

STARFLIGHT II
Walk-thru by
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The first section of this file has locations of many important things, the second section is the walk-thru. This will allow you to solve the game yourself, with limited help.

To begin, here is a list of important aliens with whom to trade and talk. To save space, I have included in this list mostly the specialty items with which the greatest profits can be made. You can and should buy trade maps from the Humna-Humna, which will appear on the starmap with key [F7]. These maps will show trade routes which will allow quicker money making.

* = Specialty Item ! = Useful Item

Starport	35,73		
Gorzek	28,79	Computer Entity	
Eshevara	35,69-P4	Sell: *Happy Juice	Buy: *Godmasks
Eshvey	29,74	Sell: !System Scanner	Buy: *Godmasks
Lieu	1,24-P5	Sell: Fungus Chews	Buy: Sticky Fruit
MBE	64,6	Sell: Passion pumps	Buy: Screech Harps
Humna	93,37	Sell: Data Crystals	Buy: *Livelong
Nelsons	131,7-P6	Sell: Charm Babies	Buy: Poison Glider
TeelVee	125,95-P2	Sell: *Livelong	Buy: *Happy Juice
Humna	239,216-P4	Sell: Data Crystals	Buy: *Livelong Important Secrets
Arla	214,178-P4	Sell: !Psychic Scanner *Dreamgrids	Buy: Data Crystals
NGA	203,106-P5	Sell: *Harmony Stones Grow Goo	Buy: *Blue Ale
NGA	201,105-P5	Sell: *Blue Ale, *Mip fur	Buy: *Harmony Stones
Natrach	181,197-P4	Sell: Important Secrets	Buy: *Mip Fur
Humna	202,105-P5	Sell: Vaccinall	Buy: *Livelong Fungus Chews
Humna	237,88-P8	Sell: !Encounter Scanner	Buy: *Livelong
Humna	237,41-P4	Sell: *Amusoballs	Buy: *Livelong
Humna	216,45-P4	Sell: !Flux Scanner	Buy: *Livelong
Djaboon	161,53-P2	Sell: *Amusoballs	Buy: *Charm Babies
Dweenle	91,211-P7	Sell: Nutripods	Buy: *Amusoballs
Dweenle	54,195-P6	Sell: *Godmasks	Buy: *Amusoballs
Aeoria	184,148-P3	Sell: !Field Stunner	Buy: *Dreamgrids
Draffa	242,164	Sell: !Planet Teleporter	Buy: *Grow Goo
G'nunck	159,30-P3	Sell: Phase Inductors	Buy: Data Crystals

Some Colonizable Planets:

35,105 P2; 2,105 P5; 54,105 P5; 181,197 P4; 199,82 P3;
216,45 P4; 159,30 P4; 133,7 P3; 56,33 P1; 241,163 P1;
99,81 P2; 2,152; 117,153 P5; 249,1 P1; 130,123 P4;
84,176 P6; 163,103 P7;

Cross cloud fluxes: 69,134 - 173,164 156,47 - 98,198

Some other fluxes:

99,197 - 126,211 134,21 - 153,51 153,53 - 206,5
196,2 - 249,140 181,154 - 215,171 105,74 - 182,153

69,82 - 181,153 33,70 - 69,82 57,112 - 40,145
29,54 - 93,28 158,68 - 239,75

Special Places:

101,85 P1 - (49S,25E) - Leghk Mineral Drone
216,45 - 2 Planets have Endurium to trade to G'nunck
198,154 - Ruins of Lowar Ship in orbit
132,6 P5 - Nid Berries for the Dweenle (Search Hard in green areas!)
139,135 P4 (40N,62W) Lowar ruins
96,141 P1 - Umana ruins
84,176 P4 - Highest point on largest island - Message
106,14 P3 - Humming Stones. In the past the key transmitter is located
at coordinates 0E,0N on this planet!
244,149 - Worm hole to the past.
1,24 P2 - 100% Minerals - Cobalt for the Shield disabler
216,45 P7 - 100% Minerals
105,75 P6 - 60,156 P1 - 207,37 (frozen planet) : Leghk ruins
117,153 P2 - (Present time) THE UHL
126,139 P2 - (Past time) THE UHL, Cluster of Six Yellow Stars
159,30 P3 (2N X 107W) Tandalou special thing, return it to them and
Gorzek will talk to you.
131,219 P2 - (26S X 135E) THE HALLS OF MEMORY (The past)

Important Constellations:

The Hook - 55,190
Wee Dipper - 53,31
Fallen Star - 105,17
Topaz - 105,74
NGA-Seng - 202,105

Function of Special Items:

[F1] Flux Scanner will reveal nearby fluxes on Starmap.
[F2] Mining Drone will mine for you.
[F3] Planetary Teleport will zap your terrain vehicle back to the ship.
[F4] Field Stunner will stun nearby planet creatures.
[F5] Encounter Scanner will show nearby aliens on the starmap.
[F6] System Scanner will show atmosphere, minerals and lifeforms of
planets of the system you are in.
[F7] Trade maps purchased from the Humna-Humna will show up on the
Starmap.
[F8] When you get a G'nunck crewman he will be able to lower the shields
of enemy ships. Requires lots of Cobalt on board!
[F9] Jump will allow your ship to phase about when in combat.
[F10] Blasto pods are acquired in Starport and will destroy enemy ships.
Target with cursor keys, fire with spacebar.

The Solution

First get yourself a Class 5 ship by making money and get the special items since they make the game a lot easier! Once you've done that you can make friends with the Dweenle by bringing them NID berries. It's a pain finding those berries but the Dweenle will give you lots of shyneum in return. You can accept a Dweenle as a crewman if you like, but they won't offer him until you've brought berries three times. Bring only one berry

at a time, going back and forth using the cross cloud route, because those berries are very rare and the Dweenle will Zap those berries off your ship, you have no control over the amount they'll take (all of them).

About the G'nunck. Defeat them 3 times and you can talk and trade with them. Bring them some endurium and they will trade you a crew member. Give them a humanoid; because humans go comatose in the nebula, you'll have to get rid of those humans before you can do some heavy nebula travel! It doesn't matter if you've already stolen back the Tandelouvian Special thing, the G'nunck don't mind, but you have to return it to the Tandelou to get Gorzek to talk about the past and important info.

When dealing with the G'nunck, keep your shields up and weapons armed at all times, they LIKE that! Once you have a G'nunck crewman you can disable enemy ships when in combat with the [F8] key. A word of caution about having a G'nunck crewman, you must use a hostile tone when talking to other aliens or he will get fed up with you. After he's been upset a few times, he will go AWOL on the surface of a planet when he gets a chance. Hey, he's got an image to keep up! So it is suggested that you do your information gathering before you get your G'nunck, though all aliens except Dweenle don't mind a hostile tone. Get your Dweenle, if you want one, first.

The NG-KHER-ARLA are the same species but alternate between three phases every 10 days. You can only trade with the Arla, on Star Dates 21-30, or the last 10 days of the month, they can tell you about the worm hole. The NG are dominant the first 10 days, and are impossible to deal with. The Kher are dominant days 11-20, don't talk to them, just listen. They like to pretend that nothing really exists and if you talk they get pissed.

So we're all set to go back in time using the worm hole, keep your shields up and have lots of shyneum on board (you can't trade for more in the past) since it takes 50 units to go through. Here we go.....Whoooooosh....wasn't that fun?

To get the location of the key transmitter to get past the guardian, you've got to visit the Dweenle with a NID berry, they'll give you a riddle, "Round a fallen star is a world of Humming Stones, here where nothing meets nothing, the transmitter awaits our return." If you look above at the list of Special Places, you will find the location of this place.

Now for the Halls of Memory, the location is listed above. Go there and meet the remaining Leghk, they'll give you a data cube and lots of info.

Return to the present and go to see Gorzek, the computer orbiting the outer planet at 28,79. He will convert himself to the UHL weapon which becomes accessible under the Captain's Commands.

Return to Starport and go to operations, they will inform you that your ship has been modified with plasma bolts and the ability to jump [F9] and give you 100,000 credits. Make any necessary repairs to your ship, buy yourself some Blasto pods and go to the UHL at 117,153 at the planet guarded by alien ships, P2.

You will have to fight off the alien ships and when they are destroyed you can fire the UHL weapon at it. It will weaken considerably so you can finish it off with your ship's weapons. It's all over then, you can't even

continue flying around like in Starflight I. What a bummer!!!!

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I have left out locations of some fluxes, you can find those yourself.
I was unsuccessful in locating a planet with Shyneum, but there
is one (I think). Also some planet orbits may be incorrect because the
Planetary Scanner gives different numbers from the ship board sensors.
Some of the Special planets are also colonizable.

All are welcome to make additions to this file. Enjoy it!

DEATH TO HINTBOOKS!!!

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