

# StarFlight FAQ/Walkthrough

by Dan\_Simpson

Updated to v1.11 on Feb 15, 2005

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## Starflight (Genesis) FAQ/Walkthrough

January 22, 2005  
Version 1.11

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### Email Policy:

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If you are going to email me about this game, please put Starflight as the subject. Just Starflight. Also please realize that I am not hiding cheats or any other information, i.e. everything I know about Starflight is in this guide.

If you see any mistakes, or have anything that you want to add please email me! I will, of course, give you full credit for your addition, and be eternally grateful to you.

### Notes

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The most recent version of this FAQ can be found at:  
<http://www.gamefaqs.com/>

This FAQ is for the Genesis version of Starflight. I have played the DOS version, and it is nothing special. The Genesis version has much better graphics and gameplay.

This is the finished version of this FAQ!

If you are a webmaster and wish to post this on your web page, please email me first. And if you do post this FAQ on your site, please make an attempt to keep it up to date. There is nothing worse than getting emails from people who saw an old version asking about things that are already in the newer versions. Well, maybe there are worse things, but it IS annoying!

This FAQ looks best in Courier New at about 9 points.

I am not affiliated with Binary Systems, Electronic Arts or anyone who had anything to do with the creation of this game. This FAQ may be posted on any site so long as NOTHING IS CHANGED and you EMAIL ME telling me that you are posting it. You may not charge for, or in any way profit from this FAQ.

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What's New in 1.11:

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Changed my email address.

For a complete Version History, check out the Final Words Section at the end of the FAQ.

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Walkthrough

Final Words...

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i. Introduction

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Starflight is a rather creative little space strategy game. Combining plot, action, and strategy into a Space game is rather unique. Starflight can be somewhat compared to Star Control, but with a different focus. Whereas in Star Control you control an empire, in Starflight you only control one ship.

You have to use your TV (Terrain Vehicle) to search planets (think Away Teams from Star Trek) and mine them for minerals. You use your ship to hop between the stars. And you use your wits to outthink the crafty aliens.

But also something isn't quite right with the Stars themselves. They are all going to Flare, killing all the life in their systems. If only some brave Starship captain would discover the cause of the Flares, and prevent them from occurring.

Along the way you'll encounter many strange aliens, some who like you, some who will shoot first and ask questions later. You will find many odd objects, called artifacts, which will help you on your way. And you will see many odd worlds, each with monsters, and treasures.

Starflight is truly a unique game.

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ii. Hiring a Crew

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The first thing that you'll need to do is to hire a crew. Here's are the aliens and all their stats:

|         |      |          | Starting Skills/Max Skills |         |         |        |        |
|---------|------|----------|----------------------------|---------|---------|--------|--------|
|         | Dur. | Lrn Rate | Sci                        | Nav     | Eng     | Comm   | Med    |
| Human   | 6    | 9        | 50/250                     | 30/200  | 30/200  | 30/200 | 30/200 |
| Veloxi  | 8    | 6        | 30/200                     | 50/250  | 50/250  | 0/100  | 0/100  |
| Thrynn  | 6    | 7        | 30/200                     | 30/200  | 30/200  | 50/250 | 0/100  |
| Elowan  | 2    | 10       | 10/150                     | 30/200  | 10/150  | 50/250 | 50/250 |
| Android | 10   | 0        | 50/ 50                     | 150/150 | 100/100 | 0/ 0   | 20/ 20 |

Assigning Duties:

Science Officer: Human  
Navigator: Veloxi  
Engineer: Veloxi  
Communications: Elowan  
Doctor: Elowan

Training:

The cost of one training session is 300 MU. And for that 300 you get as many skill points as that race will get added to their current skill. So if you are training a Veloxi in Science at the beginning, they'll go from 30 to 36 to 42, and so on.

Train your crew ONLY in the skill that they are assigned to. So a Veloxi Navigator needs ONLY be trained in Navigation.

The Android:

Androids cannot be trained at all. Therefore you won't want to use them unless you are a little short on cash. If you find yourself in a position where you can't fully train a crew, just hire an andriod (it's free!) and have them TEMPORARILY work for you. As soon as you can afford it, replace the android with someone who CAN be trained.

Crew doing double duty:

You can assign one person to do multiple tasks. So based on my crew assignment chart, you could hire a mere 3 crewmen (1 human, 1 Veloxi and 1 Elowan) and then assign the Veloxi both the Navigator and Engineer jobs and giving the Elowan both the Communications and Doctor jobs. Then you train them in the two stats that they need.

Does this get you anything? Not really. It costs you no more or less than if you had hired a full crew complement. So I wouldn't bother doing it, just wanted to point out that you COULD do it.

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iii. The Ship

Prices are based on NEW items being bought and sold. If you damage something then sell it, it will be valued less.

Acceleration is based on a Mass of 110. Higher Masses have lower Accel's. Armor is the greatest Mass, so if you want a speedy ship, have a light armor.

Buy:

|                        | Cost      | Mass   |      |  |
|------------------------|-----------|--------|------|--|
| Cargo Pods -           | 500 MU    | +10    |      |  |
|                        | Cost      | Accel. | Mass |  |
| Engines - Class 1 -    | 1000 MU   | 3      | + 50 |  |
| Class 2 -              | 8000 MU   | 9      | + 50 |  |
| Class 3 -              | 20000 MU  | 13     | + 50 |  |
| Class 4 -              | 40000 MU  | 18     | + 50 |  |
| Class 5 -              | 100000 MU | 22     | + 50 |  |
| Shields - Class 1 -    | 4000 MU   |        | + 5  |  |
| Class 2 -              | 12000 MU  |        | + 5  |  |
| Class 3 -              | 32000 MU  |        | + 5  |  |
| Class 4 -              | 70000 MU  |        | + 5  |  |
| Class 5 -              | 125000 MU |        | + 5  |  |
| Armor - Class 1 -      | 1500 MU   |        | + 9  |  |
| Class 2 -              | 3100 MU   |        | + 36 |  |
| Class 3 -              | 6200 MU   |        | + 81 |  |
| Class 4 -              | 12500 MU  |        | +144 |  |
| Class 5 -              | 25000 MU  |        | +225 |  |
| Weapons - Pulse Cannon | 1000 MU   |        | + 5  |  |
| Tri Cannon             | 2500 MU   |        | + 5  |  |
| Buzz Bombs             | 50000 MU  |        | + 5  |  |
| Fusion Blaster         | 100000 MU |        | + 5  |  |
| Photon Torpedo         | 250000 MU |        | + 5  |  |
| Lance                  | 8000 MU   |        | + 5  |  |
| Twin Beam              | 100000 MU |        | + 5  |  |
| Phaser                 | 450000 MU |        | + 5  |  |

Note: Once you buy one weapon, the Mass of your ship will be increased by 5, however, after that no weapon adds to the mass of your ship.

Sell:

|                     |           |       |                                |  |
|---------------------|-----------|-------|--------------------------------|--|
| Cargo Pods -        | 500 MU    |       |                                |  |
| Engines - Class 1 - | 900 MU    |       |                                |  |
| Class 2 -           | 7600 MU   |       |                                |  |
| Class 3 -           | 19000 MU  |       |                                |  |
| Class 4 -           | 38000 MU  |       |                                |  |
| Class 5 -           | 95200 MU  |       |                                |  |
| Shields - Class 1 - | 3800 MU   |       |                                |  |
| Class 2 -           | 11400 MU  |       |                                |  |
| Class 3 -           | 30400 MU  |       |                                |  |
| Class 4 -           | 66600 MU  |       |                                |  |
| Class 5 -           | 119000 MU | Note: | When you sell this it will say |  |
|                     |           |       | that the price is 19000 MU but |  |

it will give you the proper price when you sell it.

|         |                |           |
|---------|----------------|-----------|
| Armor   | - Class 1 -    | 1000 MU   |
|         | Class 2 -      | 2000 MU   |
|         | Class 3 -      | 3000 MU   |
|         | Class 4 -      | 4000 MU   |
|         | Class 5 -      | 5000 MU   |
| Weapons | - Pulse Cannon | 500 MU    |
|         | Tri Cannon     | 2000 MU   |
|         | Buzz Bombs     | 45000 MU  |
|         | Fusion Blaster | 90000 MU  |
|         | Photon Torpedo | 175000 MU |
|         | Lance          | 4000 MU   |
|         | Twin Beam      | 50000 MU  |
|         | Phaser         | 225000 MU |

Note: Shields are useless in a Nebula (those big red cloud things).

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#### iv. The ATV

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#### Parts:

|                    | Buy AND Sell Price |
|--------------------|--------------------|
| Ice Runners        | 1000 MU            |
| Snow Treads        | 2000 MU            |
| Pontoons           | 3000 MU            |
| Extra Cargo        | 5000 MU            |
| Turbo Chargers     | 10000 MU           |
| Heavy Armor        | 20000 MU           |
| Wide Angle Stunner | 50000 MU           |
| Radar              | 150000 MU          |
| Mineral Scanner 2  | 450000 MU          |

Note: Whether buying or selling, these things cost the same amount each time. Som if you buy Ice Runners for 1000 MU, you sell for that exact price.

Note: Ideally you want everything on this list, but make SURE to have at least the pontoons as they prevent you from getting killed if you wander into some water.

#### Using your ATV:

The ATV is meant to collect things on a planet. Usually this is just minerals, but you also get to collect things like Artifacts, and get to use them as well. You can also check out beacons for information.

So once your ship lands on a planet, disembark your ATV and do a quick Mineral Scan to check for minerals. If you have the Mineral Scanner 2 then you will be able to find more minerals. (These minerals are still there, and can even be dug up before you get the better scanner, but you'll be hunting for them blindly) Then just run around getting minerals by digging (this is where a Turbo button comes in handy). Also you can pick up the minerals on the surface by running over them.

There are also the occasional monsters running around on planets. Use your gun to stun them, then capture them by running over them. Also storms will

stun some monsters.

Storms: Storms are annoying nuisances. They push around your little ATV, and make it hard to see. On Ice or water a storm can be even worse. So the second a storm breaks out, high tail it back to your ship to "hide" out from the storm. Once the storm is gone, go out again.

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v. Minerals

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| Name       | Cost (MU) |
|------------|-----------|
| Aluminum   | 220       |
| Antimony   | 280       |
| Chromium   | 260       |
| Cobalt     | 80        |
| Copper     | 120       |
| Gold       | 380       |
| Iron       | 60        |
| Lead       | 40        |
| Magnesium  | 200       |
| Mercury    | 320       |
| Molybdenum | 160       |
| Endurium+  | 1000-2000 |
| Nickel     | 100       |
| Platinum   | 400       |
| Plutonium  | 420       |
| Promethium | 300       |
| Rodnium    | 440       |
| Silver     | 360       |
| Tin        | 180       |
| Titanium   | 240       |
| Tungsten   | 340       |
| Zinc       | 140       |

Some minerals are required to make repairs on your ship. These are:

Aluminum  
Cobalt  
Molybdenum  
Promethium  
Titanium

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vi. Colonizable Planets

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| Name      | Location                    | Reward   |
|-----------|-----------------------------|----------|
| Heaven    | Planet 4 Of System 145, 107 | 50000 Mu |
| Koann 3   | Planet 4 Of System 112, 200 | 40000 Mu |
| Elowan    |                             |          |
| Homeworld | Planet 2 Of System 129, 33  | 35000 Mu |
| Phlegmak  | Planet 2 Of System 234, 20  | 30000 Mu |

|           |                             |          |  |
|-----------|-----------------------------|----------|--|
| Noah 9    | Planet 1 Of System 175, 94  | 35000 Mu |  |
| Mardan 4  | Planet 4 Of System 217, 88  | 50000 Mu |  |
| Earth     | Planet 3 Of System 215, 86  | 35000 Mu |  |
| Venus     | Planet 2 Of System 215, 86  | 35000 Mu |  |
| Harrison  |                             |          |  |
| Secondary | Planet 1 Of System 81, 98   | 50000 Mu |  |
| *Blank*   | Planet 1 Of System 68, 66   | 55000 Mu |  |
| *Blank*   | Planet 4 Of System 118, 146 | 40000 Mu |  |
| *Blank*   | Planet 1 Of System 78, 123  | 40000 Mu |  |
|           | [Nebula]                    |          |  |
| *Blank*   | Planet 3 Of System 209, 80  | 35000 Mu |  |
| *Blank*   | Planet 4 Of System 149, 133 | 40000 Mu |  |
| *Blank*   | Planet 5 Of System 149, 133 | 40000 Mu |  |
| *Blank*   | Planet 1 Of System 143, 115 | 35000 Mu |  |
| *Blank*   | Planet 4 Of System 18, 50   | 30000 Mu |  |
| *Blank*   | Planet 1 Of System 169, 2   | 35000 Mu |  |
| *Blank*   | Planet 1 Of System 247, 81  | 40000 Mu |  |
| *Blank*   | Planet 2 Of System 188, 74  | 35000 Mu |  |
| *Blank*   | Planet 2 Of System 211, 93  | 30000 Mu |  |
| *Blank*   | Planet 2 Of System 221, 109 | 35000 Mu |  |
| *Blank*   | Planet 2 Of System 226, 167 | 40000 Mu |  |
|           | [Nebula]                    |          |  |
| *Blank*   | Planet 2 Of System 199, 181 | 35000 Mu |  |
| *Blank*   | Planet 2 Of System 149, 173 | 40000 Mu |  |
| *Blank*   | Planet 1 Of System 145, 168 | 35000 Mu |  |
| *Blank*   | Planet 2 Of System 90, 8    | 35000 Mu |  |
| *Blank*   | Planet 2 Of System 160, 48  | 30000 Mu |  |
| *Blank*   | Planet 3 Of System 163, 46  | 35000 Mu |  |
| *Blank*   | Planet 4 Of System 163, 46  | 35000 Mu |  |
| *Blank*   | Planet 1 Of System 151, 68  | 35000 Mu |  |
| *Blank*   | Planet 8 Of System 164, 85  | 50000 Mu |  |
| *Blank*   | Planet 4 Of System 91, 86   | 35000 Mu |  |
| *Blank*   | Planet 1 Of System 86, 80   | 35000 Mu |  |
| *Blank*   | Planet 1 Of System 98, 82   | 35000 Mu |  |
| *Blank*   | Planet 1 Of System 104, 71  | 35000 Mu |  |
| *Blank*   | Planet 2 Of System 87, 40   | 35000 Mu |  |
| *Blank*   | Planet 1 Of System 14, 5    | 35000 Mu |  |
| *Blank*   | Planet 1 Of System 33, 6    | 30000 Mu |  |
|           | [Nebula]                    |          |  |
| *Blank*   | Planet 2 Of System 12, 112  | 35000 Mu |  |
| *Blank*   | Planet 2 Of System 65, 99   | 30000 Mu |  |
| *Blank*   | Planet 1 Of System 69, 163  | 40000 Mu |  |
| *Blank*   | Planet 3 Of System 94, 118  | 30000 Mu |  |
| *Blank*   | Planet 1 Of System 128, 124 | 30000 Mu |  |
| *Blank*   | Planet 4 Of System 105, 165 | 35000 Mu |  |
| *Blank*   | Planet 1 Of System 137, 153 | 30000 Mu |  |
| *Blank*   | Planet 3 Of System 103, 185 | 35000 Mu |  |
|           | [Nebula]                    |          |  |
| *Blank*   | Planet 2 Of System 125, 189 | 30000 Mu |  |
| *Blank*   | Planet 1 Of System 128, 187 | 35000 Mu |  |
| *Blank*   | Planet 3 Of System 16, 163  | 35000 Mu |  |
| *Blank*   | Planet 1 Of System 17, 213  | 35000 Mu |  |

You are about to embark on your first mission. In your bank account you will find the amount of 12,000 monetary units (MU). This money is to be spent training your crew, configuring your ship, and purchasing any necessary materials.

Of course you may wish to leave some portion of this in the bank to earn interest. This is acceptable. At this stage of the operation our primary goal is to gather information. Consequently, your objectives are:

1. Seek Out And Explore Strange New Worlds
2. Boldly Go Where No Man Has Gone Before
3. Establish Contact With Any Sentients
4. Capture And Bring Back Non-Sentient Lifeforms
5. Record Alien Lifeform Data
6. Bring Back Alien Artifacts
7. Bring Back Any Valuable Minerals (Including Endurium)
8. KEEP FROM GETTING BRUTALLY KILLED

We have little information to offer concerning what you might find. We suggest however, that you avoid the area of space around the coordinates 135, 84 since that is where we lost contact with two of our earlier ships.

Scout reports indicate a high density of minerals in the mountainous regions of the innermost planet of our system.

Further, we have found information that leads us to believe that there may be some ruins of the old empire at coordinates 17n x 162e on the second planet of the neighboring k-class system.

We have also received some indication of alien activity in the system 175, 94.

Good luck, and a safe return.

02-01-4620

It is necessary to give you some unpleasant news. You may have been aware that for the last several years scientists have been observing anomalous fluctuations in the radiation levels of our sun.

While you have been away it has been ascertained that the stability of our sun is definitely deteriorating. How much time we have until there is a fatally large flare, we are still not sure, but there is little doubt that this will eventually occur.

As yet, we have no clue as to the cause of this instability. Therefore, we must assume there is nothing we can do to change the situation. In view of this the only option available to us is to get as many colonists off of arth as we can.

You can be invaluable to us in this. First we need endurium to power the ships we will build. We will pay well for any that you can bring back. Secondly, we need to know where to send the colonists.

As you may have already discovered, your ship is equipped with homing drones which you may use to log your recommendations. This is so that we can move the colonists out as quickly as possible.



In addition, a sensor has been installed which will inform you of the stellar condition upon entering a system. Your ship computer will inform you in the event that a flare is imminent.

We advise caution while in systems which are more than slightly unstable. Being caught in a solar flare would certainly be fatal.

In your manual we have outlined the criteria which will be important in your evaluation of viable colony worlds. You will be rewarded for recommendations of valuable planets and penalized recommendations of planets which turn out to be uninhabitable.

Consider carefully before logging a planet.

03-01-4620

To all captains - one of our ships was just destroyed by what reports indicate to be androids approximately 20 sectors directly coreward of arth. When passing through this area proceed with caution.

05-01-4620

We have received reports of an area outward and downspin of arth about 40 sectors distant. There is a constellation here in the shape of a cross which seems to mark a nexus of continuum fluxes.

We suggest however, that unless you are properly prepared you avoid this area since we have already lost several ships in this vicinity.

08-01-4620

A big congratulations to commander topiphophex and his mate. They just hatched 16 new larvae. Way to go topi!

10-01-4620

One of our ships has stumbled across some ruins on the third planet of our own system. There is evidence that there may be more. This may be worth investigating.

12-01-4620

Xenon, where's my money? Borno.

14-01-4620

Scientists have ascertained that the cause of the instabilities in our sun are external to the star. The rate of the deterioration is increasing. There is a possibility that some other race may have some clue as to the cause.

Our situation appears increasingly dire.

18-01-4620

We have compiled a list of some of the nearby fluxes from data that has been brought back by the exploration vessels. This may be of use to you. Here are some link pairs -

128, 105 - 146, 112

126, 87 - 173, 88

148, 166 - 170, 93

104, 82 - 118, 107

23-01-4620

Highly qualified female thrynn, ihsss t'larra, seeks employment on outgoing exploration vessel. Extensive experience on board the ISS

Intrepid and has a class 5 navigator's rating.

01-02-4620

Borno, meet me on regulon 7 on the 15 th. You know where. You'll get your money. Xenon.

10-02-4620

One of our ships has reported that the Thrynn have offered to buy artifacts from them at inflated rates. We urge you not to do this.

Inasmuch as it may further relations with them, this is understandable, but we do not wish to sacrifice what we might be able to learn from these artifacts.

18-02-4620

We have just lost another of our ships. This time it was at the coordinates 192, 152. Any ships in this area may wish to investigate, but we advise extreme caution.

20-02-4620

Due to an increased demand resulting from stepped up colonization efforts, the price of endurium has been raised to 1500 MU Per cubic meter.

06-03-4620

We have received to date, many reports which indicate that minimal or no life exists coreward of here. Any ships acquiring more information are instructed to report on this immediately.

25-03-4620

Used 'teleportal' matter-mitter. Almost perfect condition. Fine for short distance teleportation, and relatively safe for longer jumps. 13,000 or best offer. Will consider trade for family sized neutron scooter. See guido.

15-04-4620

Xenon, I was there, where were you? Borno.

06-05-4620

Elowan hermaphrodite seeks xb-stp w-vo for fun and companionship. Must be well-leaved and enjoy 4-D senso-rama and moon hopping. Send hologram.

15-05-4620

The price of endurium has once again been raised. It is now 2000 MU Per cubic meter for everyone but the interstel corporate heads and their families. For them there is a special reduced rate of 50 m.U. Per cubic meter.

13-06-4620

Borno, gone relativistic. See you in a hundred years. Xenon

There are, of course, other messages, but those appear only after you have done something, such as Logged a planet for colonization.

-----  
viii. Artifacts  
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The Three Artifacts that you MUST have to pass the game are:

A Black Egg (there are 3, but you only need one)

Crystal Cone

Crystal Orb

Everything else just helps you out.

| Artifact       | Location             | Description                                    |
|----------------|----------------------|------------------------------------------------|
| Black Egg      | 143,115 P1 28N X 4E  | Planet Bombs                                   |
| Black Egg 2    | 234,20 P2 35S X 99E  | Planet Bombs                                   |
| Black Egg 3    | 238,189 P3 52N X 16E | Planet Bombs                                   |
| Crystal Cone   | 20,198 P1 29S X 55W  | Identifies Control Nexus on Crystal Planet     |
| Crystal Orb    | 132,165 P1 46N X 14E | Negates Crystal Planet Defenses                |
| Crystal Pearl  | 56,144 P1 29N X 13W  | Teleports you when you are in trouble          |
| Dodecahedron   | 118,146 P4 16S X 20W | Passivist Device (Prevents you from attacking) |
| Ellipsoid      | 81,98 P1 44S X 137W  | Makes Velox friendly                           |
| Flat Device    | Spacport 30000 MU    | Teleports TV back to ship when out of fuel     |
| Hypercube      | 215,86 P3 12N X 104W | Shows Nearby Encounters on Starmap             |
| Red Cylinder   | 112,200 P3 59N X 64W | Locates Artifacts on Planet                    |
| Ring Device    | 215,86 P4 90N X 0    | Shows nearby Fluxes on Starmap                 |
| Rod Device     | 180,124 P2 59N X 22E | Super Charges Lasers                           |
| Shimmering Orb | 68,66 P1 12N X 32E   | Autoscan Aliens                                |
| Tesseract      | 18,50 P5 15N X 44W   | Increases Ship Fuel Efficiency                 |
| Whining Orb    | Spaceport 6000 MU    | Makes Spemin Obsequious                        |

#### ix. The Minstrel Song

Through the windless night we sail  
To watch the timeless dance unfold.  
Out of joy we share the tale  
To any who would have it told.

Time, it seems, doesn't flow...  
For some it's fast, for others slow.  
In what to one race is no time at all  
Another race may rise and fall.

The virus spread like burning fire...  
The sea of dread rose higher and higher.  
The crystal ones had to fight  
By causing suns to ignite.  
...self defense. It is their right.

Back when all the stars were young,  
Before the Minstrel songs were sung,  
When this galaxy was new  
There came from far the crystal few.  
Gradually they spread through space.  
They were the first...the only race.

And harder still to recognize  
That which lies before one's eyes.  
So many races have believed  
In only what was preconceived.  
That which is ancient may be new...  
It all depends on point of view.

From inward out the races flee  
Searching for a place to hide...  
Ever in a wave of war  
And on the crest the strongest ride.

We are the watchers of the dance.  
Many wonder at us...  
But how could there not be an audience  
For the greatest of all comedies?

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x. Aliens

---

The Aliens listing I got off the internet, but the author is not known. I then modified it a little. This should help you in dealing with all the aliens in the game.

Note: Most encounters can be settled by flying away. Eventually the aliens will give up and let you fly away.

ULTECK - POWERFUL Weapons Plasma bolts follow you around no escape, Hope to have a clocking device on board and class 5 everything, stay close and battle with lasers, or RUN!!  
MISSILES ARE USELESS!!

SPEMIN - Cowards, sometimes tough at first, Treat them Very hostile and kill them if they bother you.

VELOX - Brave at first, but afraid of class 5 weapons, Not to be feared once you have class 5 stuff, until then treat them nice and ask all kinds of questions!

MECHHANS - Androids, they want to know if you are group 9, say yes, if they ask if you are Noah, you are, Go to 175,94 and answer distress call you will learn about them when you land at the camp at (22N, 97W).

GAZURTIOD - Allies with the Ulteck, LARGE powerful ships, fight in close with lasers, Missiles are useless against their shields, if you are weak, be Obsequious and they'll eventually let you off!

MINSTRELS - Singing life forms, When scanned they show no energy - Harmless, Do Not Destroy!

MYSTERIONS - Large ships made of Radium. Powerful shields. No weapons. DO NOT FIRE ON!! HARMLESS

=====  
This is a bare bones walkthrough, if you want to really experience the game,  
go exploring. Talk to the aliens, fly around the planets, etc.

The Walkthrough can be boiled down to 3 stages:

Getting Started  
Gathering Artifacts  
Destroying the Crystal Planet

There are a bunch of other things for you to see and do, but that's what it  
boils down to.

Getting Started:  
-----

Objective: Get enough money (MU) to get a really killer spaceship. Don't  
worry too much about weapons, but make sure to get Level 5  
Engines, Shields and Armor. But in order to get that we need to  
start with a killer TV (Terrain Vehicle), so make sure to equip  
that fully first. Get the Mineral Scanner 2 as soon as possible.  
It makes life easier.

The first things you should buy are things for your TV. Buy everything you  
can. Then for your Ship, buy as many Cargo Containers as you can afford. Now  
go to the first planet in the system, and land somewhere. Be careful not to  
just crash into the planet, do a controlled landing. We're here on this  
planet to mine. Once your Tv's hold is full, go back to the ship. Then go  
out again. Keep doing this until your Ship's hold is full. Return to the  
Spaceport and sell your minerals. Buy anything else you might need.

Another good planet to mine is the 3rd planet in this system (the first Ice  
World). It has Plutonium by the bucketful, which is quite valuable. Also  
buy the two artifacts that are available at Spaceport, these come in handy.  
One of them allows you to keep your TV out until it runs out of fuel, it will  
be teleported back, and the other helps with the Spemin.

Once you have a good ship going, try to buy up to about 150 Endurium. You're  
going to need it! Save it before you leave, and let's go get some Artifacts!

Gathering Artifacts:  
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Objective: Get the Artifacts needed to destroy the Crystal Planet:

A Black Egg (there are 3, but you only need one)  
Crystal Cone  
Crystal Orb

Also log in any planets you find, and get any other Artifacts  
that are convenient. You can find where these artifacts are in  
the above section. If you run into Aliens, be cautious. Never  
arm your weapons and raise your shields unless they have already  
fired, as it is quite antagonistic.

Destroying the Crystal Planet:  
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Now fly to the Crystal Planet (192,152). Land near the site (47N x 45E).

This site is near the water. This is an Ancient City, and as you touch it you will find out about the Ancients and why they're causing the Solar Flares. Drop a Black Egg, get back in the ship, and fly away.

Note: The Crystal Planet can only be destroyed from that one spot.

The Planet will explode, and you will win!

Once you win, you will see the Endgame Sequence, which will then repeat until you press the C button to end it. Then you will be back in Spaceport, but with an extra 500000 MU. So if you want to keep on exploring, feel free!

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Final Words...  
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Some information taken from The Starflight I Resource (such as the Artifact locations)

<http://www.geocities.com/SiliconValley/Heights/3787/starflt.html>

The aliens listing that I used can be found here: (again the author is unknown)

<http://www.geocities.com/TimesSquare/Maze/4979/starfrac.txt>

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Online Resources:

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<http://www.gamefaqs.com/> -- GameFAQs, for all your gaming needs

<http://www.geocities.com/SiliconValley/Heights/3787/starflt.html#locate>  
-- Starflight I Resource Page

<http://www.geocities.com/Area51/Station/2571/>  
-- The Official Starflight III page  
In addition to looking at the latest Starflight as it develops, you can download the previous two PC Starflights if you are curious. Bear in mind that the Genesis Starflight has better graphics than either PC Starflights.

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Shameless Self Promotion:

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I am Dan Simpson (dsimpson.faqs@gmail.com) and have also written FAQs for:

- NES: Disney Adventures in the Magic Kingdom
- Final Fantasy -- Magic FAQ
- The Legend of Zelda
- SNES: Aerobiz
- Aerobiz Supersonic
- Utopia: Creation of a Nation
- Genesis: StarFlight
- PSX: Thousand Arms -- Walkthrough
- Forging/Dating FAQ
- PS2: Madden NFL 2001
- XBOX: Star Wars: KotOR II: The Sith Lords -- Influence Guide
- PC: AD&D Rules FAQ, 2nd and 3rd Editions
- Baldur's Gate & Tales of the Sword Coast -- FAQ/Walkthrough
- NPC List
- Creature List

Baldur's Gate II & Throne of Bhaal -- FAQ/Walkthrough  
 -- Items List  
 -- Class FAQ  
 -- Creature List

Civilization III (incomplete)  
 Colonization -- the Single Colony Strategy Guide  
 -- the Cheat Guide

Drakan: Order of the Flame  
 Dungeon Hack  
 Icewind Dale & Heart of Winter -- FAQ/Walkthrough  
 Items List  
 Kresselack's Tomb Map (JPG)  
 Burial Isle Map (JPG)  
 Shattered Hand Map (JPG)

Icewind Dale II -- Items List

Master of Magic (revision)  
 Messiah  
 Pharaoh (currently being edited by Red Phoenix)  
 Planescape: Torment -- FAQ/Walkthrough  
 Items Listing

Rollercoaster Tycoon  
 Sid Meier's Alpha Centauri  
 The Sims  
 Ultima 4: Quest of the Avatar  
 Ultima 7: The Black Gate  
 Ultima 7 Part 2: Serpent Isle  
 Ultima Underworld -- Keyboard Commands  
 Ultima Underworld II -- Keyboard Commands  
 -- Spell List

All of my FAQs can be found at:

<http://www.gamefaqs.com/features/recognition/2203.html>

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#### Version History:

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Preliminary Version 0.5 (3-9-00, 36k)

Preliminary Version 0.51 (4-26-00, 37k)

Updated the Format

Other Small Changes

Finished Version 1.0 (5-4-00, 46k)

Filled in section ii. Hiring a Crew

Filled in section iii. The Ship

Filled in section iv. The ATV

Added section x. Aliens

Fixed a mistake

Other Small Changes

Version 1.1 September 28, 2002 42k

Cleaned the tables up somewhat, and updated the format.

Version 1.11 January 22, 2005 41k

Changed my email address.

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