

## The H2GE Quest, Volume 2: The Search for SPOC

### Branch I.

1. Download Part 1 of the story.
2. Read Part 1, making note of the word 'glitchier.'
3. Using *Hitch* as your User Name and *glitchier* as the password, download the H2GE Quest Vol IIA folder.
4. Either install the questtextc.txt file using JSGME or pull out any other questtextc.txt, take the H2GE questtextc.txt file from the H2GE Quest Vol IIA folder, and place it in the main game folder.
5. Proceed to Orion Delta.
6. Land at the city.
7. Read the Chat message, making note of the word 'orientation.'
8. Using *orientation* as the password, download Part 2 of the story.
9. Read Part 2, making note of where to dock next: the city on the southernmost planet in the Talison system.
10. Dock at the city on T408.
11. Read the Chat message, making note of the code word 'relentless.'
12. Using *relentless* as the password, download Part 3 of the story.
13. Read Part 3. Check to see if you have the equipment discussed in Chapter 8 ... it might come in handy.
14. Complete the contracts IMG assigns you. Note: the first contract will either be an Ace or a smuggler contract; a cargo scanner should be available for purchase on T408.

15. Prior to completing the multi-waypoint contract, read the Chat message, making note of the word 'safeguard.'
16. Using *safeguard* as the password, download Part 4 of the story.
17. Read Part 4, making note of where you report after graduation: Cerulean B (2420,0,2504).
18. Build a trade station in the same sector. If necessary, destroy any competing station.
19. Dock at the station.
20. Dock at the main city on the planet. Note: if you haven't already done so, this might be a good time to upgrade your ship and systems ... depending on how many credits you have available.
21. Accept and complete the Navy Support contract.
22. Read the Chat message, making note of the code word 'sunrise.'
23. Using *sunrise* as the password, download Part 5 of the story.
24. Read Part 5, making note of your next assignment after leaving the Cerulean War Zone.
25. Dock at the city again.
26. Dock at the trade station you built in step 18.
27. Accept and complete the Rescue contracts.
28. Read the Chat message, head to the Sierra War Zone and dock with the carrier Intrepid.
29. Read the Chat message, making note of the code word 'lady.'
30. Using *lady* as the password, download Part 6 of the story.
31. Dock at Command Sierra.

32. Read Part 6, making note of the code words 'lady' and 'tiger.' Depending on which code word you choose, you'll be branching off in one direction of the story or another. Note: in the event you fail to notice both code words in the story, they are repeated in Chat when you dock at Command Sierra (step 31).

Note: In the event you'd like to try both options (see the next Note, below), you might want to clone your current profile prior to completing the escort contract in step 33.

33. Accept the escort contract.

Note: If you give up on the escort contract, your quest progress will be 62 but, if you complete the escort contract, your quest progress will be 63 (and, if you view the next quest message, you'll get a rather alarming message from H2GE). In other words, if you fail to complete the final contract in Vol IIA of the questtext, you can't complete Vol IIA ... you'll be forced to download, install and continue the quest via Vol IIB.

### **Branch IIA.**

1A. After completing the contract, read the H2GE Chat message, making note of the code word 'bulldog.'

2A. Using *bulldog* as the password, download Part 7A of the story.

3A. Read Part 7A and, if you haven't already guessed where to go next (as revealed in Chapter 27), dock at the Intrepid.

4A. Dock with Command Sierra C. Note: there are three stations called Command Sierra; always make sure you're docking at the correct one.

5A. Accept and complete the combat support contract.

6A. Read the Chat message transmitted in the clear. If you've read the text, you'll know that the base referenced in the message is the carrier Intrepid.

7A. Dock with the Intrepid.

8A. Pay attention to the Chat when you're given the assignment to build a constructor station. The orders are truncated in the text of the story, Part 7A, so that the code word 'haddock' is only revealed in-game.

9A. Using *haddock* as the password, download and read Part 8A of the story.

10A. Build the constructor station somewhere in your current sector (-2199,0,3801).

11A. Dock with the constructor station.

12A. Read the Chat message ordering you to return to Command Sierra C.

13A. Dock at Command Sierra C.

14A. Return to the constructor station to assist with transporting goods.

15A. Accept and complete two delivery contracts.

16A. Return to the Intrepid.

17A. Dock with Command Sierra C again.

18A. Accept and complete the contract to patrol the shipping lanes.

19A. Pay attention to the follow-on Chat message; it directs you to dock with Command Sierra B ... which is correct.

20A. After docking at Command Sierra B, accept and complete the spy mission.

21A. Return to Command Sierra B and read Chat, making note of the key word 'determination.'

22A. Using *determination* as the password, download and read Part 9 of the story.

### **Branch IIB.**

1B. Using *tiger* as the password, download both Part 7B of the story and the H2GE Quest Vol IIB folder.

2B. Following instructions in step 4 (Branch I), install the questtextc.txt file found in the H2GE Quest Vol IIB folder.

3B. Check the last Chat message: Inventory Console (F3) -> News Console -> View Last Quest Message.

4B. Proceed to sector 1802,0,-2000; subsector -90955,6000,10435 and enter jumpgate.

5B. Read Part 7B, making note of where you and your crew next docked: the cloaked planet in Lost Rucker (5500,0,-995).

6B. Dock at the main city on the planet.

7B. Read the Chat message, making note of the keypad safe combination: 1492.

8B. Using the combination *1492* as the password, download Part 8B of the story.

9B. Read Part 8B, making note of your next docking location: Rucker 8.

10B. Dock at Rucker 8.

11B. Accept and complete the contact; sometimes it will be an Ace contract and sometimes it will be a Smuggler contract.

12B. After completing either contract, you'll receive a Chat message in the clear, directing you to return to the cloaked planet.

13B. After docking, accept the multi-waypoint contract.

14B. After completing the contract, return to the cloaked planet.

15B. Read the Chat message, making note of the key word 'determination.'

16B. Using *determination* as the password, download and read Part 9 of the story.

### **Branch III.**

1. At the end of Part 9, you're shown icons of four different structures; from left to right the icons correspond to Parts 10A, 10B, 10C and 10D. Each icon has a descriptive label; one of them is the same shape as SPOC: the gyroscope shaped object.

2. Using *gyroscope* as the password, download and read Part 10C of the story.

Note: If you like, go ahead and read the other three, non-essential parts.

3. Near the end of Part 10C, the characters discuss how to return to gated space (the very end of Chapter 39); the main character (you) decides to take the black hole ... which takes you back to Unknown, near the Pearl system.

4. As indicated in Part 10C, you dock at Research Alpha (3504,0,-1800), inside an asteroid field ... which is inside a greenish nebula.

5. Read the Chat message after docking (no need to pay a fee unless you feel like it); make note of the key word 'software.'

6. Using *software* as the password, download and read Part 11 of the story.

7. From the story, make note of where the players go next: the Arvoch War Zone, a couple jumps north of Research Alpha. Note: the location isn't revealed in Chat.

8. Dock at Command Arvoch.

9. Accept and complete the two contracts. For the first contract, you can use a Fulcrum Torpedo, if necessary.

10. Quest II ends when PaNZA's emergency escape pod is recovered.