

You, the master of your destiny,
venture across the sea of stars
to meet the challenge of
alien worlds in...

UNIVERSE

The Role-Playing Game of the Future

Now, from SPI, a major science fiction role-playing system designed to be the definitive game of a whole new generation of character-action adventure products

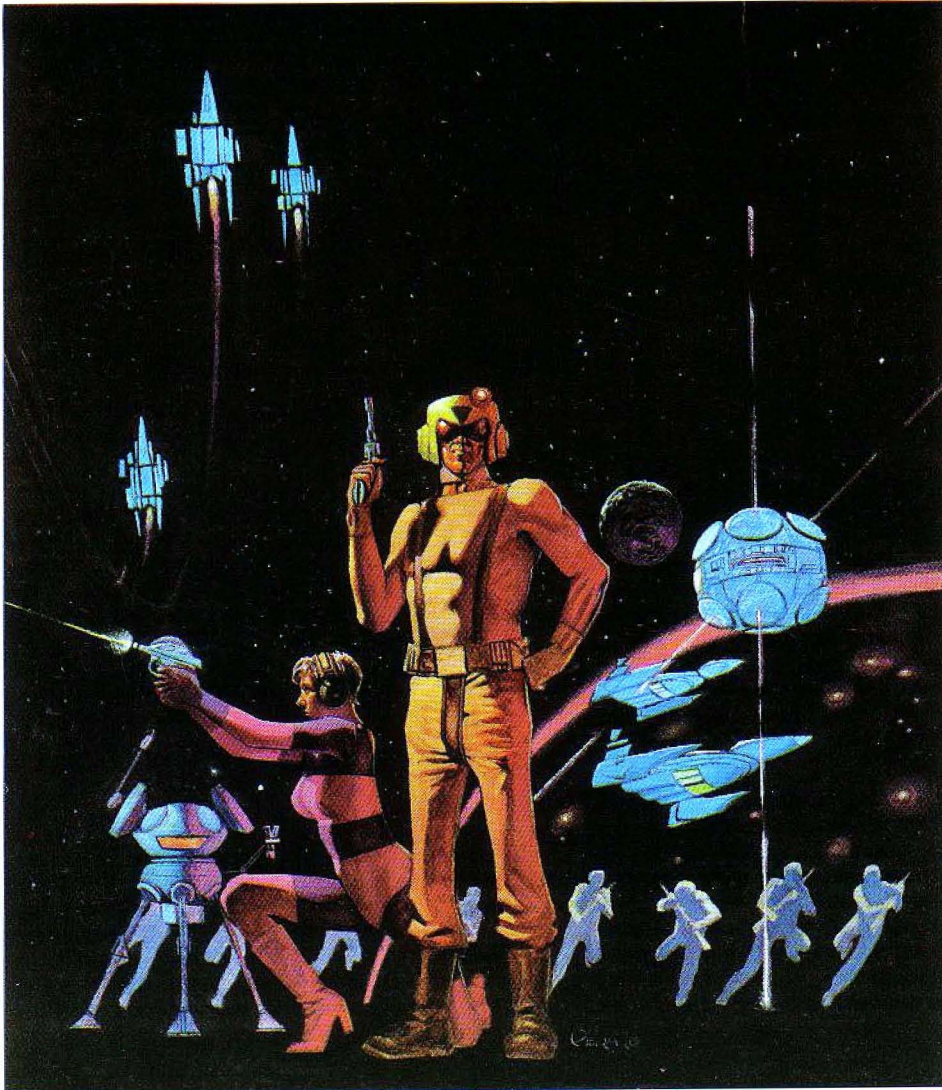
COMPLETE BOXED SET: \$20 BASIC SET, IN PLASTIC ENVELOPE: \$10

22" x 34" four-color star map ★ 17" x 22" tactical map

200 tactical playing pieces

64-page Gamesmaster Guide ★ 32-page Adventure Guide

THE FUTURE □ History of the Interstellar Federation □ THE GAMESMASTER □ Guide to Gamesmaster's Duties □ Creation of Worlds □ CHARACTER GENERATION □ Physique, Coordination, Intellect, and Social Background □ Choosing Fields of Study □ Determining Strength, Endurance, Dexterity, Intelligence, Mental Power, Aggression, Leadership, Wealth, and Social Status □ CHARACTER PROFESSIONS □ 25 Career Areas □ CHARACTER SKILLS □ Acquiring Skills □ Improving a Character's Adventure Life □ ROBOTS AND EQUIPMENT □ Artificial Intelligence □ Purchasing Robots □ Weapons □ Clothing □ Land Vehicles □ Electronic Aids □ Armor □ Tools □ Foodstuffs □ CHARACTER COMBAT □ Resolving Combat Between Characters □ Accuracy and Lethality of Weapons Technology □ SPACE TRAVEL □ Hyperjumping □ Psionic



Navigators □ Travel within a Star System □ Orbital/Sub-orbital Travel □ Chartering a Ship □ SPACESHIPS □ Purchase and Rental of Ships □ Attributes, Design, and Construction of Spaceships □ Military, Merchant, Courier, and Personal Ships □ Spaceship Weaponry and Armor □ SPACE COMBAT □ Resolving Combat Between Spacecraft □ Firepower □ Reaction Time □ Effects of Gravity □ STAR SYSTEM GENERATION □ Spectral Type of Stars □ Number of Planets □ Resource Potential □ Habitability □ Planetary Characteristics □ Determining Environments □ Human Colonization □ Surface Movement □ ENCOUNTERING CREATURES, ALIENS AND NON-PLAYER CHARACTERS □ Deep Space Encounters □ Imperial Encounters □ Accidents □ ADVENTURES □ Complete Adventure □ Outlines □ Plotting an Adventure □ Experience Points