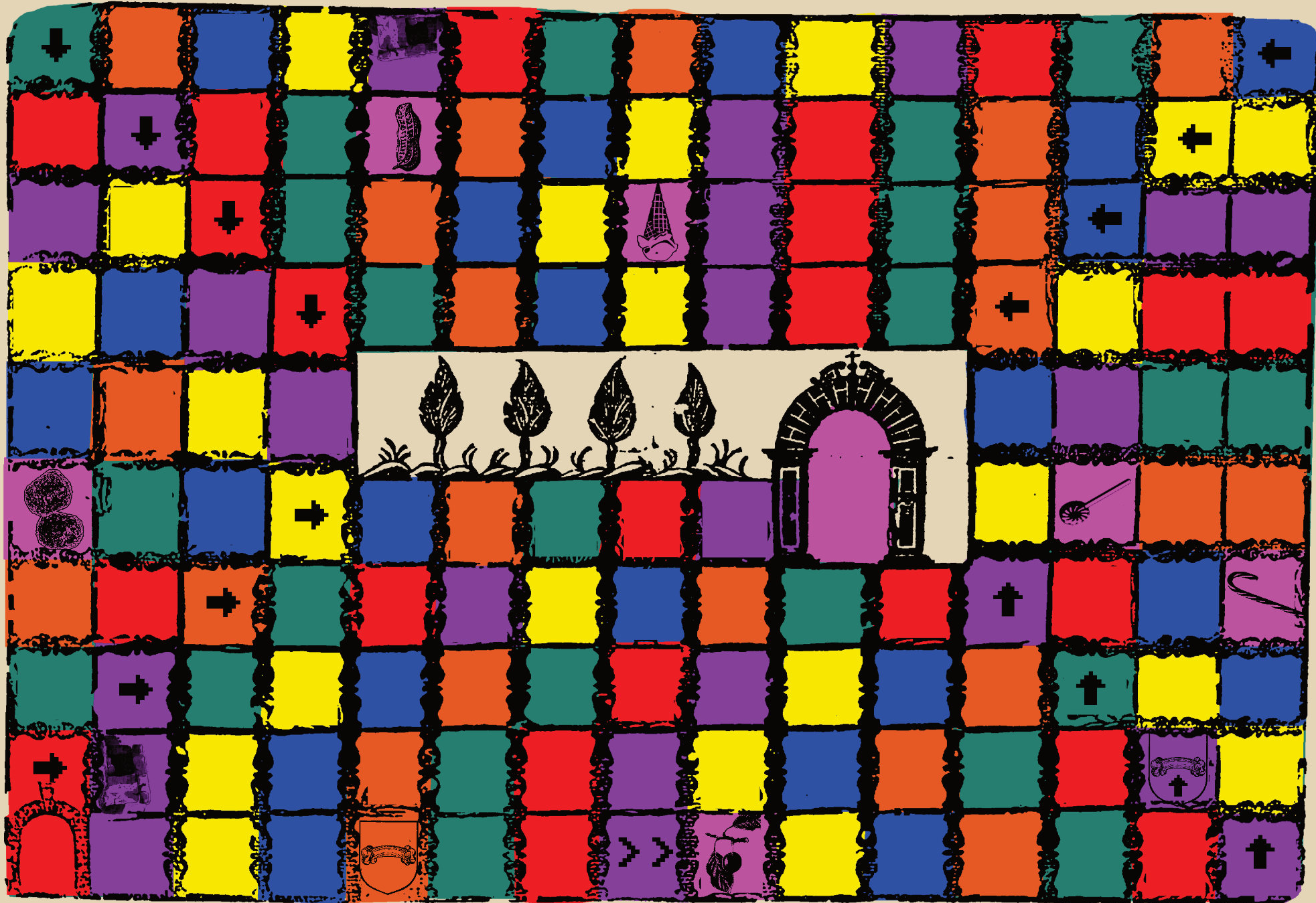


HIGH FRUCTOSE HYPERSPACE: NUMBER ONE



OVERVIEW & NAVIGATION BY IAN WOOLLEY

BACKGROUND


High Fructose Hyperspace is a sub-net of the ancient Hyperspace Transit Network. This sub-net is modeled with this map.

The entry point is the red space with the stone arch in the lower left corner.

The exit is the central pink space with the stone arch.

Pink spaces signify the systems in this sub-net and their hyper space gates.

<PLACEHOLDER> signify a hyperspace hazard.

Travel through the sub-net is determined by drawing from a deck of colored cards., and 'downstream' following the .

Each draw of the deck represents one day of travel. When the sub-net is stabilized each space represents one day of travel downstream and two upstream.

This represents the starting instability of this sub-net.

The ship will travel to the next space on the map that matches the drawn card.

Exceptions this rule are:

Any pink card will move the ship the matching pink space, subsequently exiting through the gate.

The ship **MUST** stop in hazard spaces; remaining there until a matching card is drawn.


Passing by a pink space with a broken gate allows for a disadvantaged Astrology test to notice a hyper space exit, and a disadvantaged Pilot test to exit hyper space. A map or other foreknowledge possessed of an exit there allows for a standard Astrology test to notice; still requiring a disadvantaged Piloting test the first time.

If a gate is repaired, travel up or downstream from it to the adjacent gates is automatic, requiring no cards be drawn.


There are two pairs of "short cuts" signified by a rainbow between two clouds, and a stone gate. Entering the upstream end of a shortcut is automatic if moving to the space, and if passing by requires disadvantaged Astrology and Pilot tests to first notice and then enter. Travel along the shortcuts is always unidirectional.

Additionally either Astrology and/or Pilot can be tested with disadvantage to draw an additional card, choosing one.


GLYPHS

: direction of travel on the map of hyperspace.




: shortcut in hyperspace. Follow the ARROWS, or for simplicity sake, travel from the ORANGE space to the PURPLE space.




: shortcut in hyperspace. Follow the ARROWS, or travel from the NORTH to the SOUTH-WEST space.




: entry/exit of hyperspace to the SUGAR PLUM system.



: entry/exit of hyperspace to the PEPPERMINT STICK system.




: entry/exit of hyperspace to the GUMDROP system.




: entry/exit of hyperspace to the NUT BRITTLE system.



: entry/exit gate for the LOLLIPOP system.



: the entry/exit gate for the ICE CREAM System.