

CHAPTER 1

IN THE EMPLOY OF THE KRILL

EXPLORING STARBASE 1

With Commander Tierney's plan in full effect, Recker slowly regains consciousness nearly a month after toasting the defeat of the Krill invasion. After the crack staff of medical technicians gets through poking and prodding Recker, he is directed to the next room down the hall to get skinned. Exit the room and cross the corridor to the east. Enter the adjacent room and prepare to be skinned.



Outfitted with a new parasite, Recker is thrust into mortal combat with Bloss' very unfriendly pet, Hen'nk. This beast isn't much of a match for Recker and his sidearm, however. Recker can stand his ground and defeat Hen'nk by rapidly firing the pistol at him.



RUN AND GUN

Sure, Recker won't take any damage in this fight, but rather than stand there and take a beating, use this opportunity to get a feel for battle in Exploration Mode. Use the B Button to run away from Hen'nk as he swings his blade, and quickly turn and fire until he draws near. Repeat this pattern until Recker has won.

With the battle won, Bloss invites Recker to join his crew for some payback against the Allied Earth Federation (AEF) forces that cast him off into deep space. Believe it or not, but the Commander's plan is working; Recker is free to run amuck on the Krill starbase!

FRIENDLY CONVERSATION

Feel free to chat with the various Krill you come across onboard the Starbase. Though they don't yield many Krill secrets, they often have some interesting things to say and will even help remind you of various gameplay elements.

Recker exits the room where he fought Hen'nk into a lengthy hallway in the dormitory section of the starbase. Proceed to the west end of the hall and exit through the door to the south. This leads to the main area of the starbase.



Head up the stairs to visit Commander Bloss. The meeting is interrupted, so it's a good time to visit the Communications Room. Proceed south from the main lobby area and enter the room in the following hall. Activate the monitor to make a long distance call to Commander Tierney. Once done talking with your former boss back on Earth, return to Commander Bloss' room to receive your first assignment.



Exit the Commander's room and return to the main lobby. Proceed to the west and use the Data Plug Terminal to save your progress.



SAVE THAT GAME

It's very important that you save your game at every possible instance. "Sigma Star Saga" does pose quite a challenge and Recker's success and safety cannot always be guaranteed. Should he perish, you're able continue the story from the nearest save point location. If you don't, you could end up replaying huge amounts of the game as well as losing experience.

Just beyond the save point is the Nav Computer. These provide the means to navigate the various levels and planets in the game. At this point, step up to it and press 'A' to set the primary mission.



Take a few quick steps to the west, board the lift to take control of a Krill starship. The instructions are to defeat a set (random) number of enemy craft to clear this initial skirmish.



RANDOM SPACE ENCOUNTERS

A mainstay of the RPG genre is the "random battle" and "Sigma Star Saga" is no exception. The difference, however, is random battles in "Sigma Star Saga" play out in Shooter Mode with the goal being to defeat a set number of enemies. The ship Recker pilots is random, as is the number of enemies needed to be destroyed. The main point (outside of that contained in the story) of these encounters is to gain EXP. Collect the tiny orbs left floating through space after each enemy ship has been defeated.

With the battle won, it's time to head back and see Commander Bloss. Before that, stop at the Data Plug and record your progress. Bloss was impressed with your abilities and wishes for you to accompany the landing party on an investigation of Forest Planet.

Exit Commander Bloss' office and proceed to the door west of the stairs leading to his office. Head north through this door to reach the corridor Recker was initially in. The Skinning Room is straight ahead; meet Psyme there.



After receiving an earful from this feisty Krill, revisit the Nav Computer—it's time to venture out on your first ground-based mission. Set the starbase for "Land" and head onto the verdant **Forest Planet** through the door to the south.

FOREST PLANET EXPLORATION

MISSION OVERVIEW

Recker is to explore Forest Planet on foot, as the Krill High Command is no longer satisfied with long range scanning. Use the gun to shoot any and all enemies encountered on the planet (many yield Smart Bombs or other items) and destroy all statues as well. The key to Exploration Mode is to explore. This is the big chance to uncover the dozens of hidden Gun Data that exist.

While exploring the planet, Recker is sometimes summoned to defend the starbase from random attacks. He is teleported into a random ship in Shooter Mode. Concentrate on staying alive, collecting EXP, and experimenting with various Gun Data combinations.

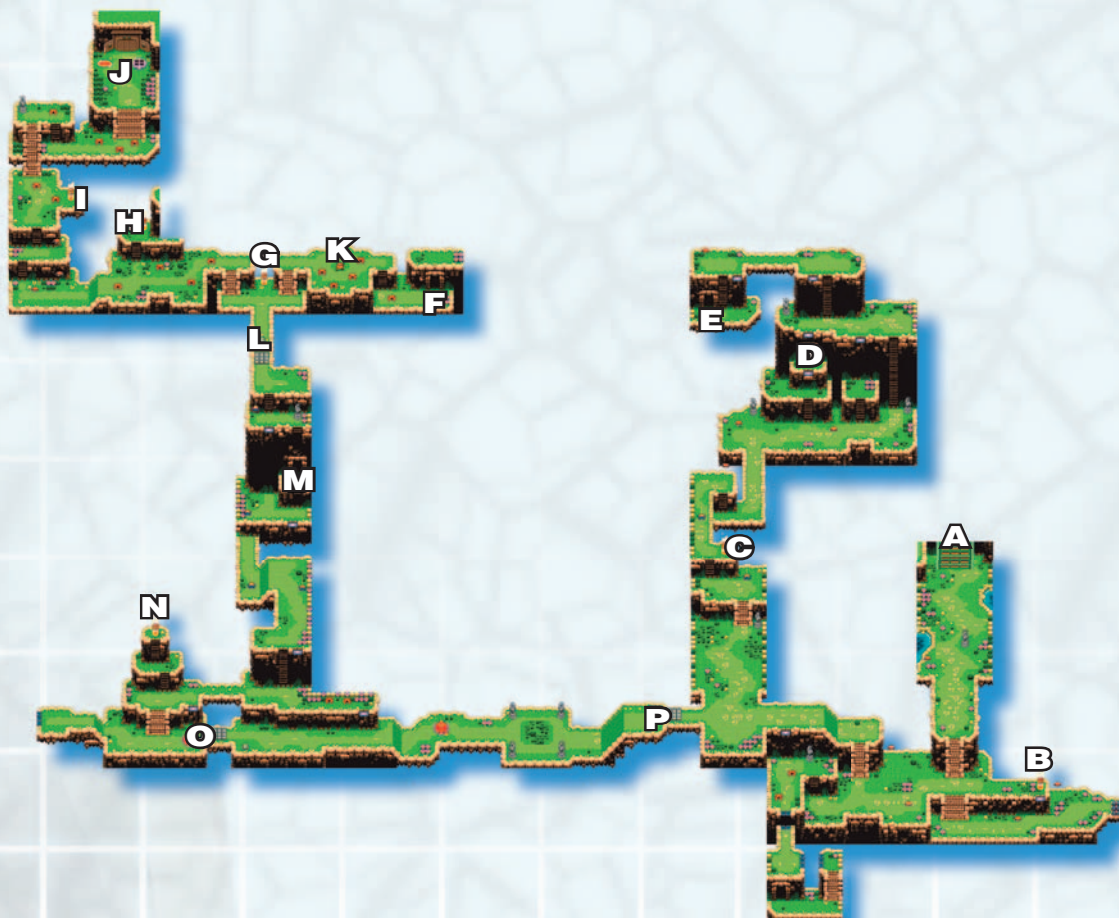
SHOOTER MODE STRATEGY

The majority of the random encounters experienced pit Recker against between 9 and 30 enemies. Although his ship is randomly selected by his parasite, they are relatively similar at this point in time. The standard weaponry on each of these ships often fires at a faster rate than your Gun Data allows just yet, so consider using it. Also, some enemies yield more EXP than others—since the battle ends after a set number of enemies have been destroyed, focus your firepower on the larger pinwheel-looking enemies as they yield higher EXP.

There are also two mini-bosses that Recker encounters on occasion. The first fires floating seedpods that stick to the ground and immediately sprout lengthy, rock-hard vines. Avoid contact with these vines at all cost!



The second boss is a bit trickier, initially, due to its pattern. First off, you can only hit it when you can see the white of its eye. Secondly, it has a nasty tendency of charging at your ship, kamikaze-style. You know that's coming when it blinks its big, beady, eye so just fly up or down when it 'winks' at you. Afterwards, it pulls back and you can fire on it once more.



After a talking to from Psyme, you're on your own. Head due south from the starbase (A) with the gun on the ready and begin exploring.

STATUES

Along the way, you encounter the first of many statues that dot the surface of the various planets Recker visits. These always house one of two types of pick-up: Smart Bombs for your ship or health power-ups. Bear in mind that it won't always be necessary to destroy them, as your stock of bombs and health at many points may be full.

Descend the first rock walkway and run due east to find the first of many **Gun Data (Horizontal Alternating Cannon)** scattered about the world (B). Scoop up the data, race back to the west and begin the trek to the north.



Once in a fairly open area, point Recker north and move towards Psyme and the other Krill soldiers. After her explanation, Recker is summoned by a ship to do battle. This is the only random battle in Shooter Mode in which there's advance warning.



With that small diversion out of the way, continue north towards the **Gun Data (Vertical Alternating Cannon)** at (C). Wait for the spiders to shimmy down their webs before taking aim with the gun. The best way to destroy the spiders is from the side.



The next stop, in a slightly roundabout way, is (D). Follow the path as it continues to the north, and then gradually east. Ignore the ladders you spy along the way until you reach the third one in the corner near the statue.

Climb the ladder to rejoin Psyme and her entourage. Head west to the second drop off point, then drop off the ledge and plummet to the landing below (D). Enter the small cave to find a **Gun Data (Normal Shot)** inside. Grab that then go back up and around the cliffs to the upper cave entrance (E).



This cave happens to be of decent length, but navigating it is not a problem: just head west, then south, then west once more to find the exit. Watch the various worms lurking in the ground while on the move.



The cave exit is at (F) and the path forces you westward. Before long, a pack of spiders appears, so blast them to bits and continue on to the **Gun Data (Free Movement Cannon)** flanked by the two sets of steps (G).



Recker can't explore the area to the south just yet, so continue moving west and climb the stone steps. Dispatch another squad of spiders and head up to the **Gun Data (Double Shot)** to increase your burgeoning arsenal (H).

With that in hand, it's westward once more to another ladder that leads to the north and the **Gun Data (Steer Shot)** located at (I). Mind the worms and spiders lurking in the soil along the path.



Continue marching along the path until a large, stone, staircase looms into view. Just up that path is a save point and another conversation with the irrepressible Psyme (J). Save your progress at this point before stepping into the circle!



FOREST PLANET BATTLE

MISSION OVERVIEW

There's a large geologic exploration going on in the mine and the Krill High Command expects Recker to find out what it is—no matter how many earthlings he must kill in the process.

RECOMMENDED GUN DATA

Cannon Type: Standard Cannon

Bullet Type: Double Shot

Impact Type: Absorb

RECOMMENDED LEVEL

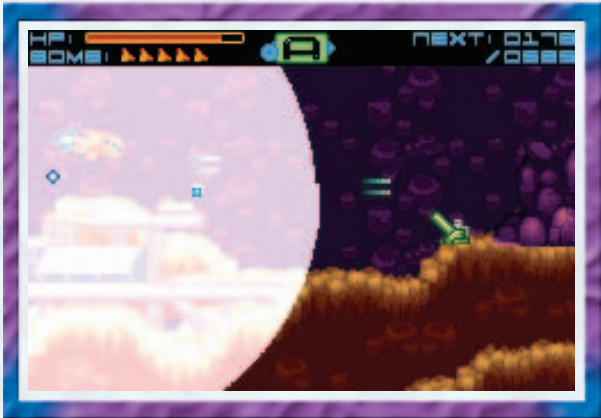
Recker should be at least Level 3 in experience at this point and have a fair amount of EXP already accumulated towards reaching another level.

As with the Prologue shoot 'em up sequence, this is a full-blown level, replete with a unique level layout and many menacing foes. Unlike previous Forest Planet sequences, there is no set number of foes to eradicate. Rather, you must battle to the end of the stage for a fight with a nasty boss character.

The level opens at high speeds so do your best to avoid the onrushing foes rather than attempting to gun down each and every one. There's every chance you won't have time to do so before becoming intimately acquainted with their hulls.



As your ship's velocity gradually subsides, start taking down as many foes as possible while watching out for their substantial return fire. This area is excellent for racking up massive EXP, so collect as much as possible without putting yourself in too precarious a position.



LEVEL UP BENEFITS

Gaining a new level not only increases Recker's ATK and DEF ratings, but it also refills the HP meter. This could prove invaluable later in the mission, especially if Recker reaches an EXP milestone shortly before the boss encounter.