889, there are 24 skills that are divided between six attributes. However, only some of these skills are necessary to play the game and here follows a list of those that are;

STRENGTH

Fisticuffs - A skill necessary to fight an enemy hand-to-hand.

Throwing - A skill necessary for throwing objects accurately.

Close Combat - Using melee weapons and guns at close range.

Trimsman - Ether Flyer movement up and down.

AGILITY

Stealth - Necessary to successfully rob.

Crime - Necessary to successfully rob and to use lockpicks.

Marksmanship - For striking an enemy over a long range.

ENDURANCE

Wilderness Travel - Reduces fatigue levels when traveling.

Tracking - This skill is essential to determine if there are any NPC's in the immediate area.

Swimming - This skill is required to traverse water. A character must be wearing a water breather before he can swim.

INTELECT

Observation - This skill is essential to examine objects.

Engineering - Successful use of dynamite and detonite.

Also effects the length of time before an explosion occurs.

Science - Necessary for navigating an ether flyer.

CHARISMA

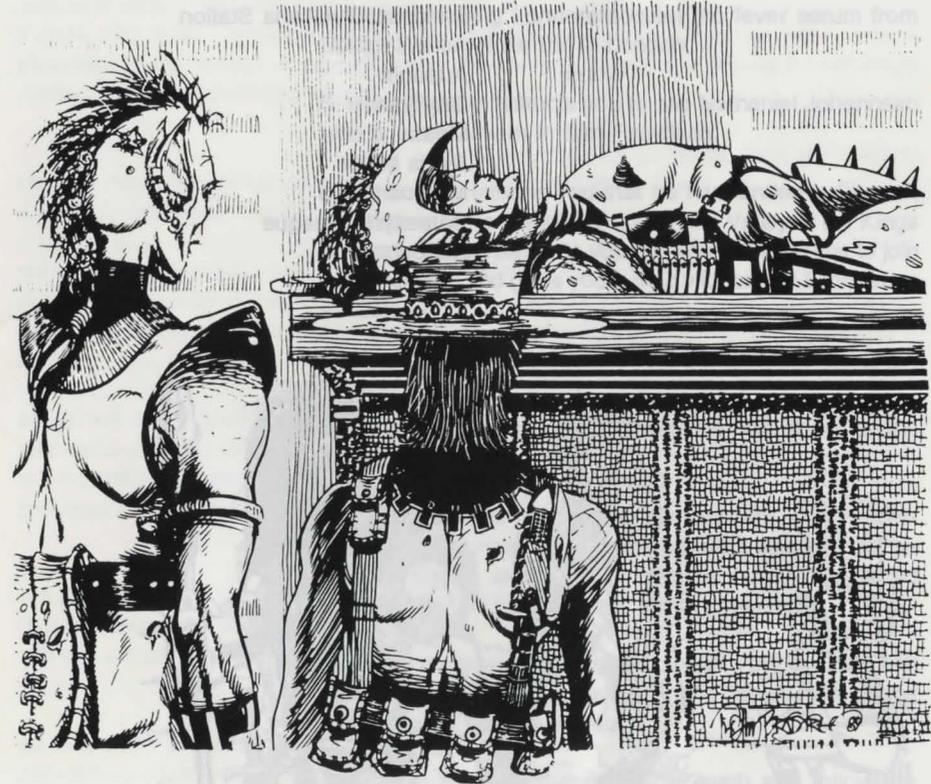
Bargaining - Getting the best prices when buying and selling objects.

Linguistics - Understanding the language of NPC's.

SOCIAL LEVEL

Piloting - Ship speed for boats and zeppelins during ground mode, and ether flyers during space combat.

Medicine - Necessary to cure members of your party.



2. LOCATIONS TO EXPLORE

Earth:	London New York San Fransisco Teotihuacan Egypt/Valley of the Kings Far East/Angkor Mexico
Luna:	Caverns
Venus:	Venusstadt Thetis Mountains Ganis Mountains
Mercury:	Princess Christiana Station
Mars:	Ausonia Gaaryan Moab Syrtis Major Moerus Lacus Boreosyrtis League Aubochoch



3. THE MAIN SCENARIO

Final Objective - To discover the hidden civilization of the Saurians, a master race of immortal beings, who will share their secrets and give you the ultimate reward.

1. Opening sequence discussing the tomb of King Tutankhamen.
2. Acquire the report outlining the Tutankhamen expedition from Claus Von Schmelling, who is walking around the city of London.
3. The report instructs you to see Hans Ogleby who is in the Inn in New York City.
4. Before leaving London, acquire the fever serum from Doctor Raven in the Inn in London.
5. Hans Ogleby instructs you to see Nathaniel Johannsan who is in the tavern in San Francisco.
6. Johannsan informs you that he has funded a German expedition that is already at work in the Valley of the Kings in Egypt. Johannsan tells you that you are welcome to join the excursion and gives you a map with critical information scribbled on it.
7. Travel to Egypt and search for the false tomb where the corrupt German excavators are at work. A stairwell is visible near the bottom left portion of the map alongside the lower wall.
8. Inside the false tomb, battle the Germans. Two important items that need to be retrieved are a key that can be used in Egypt, and a paper with the newly discovered coordinates to King Tut's real tomb.
9. Follow the coordinates on the paper to discover the real tomb (14 paces south of the spot in the desert). Dig on the exact spot to find the entrance.
10. Go to the lowest level of the tomb and follow the coordinates that are scribbled on the maps that Johannsan gave you (10 paces north, 1 pace west). Dig

on that spot and you will find an entrance to a new level.

11. Dynamite the wall directly behind the stairs to find the burial chamber.

12. View the burial tomb and take Tut's treasures and the stone tablet discovered with him.

13. Go to the building with the statues surrounding it in Egypt. Go to the upper level of the building and use the key to enter the room where Mary Kingsley is.

14. Give Mary Kingsley the fever serum. She will share important information and give you a message to carry to Alfred C. Hobbs in New York.

15. Search for Alfred Hobbs in the large white building in the bottom right portion of the New York map. Hobbs is located on the second level of the building. Give him Mary's message and he will give you a special set of lockpicks designed to be used in the pyramids in Teotihuacan, Mexico.

16. Travel to Mexico and find the pyramid where the doors are locked. Use the lockpicks to gain entrance.

17. Find the tiny room where an Inca is standing. Talk to the Inca. He will tell you that you need to return the tablets to their altars before you can gain access to the special room behind him.

18. Go to the pyramid directly to the east. Take the tablets that are in the upper corner rooms. Find the two altars that are in the middle of the building. Drop the tablets on the blocks in front of the two altars. You will hear a rumbling sound to your west.

19. Return to the pyramid to the west. The room with the Inca guard can now be entered. There is a water breather as well as a map that pinpoints the location to the lost city of Atlantis.

20. Equip your party with water breathers (they can be bought in an Alchemist shop). Follow the clues on the map to discover a cave-like structure in the South East corner of Teotihuacan. Use dynamite to blast a whole through the

barrier between the two pillars.

21. Have your entire party use the water breathers to swim to the entrance to the caverns of Atlantis.

22. Go to the lowest level of Atlantis (dynamite will be needed here as well) and discover the decaying corpse of the lost Red Captain of Mars (view burial coffin).

23. Take the scrolls of the ancients, the Red Captain's diary and his identification tag.

24. USE the scrolls of the Ancients to decipher the stone tablet discovered with King Tut.

25. Study the Red Captain diary which leads you to Angkor in the Far East.

26. Find the sacred Altar in Angkor and use the Scrolls of the Ancients to view the altar and to translate the message carved on it.

27. The adventure continues on Mars. You will need to build an ether flyer and journey there.

28. At the ether port on Mars, journey a short distance north and enter the city of Ausonia.

29. Enter the cave in Ausonia and rescue Mary Kingsley's partner Zoho. Zoho gives you a travel pass to journey freely on Mars. As well, Zoho alerts you to a vast German conspiracy in an attempt to acquire universal power. Zoho asks you to thwart the conspiracy. He sends you to the German warehouse in Venusstadt, on the planet Venus, to find German uniforms that can be used to gain access to the German Headquarters on Mars.

30. Travel to Venus and get the German uniforms in the warehouse in Venusstadt. Talk to Simon O' Rourke in the warehouse.

31. O' Rourke sends you to Fort Bismarck in the Thetis Mountains of Venus. Use the German uniforms to gain access.

32. Battle Oberst Hans Kurt and take his German Headquarters pass.
33. Return to Mars and journey to the city of Syrtis Major. Use the travel pass inside the city to rent a sandboat to travel to the German Headquarters.
34. Use the German Uniforms to gain access to the first floor of the German Headquarters.
35. Get to the third floor of the Headquarters and use the Kurt's German HQ pass to gain access to the inner sanctum where you will find the German mastermind Baron Von Gruber. Talk to Von Gruber and kill him. Take his key to King Hattabranx's castle.
36. Journey to King Hattabranx's castle in Boreosyrtis League. Go to the second floor, and use the castle key to gain entrance to the upper rooms.
37. Discover King Hattabranx, talk to him and then defeat him. Take his key to the worm cult.
38. Venture to the city of the Moab and discover Teegok Quogliani who is wandering through the city. Teegok will give you a map that pinpoints the hidden location of the worm cult.
39. After studying the map, return to Boreosyrtis League and dig in the location on the map to find the entrance (hint -between the claws of sand beetle made up of yellow desert sands).
40. Go to the lowest level of the worm cult and give the scrolls of the ancients to Kleuht Na Vriss. Talk to Kleuht. He will share some very important information.
41. Take Kleuht's emerald and follow his instructions to journey to Luna to discover Professor Tereshkova.
42. Leave Mars, and link and board with the Whisperdeath Ship (don't fight the ship, just link with it).
43. Battle the Ether Rogue pirates and rescue Thomas Edison, who has been kidnapped.

44. Talk to Edison who will advise you how to make long ether journeys past the asteroid belt.
45. Travel to the caverns of Luna and search out Professor Tereshkova. Give him Kleuht's emerald and he will give you a special ether propeller.
46. Journey to Mercury and discover the giant glow crystal on the banks of the World River. As well, dig for the ammonia springs in the lowest level of the mines in Princess Christiana Station.
47. Go to the ether port and update your propeller to use the Saurian propeller. The glow crystal and ammonia will be added automatically.
48. Journey in space through the asteroid belt. Travel to Europa, Jupiter's moon on the upper right hand corner of the space map.
49. Read the message that instructs you journey back to the Earth's farthest point north. Enter the hollow Earth and negotiate the complex mazes to discover the Saurian Eoger Luirv, who is waiting to reward your party for a long and difficult journey.



4. SPACE 1889 SUB-PLOTS

1. General Andre Foucard is searching for proof that Ravachol the Anarchist is dead.
2. Joseph Chamberlain, on Earth, asks you to venture to Mars to rescue Emilie Van Warren, an American Botanist who has been kidnapped by a band of Martian pirates.
3. Red Captain Frederick Burnaby is searching for Captain Freeremchant's whereabouts. If you can answer his question he will give you his Medal of Honor.
4. James Grimes, in London, will sell you his ether flyer blueprints. These blueprints can be sold to a Martian named Samon.
5. The Martian Witch Doctor Kur wants the steppe tiger cane that belongs to the wicked Prince Aubochon. The She Devil of the Desert will give you the Talisman of Mangli-Desh, which is actually a key that can be used to enter the Prince's castle. A Martian named Murlark also wants the cane, but he is as corrupt as the Prince himself.
6. There is a multi-stage sub-plot where you are the liaison between the Martian tribes in their unification against the humans. You will carry tribal bajuys to the camps of Kai, Lopkan, Karkem, Ucuz, Photho and back to Kai. If the Martian unification is completed, you will receive an increase in your observation skill. ** Tycuss Nhe, Photho's ruthless son, may try to thwart the unification.
7. The U.S. Army has a new formula for transparent aluminum. The Army is accepting bids from the Martians -and the Lizard Men on Venus. You can be the liaison that acquires the bids from the two parties. You could also be brave and try to steal the formula for your own gain.
8. In the Canal Keepers sub-plot, you will be asked to assassinate the fanatic leader of the cult, Volace Zeenkeer. If you are successful, you will be permitted to enter the Temple of the Keepers where you will acquire the precious Amulet of Seldon, which is in great demand by two NPC's in the game.

9. Toruk the Loyal, a brave Martian, asks you to help his dying son by retrieving a magic necklace from Zaturu the Champion. Zaturu sends you to Fazuck the healer, who must cast a spell on the necklace. Fazuck sends you to Mynosii Aalum for a special incense, and to Zardan for a magic talisman. Unfortunately, Zardan doesn't have a talisman, so you are forced to hunt down and kill the Legendary Sandwing for the magic properties of its venom. When the ingredients are gathered, Fazuck completes the spell and sends you back to Toruk. After Toruk's son is healed, he gives you the healing necklace to use in the future.

10. Thomas Elias Grimes, a big game hunter on Earth, asks you to get him a Steppe Tiger hide from Mars.

11. Claude Brumford asks you to crush the tin market conspiracy on Mercury by retrieving the blueprints to a powerful tin mining machine, The Tin Juggernaut.

12. Herr Carl Hoffman, on Venus, collects Red Captain Memorabilia and will reward you for Captain Burnaby's medal of Honor.

13. Naporrow Bing, a Moon Man on Luna, asks you to retrieve his lost Moon Man War Mask.

14. Prince Jharmook, the leader of Ausonia, asks you to battle the deadly skrill and retrieve his crown which is in the center of the Skrill Arena.

15. The Martian Jekuyaz asks you to stop the German Liftwood Poachers on Mars for a reward.

16. Hirakaya Nakimatura, on Mercury, is searching for a statue of a mythical Hindu Bird named Garuda. The statue is hidden in one of the temples in Angkor. If it is retrieved, He gives you a Japanese cipher book that Pai Mi Soun is searching for in the Far East on Earth.

17. Heinrich Schliemann, in London, is searching for evidence of Homer's existence. He rewards you for a Mycenaean Gold Mask that can be found in the museum in Egypt.

18. Sir Norman Lockyer, an astronomer on Venus, asks you to retrieve a special object from Stonehenge in London. On every 30th day, the sun shines on the spot where the hidden object is buried. If you take the object back to Lockyer, he gives you a historic telescope that Galileo supposedly used. He tells you to take the telescope to Sir Alec Lifeson on Mercury for a significant reward. If you take the object to Lifeson, he tells you that it is not authentic and that Lockyer took advantage of you.

19. The constables and the bartenders in each city share some hints and tid-bits on the city that you are visiting.

20. Althar of Thalia, on Mars, asks you to get him a bison hide from Earth so that he can make a battle headdress. The bison are guarded by the North American Indians.

21. Dr. Gregory Fairbanks, a researcher on Mars, asks you to discover proof that life exists beneath the desert sands of Mars. If you can discover evidence from the underground city of the Moab, Fairbanks will reward you.

22. You can join the San Francisco gold rush by digging in the caves.

23. The museum curator in Egypt asks you to unearth a ruby chalice that belonged to a great prophet. The chalice is supposedly buried in Silbury Hill in England. Her Carl Hoffman, on Venus, is an avid collector of Red Captain memorabilia. If you give him Captain Burnaby's Medal of Honor, he will tell you exactly where to dig for the chalice inside Silbury Hill.

24. In the Crystal Palace in New York, there are several merchants looking for a variety of items.

25. Doctor Vincent Buembats, in New York, will increase your medical skill for a new doctor's bag.

26. Cyrus Grant, a scientist on Earth, is searching for evidence of a glowing substance on the Moon. If you can retrieve the glowing yellow fungus, Grant will reward you.

27. Beware of the misanthropic Ground Cleansers on Mars; they will attack without provocation.

EARTH

28. There are a number of merchants on Mars who will buy a variety of items.

29. Frank Chadwick, the President of Chadwick, Inc., asks you to acquire Bogweed from Venus for a special formula.

30. Giorgio Polo, a perfume manufacturer, asks you to retrieve Shell Glands from the Large Crabs in the World River on Mercury.

31. Johnny Wilson, a museum curator on Mercury, recruits you to go on a number of archaeological missions for him. You will be asked to retrieve a magic arrow and a statue from the Far East as well as the sword of a great Martian King. Wilson will pay a handsome sum of money for your efforts. 32. Jules Verne, who is visiting Mars to research his new novel, asks you to journey to the Governor's mansion in Venusstadt to retrieve a handwritten set of manuscripts by William Shakespeare. If you return the manuscripts to Verne, he will instruct you to take them to the museum curator in London for a significant payment.

33. Grigori Rasputin, the Czarist revolutionary, will increase your stealth skill for a French Lebel Rifle.

34. Robert Edwin Perry, on Venus, will increase your leadership skill for a Remington Rolling Block Rifle.

35. Guglielmo Marconi, conducting research on Venus, will increase your engineering skill for a mineral detector.

36. Buffalo Bill Cody, vacationing on Venus, will increase your marksmanship skill for a Winchester rifle.

37. Phineas T. Barnum, establishing the first-ever circus on Venus, will increase your theatrics skill for a set of lockpicks.

38. A botanist on Venus will pay you to discover a rare breed of orchid called the Oma Jolima.

39. London's police inspector A.C. Doyle posts a \$2,000 reward for proof that the maniacal serial killer Jack the Ripper has been eliminated from the streets of London.

5. MAPS OF PLANETS AND CITIES

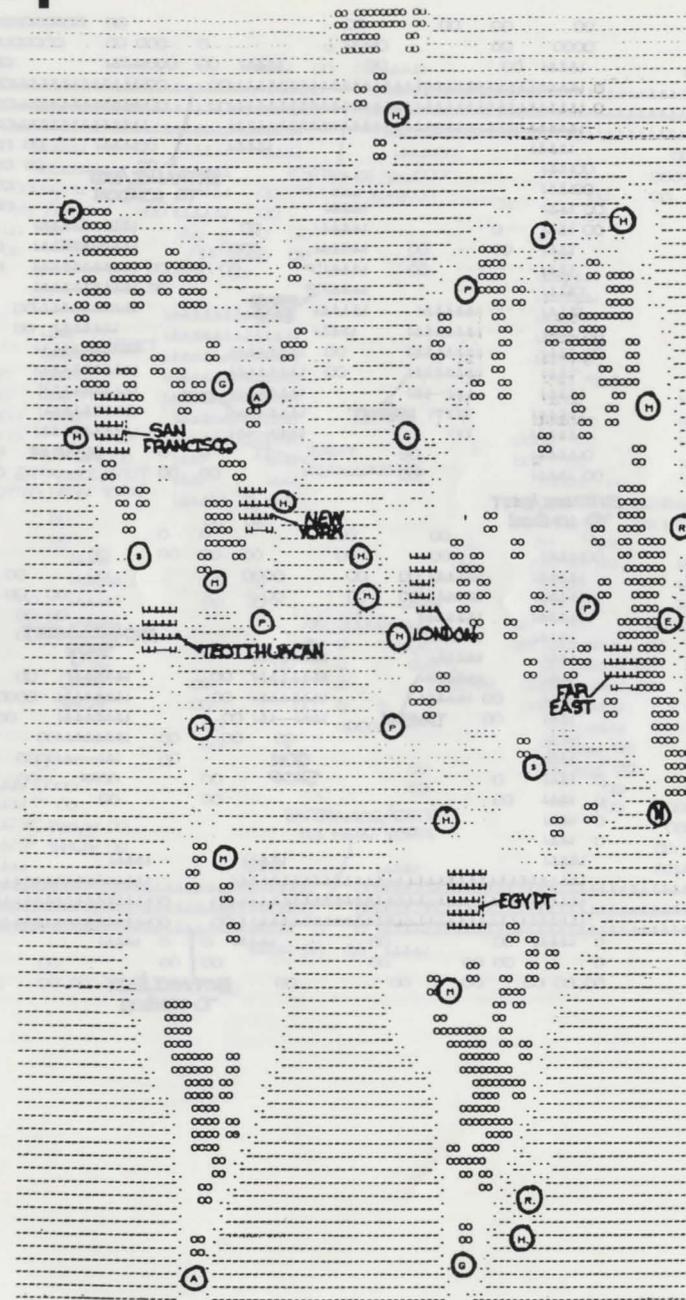
The following are diagrams of the planets and cities in SPACE 1889.

Earth	17
London	18
New York	19
Angkor	20
San Francisco	21
Egypt	22
Teotihuacan	23
Atlantis	24
Venus	25
Thetis Mountains	26
Venusstadt	27
Ganis Mountains	28
Mercury	29
Princess Christiana Station	30
Mars	31
Aubochoch	32
Moab	33
Syrtris Major	34
Moerus Lacus	35
Gaaryan	36
Ausonia	37
Boreosyrtris League	38
Luna	39

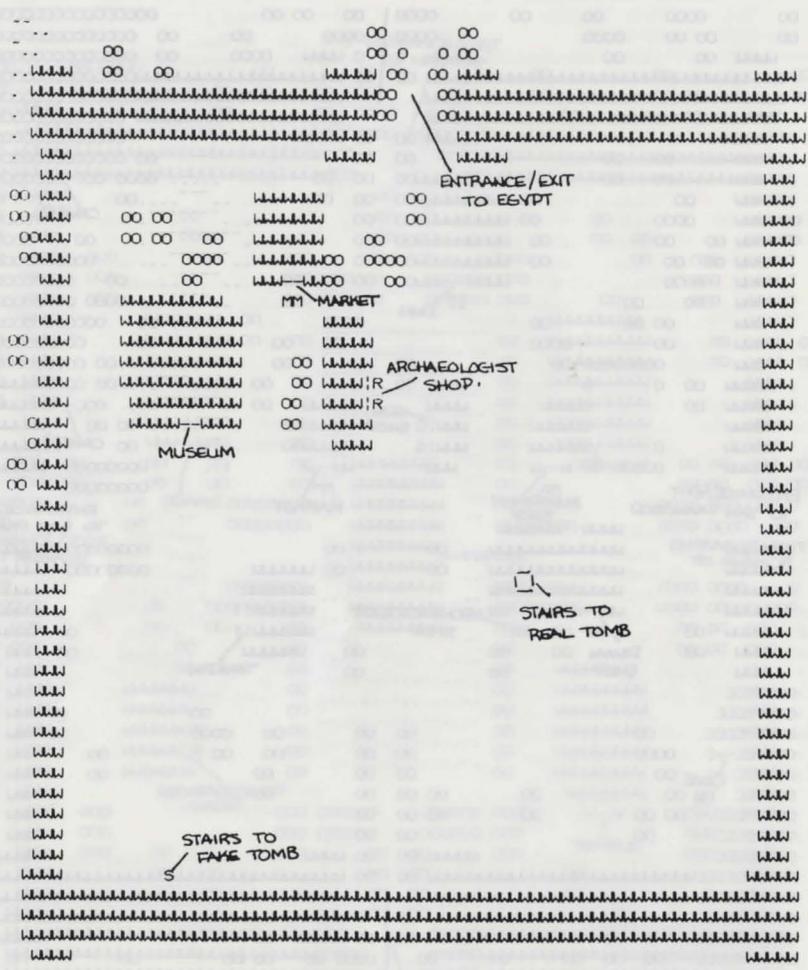
Key

oo - Objects (trees, rocks)	--- Entrance/Exit, Doors
E - Ether Port	R - Archaeologist Shop
A - Alchemist Shop	T - Tavern
LL - Tomb	ww - Walls
M - Market	H - Harbour
G - Gun Shop	P - Pawn Shop
~ - Water	V - Vases
\$ - Bank	c - Cave
S - Stair	I - Inn

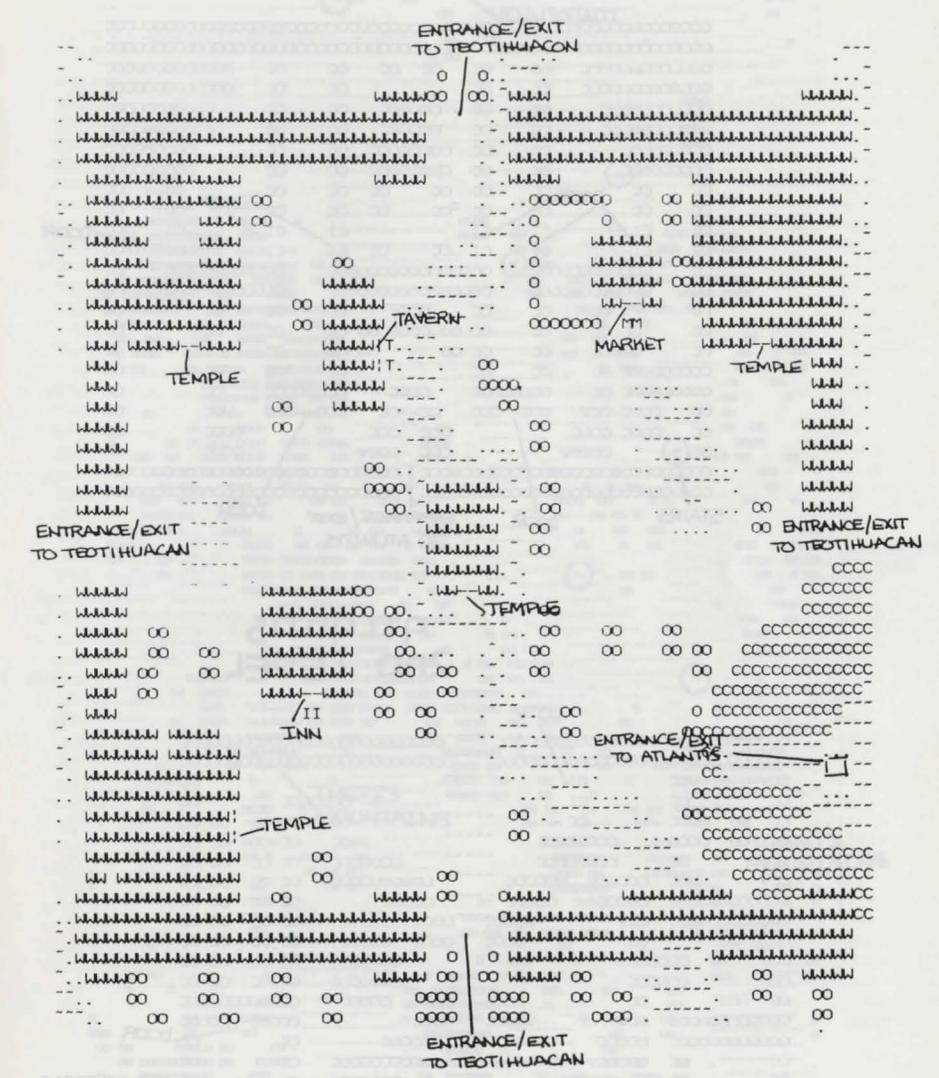
EARTH



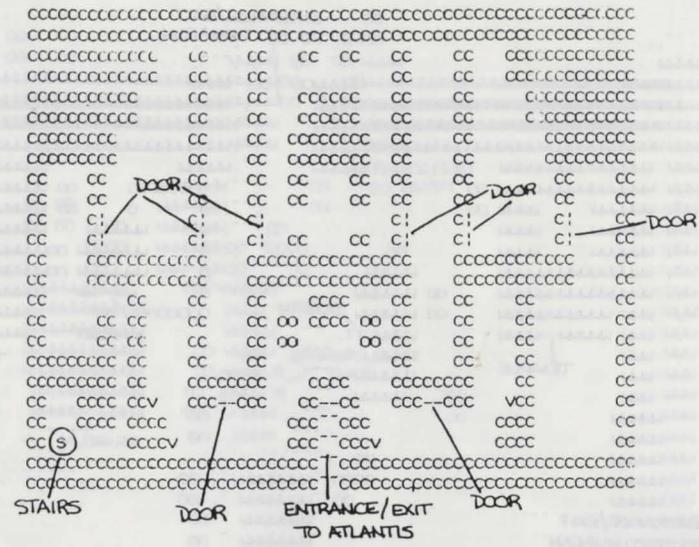
EGYPT



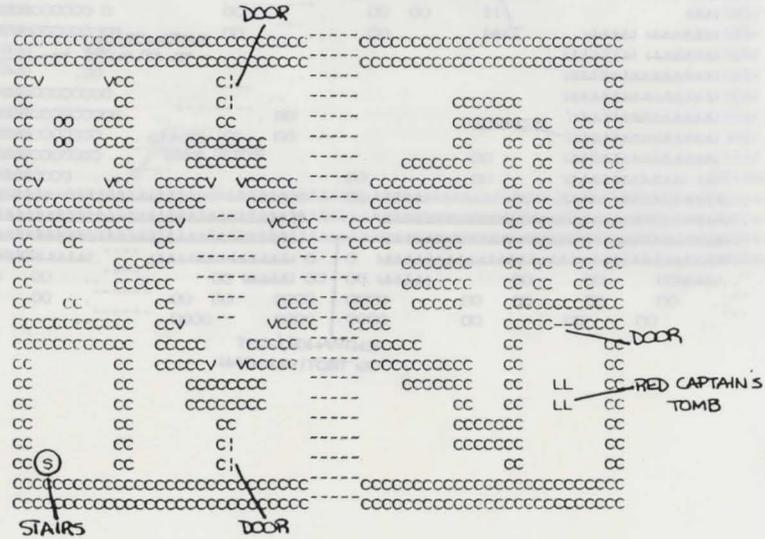
TEOTIHUACAN



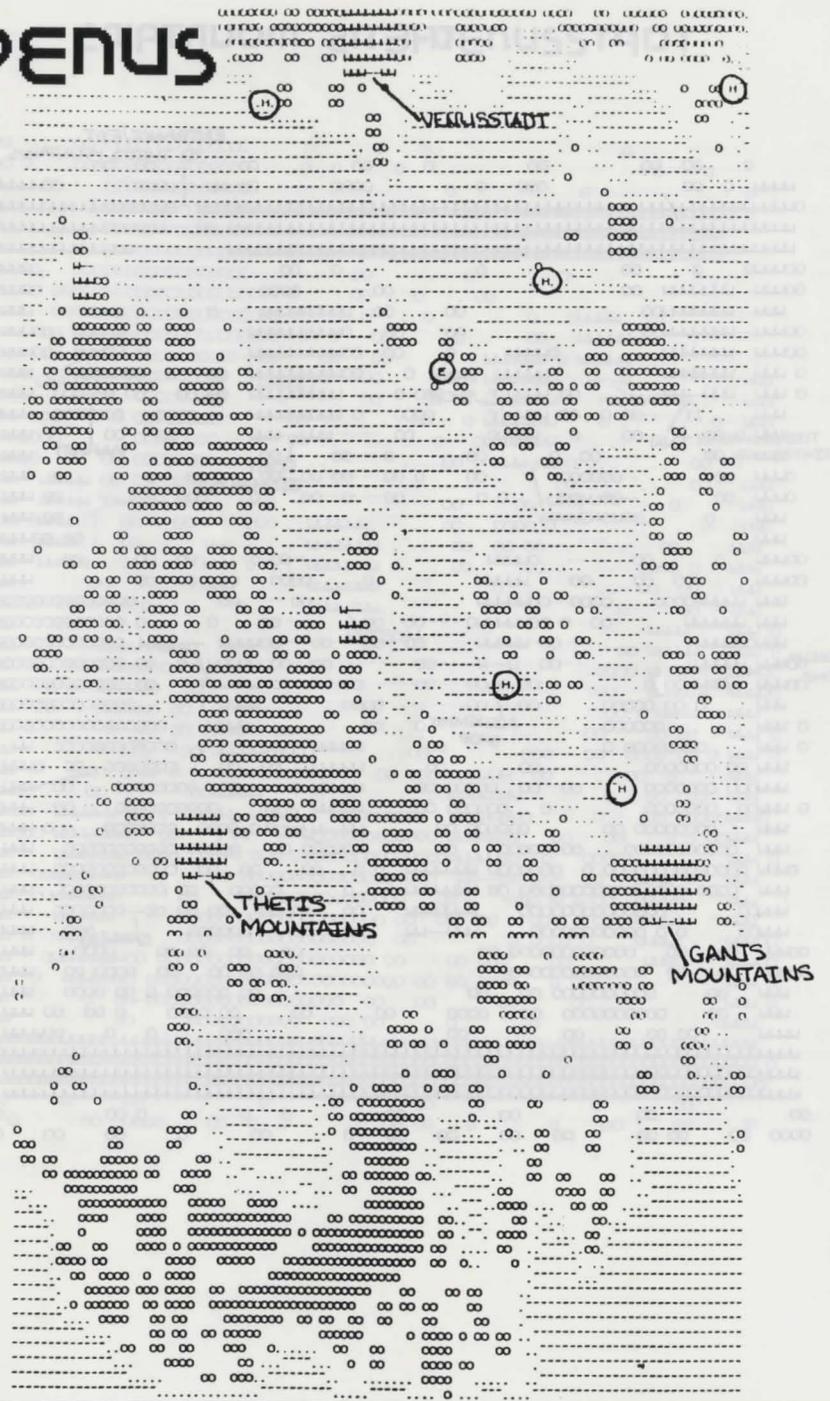
ATLANTIS 1ST LEVEL



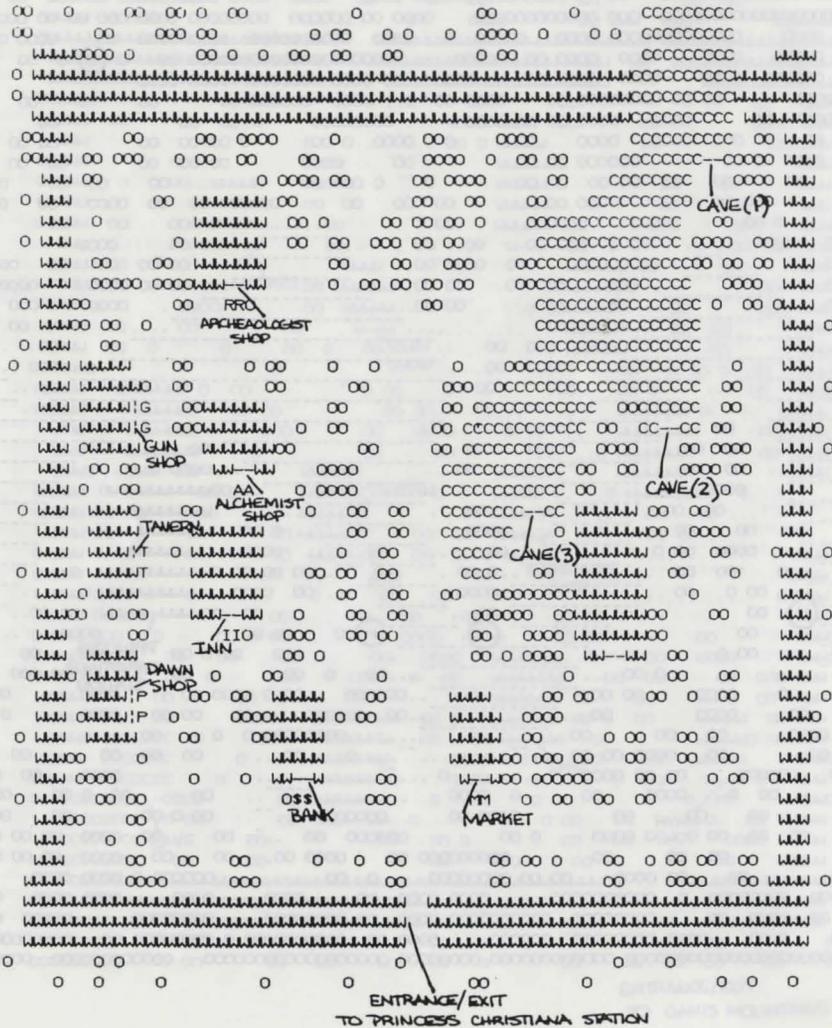
ATLANTIS 2ND LEVEL



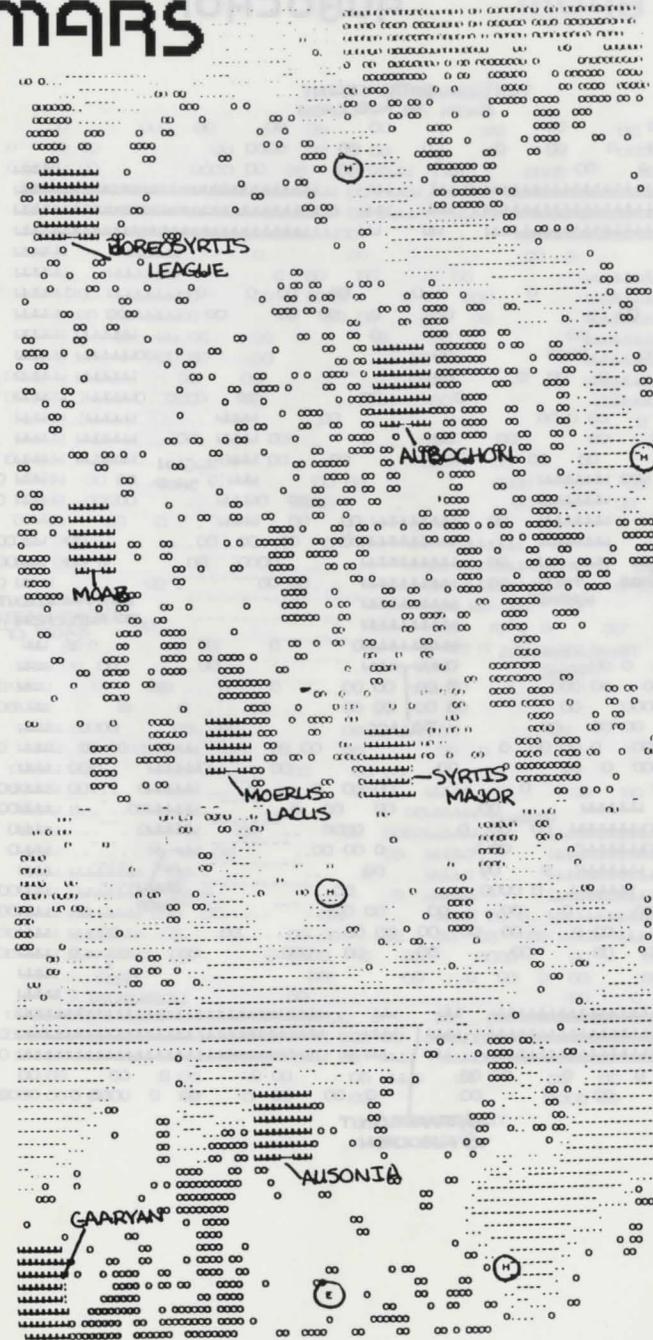
VENUS



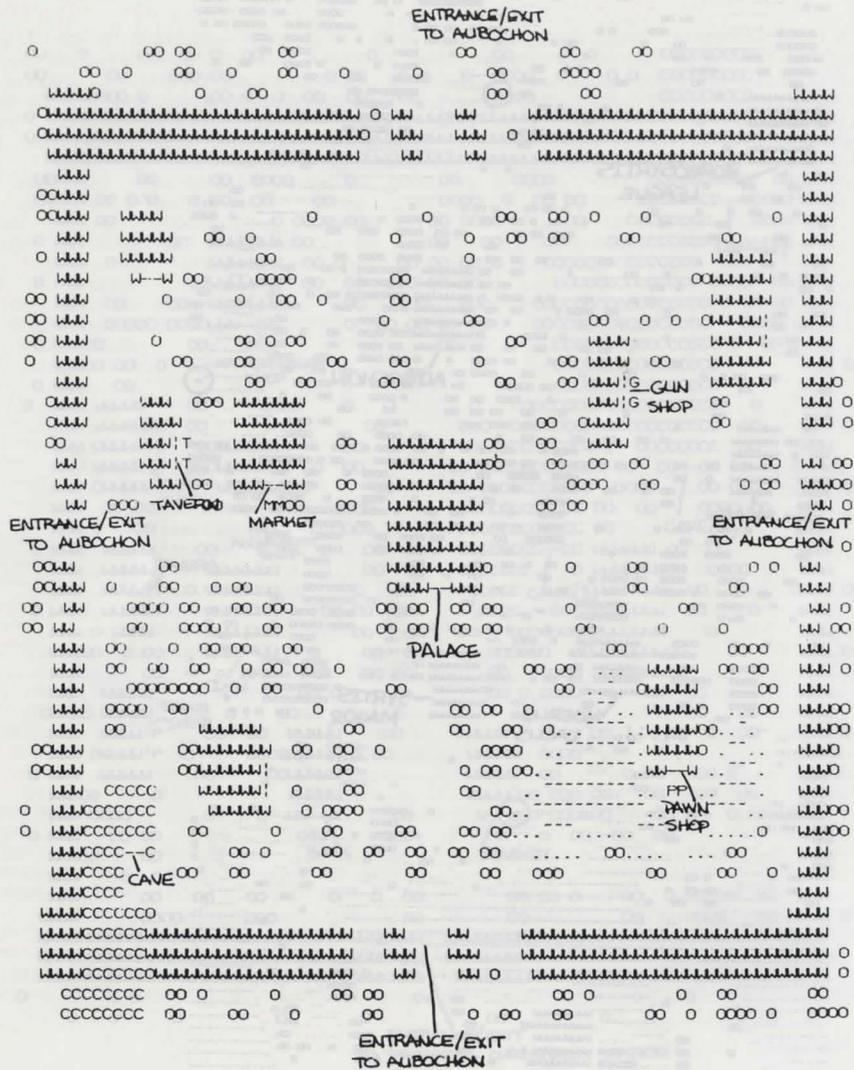
PRINCESS CHRISTIANA STATION



MARS



AUBOCHON



MOAB

