
STAR CONTROL™ 3

Table of Contents (click on the page you want to go to)

3 STAR CONTROL UNIVERSE TIMELINE
5 CAPTAIN'S MISSION BRIEFING
7 INSTALLATION AND CONFIGURATION
8 SETTING UP SOUND
8 RUNNING THE GAME
9 VIEWING THE ONLINE MANUAL
11 USING STAR CONTROL 3
12 TITLE SCREEN
12 HYPER MELEE
12 HYPER MELEE CONFIGURATION SCREEN
13 FLEET SETUP SCREEN
14 IN MELEE
15 ADVENTURE GAME
16 QUADRANT SCREEN
17 SYSTEM SCREEN
18 ORBIT SCREEN
20 COLONY SCREEN
21 TYPES OF FACILITIES
22 ICONS
22 CONTROL SCREEN
23 DIALOGUE SCREEN
24 RACE SECTION
29 SHIP DATA
39 HAVING FUN PLAYING STAR CONTROL 3
40 CUSTOMER SERVICE
40 CREDITS
43 LEGAL MUMBO JUMBO

Star Control Universe Time Line

2115 Humans meet the their first alien race, the Chenjesu.

2116-2134 Humans join the Chenjesu and many other races in the Alliance of Free Stars to battle the Ur-Quan Kzer-Za and their Hierarchy of Battle Thralls. There were many great battles among the stars. (1)

2134 Humans find the Precursor factory in a cave on Vela 2. The planet is cut off from Earth by the advance of the Hierarchy.

2135-2143 Humans on Vela 2 rename it Unzervalt and build a colony. The Captain is born on Unzervalt. Unknown to the colonists on Unzervalt, Earth falls to the Ur-Quan Hierarchy.

2144-2155 Colonists discover that the young Captain is the only person who can interface with Precursor computers. The Captain activates the Precursor factory and it builds the first Precursor vessel. The Alliance forces fall to the Hierarchy.

2155 The Captain flies the Precursor vessel to Earth and discovers that is has been conquered and put under a Slave Shield by the Hierarchy.

2156-2158 The Captain uses the Precursor vessel to regain contact with friendly alien allies, establish the New Alliance of Free Stars, and battle the forces of the Hierarchy. (2)

2158 The Captain sacrifices the Precursor vessel to destroy the ancient battle platform called Sa-Matra and defeat the Hierarchy. During the destruction, the Captain has vision of a potential future where all sentient life in the galaxy dies screaming. The images are so horrible, the Captain's mind shuts them out. The Captain retreats from public life.

2159-2166 Earth mothballs much of its fleet and builds the giant battleship Galacticus using many Precursor technologies. After the war there are incidents among the various races, including a little publicized skirmish over Unzervalt. (3)

2166 After the skirmish at Unzervalt, the Captain returns to public life, leading a mission to study the Precursor remains on Unzervalt.

2167-2170 Skirmishes among the races continues. The New Alliance of Free Stars weakens.

2170 Inter-dimensional fatigue causes Hyper Space travel to collapse. All transportation between the stars ceases. Many Precursor technologies (Shiva Furnaces, Hellbore Cannons, etc.) stop functioning. The Galacticus is lost and presumed destroyed. The Captain regains the memory of the vision. Study shows the vision occurs near the galactic core in the unexplored Kessari Quadrant.

2171-2177 The Captain uses the Precursor artifacts on Unzervalt to build a Warp Bubble Transport system that can travel between the stars without using Hyper Space. The Captain builds a new Precursor colony vessel to carry the Warp Bubble Transport system. Without Hyper Space travel, the New Alliance collapses.

2177 The Captain contacts the League races and informs them of the potential destruction of all sentient life. The Captain is sure it is connected to the collapse of Hyper Space and wants all races — Alliance, neutral, and ex-Hierarchy — to join into a League of Sentient Races to investigate. The Captain offers to command a mission to "follow the arrow of the Rainbow Worlds toward the Kessari Quadrant at the center of the galaxy. There we can halt the interdimensional fatigue, restore Hyper Space, and prevent the destruction of all sentient life." As the Captain is the only one with a ship that can move between the stars, the League forms to support the mission.

2178 The Captain uses the Warp Bubble Transport system in a one-time supercharged mode to "thrust" each colonization group from the League's home quadrant to the Kessari Quadrant. Because of the instability of the supercharged mode, no one can know which colony group will end up at which star. Because of the great distances involved, the mission will be cut off from communications with the home quadrant. The exploration and colonization mission to the Kessari Quadrant begins. (4)

Endnotes:

1 The time covered in the Star Control™ game.
2 The time covered in the Star Control II™ game.
3 The time covered in the Star Control: Interbellum novel.
4 The time covered in the Star Control 3™ game.

The preceding text was excerpted with permission from Encyclopedia StarCon ©2178, HeroBooks Publishing, Inc. Information in this document is subject to change without notice.

SFC-TM-4165
Mission Sequence 377
Directive: Brigade Commander Vladimir Or-Kochav

PRIORITY ALPHA ONE, CAPTAIN'S MISSION BRIEFING LEAGUE OF SENTIENT RACES EXPLORATION AND COLONIZATION MISSION TO THE KESSARI QUADRANT

While knowledge of the Captain's mission is wide-spread, the mission objectives have not yet been divulged to the general public. The Captain may not discuss any component of this document with outside sources. Acceptance of this mission implies compliance with Star Control authority. If the Captain fails to conform to the strictures of this mission guideline, he agrees to return to the home quadrant, relinquish control of his Colony ship, and accept punishment as specified in Star Control disciplinary guidelines.

COMMAND AUTHORITY: You are in command of the exploration and colonization mission from the League of Sentient Races to the unexplored Kessari Quadrant. All League ships, colonies, and resources are under your control.

BACKGROUND: Utilizing the Precursor Warp Bubble Transport system in a one-time, supercharged mode, colonization groups from 11 League races were "thrust" from the League's home quadrant to the Kessari Quadrant near the galactic core.

RESOURCES: You have a single Precursor colony vessel with a Warp Bubble Transport system. This is the only League ship that can travel between the stars. The colony vessel can transport a fleet of up to 25 ships between the stars. If this ship is destroyed, your mission has failed.

Your Precursor vessel is equipped with an Interconferencing and Monitoring system known as ICOM. This system will monitor and transmit all important League intelligence and can assist you in planning League operations. Consult ICOM frequently.

Each of the League races has a colony group with a small number of ships already in the Kessari Quadrant. Your colony vessel carries Colony Landing Pods that can create additional colonies or dig sites for excavating Precursor artifacts.

Your Tech Teams will continuously take sensor readings and collect unusual objects, both in space and on the ground. Tech Teams will analyze what they find and report when they have significant findings.

Because of the great distances involved, there can be no communications between your mission and the home quadrant. Due to interference from Inter-Dimensional Fatigue, your star map may be incomplete.

The Kessari Quadrant will certainly contain new alien races that may help or hinder your mission.

PRIMARY MISSION GOALS:
• Find the cause of Inter-Dimensional Fatigue, and reverse it to restore Hyper Space travel.

• Make sure the vision where "all sentient life in the galaxy dies screaming" does not come to pass.

SECONDARY GOALS:
• Explore the Kessari Quadrant.
• Colonize worlds in the Kessari Quadrant to maximize each race's productivity.
• Contact new alien races and expand the League of Sentient Races.
• Find ancient Precursor technological artifacts.
• Research these artifacts and utilize their technology.

FIRST STEP: Find and contact the colonies of all the League Races in the Kessari Quadrant: Chmmr, Human, Mycon, Orz, Pkunk, Spathi, Supox, Syreen, Ur-Quan, Utwig, Vux

OVERSIGHT: Your decisions will be subject to review by the members of the League Steering Council and the League Ethics Council. If your actions violate League rules, these Councils may give you warnings, or in severe cases, render judgments against you.

LEAGUE RULES: The Primary League Rules are:
Sentients should never attack other sentients without cause.
No sentient should enslave another sentient.

You may have been the hero of the last war, but I think you are in over your head this time. You're on your own, so talk to everyone and explore every possibility. Good luck. We're all pulling for you. –Vlad

Installation and Configuration:

GETTING STARTED
For the most up-to-date information on installation and configuration of Star Control 3, please consult the README.TXT file in the root directory of the CD.

INSTALLING THE GAME
Star Control 3 comes with its own installation program that must be run before you can play the game or read the on-line manuals. The most common configuration for machines at the time of this document is one or two floppy drives, a single hard drive, and a single CD-ROM drive, so that a reference to:

A: refers to the floppy drive that will boot your machine if a system disk is present in the drive when the machine is turned on
C: refers to your hard drive
D: refers to your CD-ROM drive

If the drive specifications are different on your machine, then use the appropriate equivalent drive as necessary. If you are reading this thirty years in the future, and drive devices have been replaced by magneto-neural interfaces, then we cannot help you.

From DOS:
Insert the Star Control 3 CD into the CD-ROM tray and change drive designations to access the CD-ROM drive. Example: D:\ <Enter>

Type:

GO <Enter>

From the Star Control 3 Menu Screen, use your mouse to left-click on the "Install" button.

Follow the on-screen instructions.

From Windows 95:
Once Windows 95 has loaded, and is operating normally, insert the Star Control 3 CD into your CD-ROM drive. Give the CD a few seconds to read, then the Star Control 3 Menu Screen should load automatically.

If the Star Control 3 Menu Screen does not load automatically, click on the START icon from the Windows 95 desktop and select 'Run' from the START menu.
Next, type:

D:\GO <Enter>

(where D: is your CD-ROM drive).

Use the mouse to left-click on the "Install" icon.

Follow the on-screen instructions.

Setting Up Sound

After the game is installed, choose QUIT from the Installer and SETSOUND will run automatically. Use SETSOUND to install the correct sound and music drivers for your system.

Using the arrow keys, move the highlight over the "Select and configure MIDI music driver" option, then press <Enter>.

Using the arrow keys, move the highlight over the correct sound driver for your sound card, then press <Enter>.

Using the arrow keys, move the highlight over the "Attempt to configure sound driver automatically" option, then press <Enter>.

If the sound driver does not configure automatically, you will have to return to this screen and choose the "Skip auto-detection and configure sound driver manually" option.

Once you have returned to the main SETSOUND screen, using the arrow keys, move the highlight over the "Select and configure digital audio driver" option, then press <Enter>.

Using the arrow keys, move the highlight over the correct sound driver for your sound card, then press <Enter>.

Using the arrow keys, move the highlight over the "Attempt to configure sound driver automatically" option, then press <Enter>.

If the sound driver does not configure automatically, you will have to return to this screen and choose the "Skip auto-detection and configure sound driver manually" option.

When you are done and have returned to the main SETSOUND screen, using the arrow keys, move the highlight over the "Done" option, then press <Enter>.

If you wish to change these options in the future, go to the DOS prompt and type:

C:\PROGRAMF\ACCOLADE\STARCON3\SETSOUND <Enter>

(assuming you installed Star Control to the default directory)

Running the Game

From DOS:
Insert the Star Control 3 CD into the CD-ROM tray and change drive designations to access the hard drive. Example: C:\ <Enter>

Type:

CD PROGRAMF\ACCOLADE\STARCON3

(assuming you installed Star Control to the default directory)

Type:

GO <Enter>

Next, use your mouse to left-click on the RUN button.

From Windows 95:
Once Windows 95 has loaded, and is operating normally, insert the Star Control 3 CD into your CD-ROM drive. Give the CD a few seconds to read, then the Star Control 3 Menu Screen should load automatically.

Use the mouse to left-click on the "Run" button.

If the Star Control 3 Menu Screen does not load automatically, click on the START icon from the Windows 95 desktop and select 'Run' from the START menu.

Next, type:

C:\PROGRAMF\ACCOLADE\STARCON3\SC3 <Enter>
(assuming you installed Star Control 3 to the default directory, and where C: is your hard drive).

Viewing the OnLine Manual

From DOS:
Insert the Star Control 3 CD into the CD-ROM tray and change drive designations to access the CD-ROM drive. Example: D:\ <Enter>

Type:

GO <Enter>

Use the mouse to left-click on the "Install Manuals" button.

Follow the on-screen instruction to install ACRODOS.

To access manual files from ACRODOS, go to the directory where ACRODOS was installed on your hard drive (Example: C:\ <Enter>, CD ACRODOS <Enter>).

Then type:

ACROBAT <Enter>.

Next, select 'Open' from the file menu at the top of the screen.

Change drive selection from the hard drive, to the CD-ROM drive (Example D:\ <Enter>) and select the 'MANUAL' (Example CD \MANUAL <Enter>) directory from the CD-ROM drive.

From the MANUAL directory, click on the STARCON3.PDF manual

For technical support assistance regarding the ACRODOS reader, refer to the README.TXT file included in the root directory on the CD-ROM.

From Windows 95:
Once Windows 95 has loaded, and is operating normally, insert the Star Control 3 CD into your CD-ROM drive. Give the CD a few seconds to read, then the Star Control 3 Menu Screen should load automatically.

If the Star Control 3 Menu Screen does not load automatically, click on the START icon from the Windows 95 desktop and select 'Run' from the START menu. Next, type:

D:\GO <Enter>

(where D: is your CD-ROM drive).

Use the mouse to left-click on the "Install Manuals" button.

Follow the on-screen instructions.

In order to read the manual files once the Adobe Acrobat Reader is fully installed on your system, click on the START icon from the Windows 95 desktop.

Click on the PROGRAMS icon in the START menu.

Click on the ADOBE ACROBAT icon in the PROGRAMS menu.

Click on the ADOBE ACROBAT READER 2.1 in the ADOBE ACROBAT menu.

Under "Drive", choose the drive on which the manuals are located
(Example: D: for most people's CD-ROM drives).

Under "Folders", choose the directory on which the manuals are located (Example: D:\MANUAL if the Star Control 3 CD is in the CD-ROM and your CD-ROM drive is drive D:).

Left-click and highlight STARCON3.PDF in the "File Name" window, then left-click the OK button.

Double click on 'Help' from Acrobat Reader to access technical support information for the Acrobat Reader.

USING STAR CONTROL 3

Most choices in Star Control 3 are made with the mouse.

ACTIVATE AN ITEM OR MAKE A CHOICE: Put the mouse pointer over the item or icon and click the left mouse button. This is referred to as "Click the item".

EXIT A FUNCTION OR CANCEL A CHOICE: Click the right mouse button or press the Escape key. this is referred to as "Right Click the item".

GET MORE INFORMATION ABOUT AN ITEM: Hold the mouse pointer over the item or icon and don't click any buttons. After a moment, information will be displayed relating to the item or icon. This is referred to as "Scanning the item".

ADJUST A SLIDER: Put the mouse pointer over the slider, press and hold the left mouse button and move the pointer to reposition the slider. Release the left mouse button. Sliders are used when the user has a range of options, and are often accompanied by a numerical read out of the value controlled by the slider. This is referred to a "Adjust the Slider".

USE THE KEYBOARD: The keyboard can only be used to make certain choices. The Escape key cancels or interrupts an action. While saving, loading, or exiting the game, the keyboard is used to confirm your choice (Press Y for yes and N for no.) In Hyper Melee, the keyboard may be used to control star ships in arcade space combat or to configure the user's view of the battle. You can get help using the game by pressing F1. You can save or load the adventure game from most screens by pressing F2 or F3 respectively. You can access ICOM for clues from most screens within the adventure game by pressing F5. See the Control Screen for details on Saving and Loading games.

The icons on the right side of the screen control most functions in the game.

GET HELP: Press F1 on most game screens to get a walk-through of the actions that can be performed from that screen.

GET A CLUE DURING THE ADVENTURE GAME: Press F5 on most adventure game screens to speak with ICOM, your colony ship's onboard computer. ICOM synthesizes all the information gained during your mission and can suggest likely courses of action.

The following pages describe the actions you can perform.

TITLE SCREEN

START HYPER MELEE: Click the Hyper Melee icon to go to the Hyper Melee Configuration Screen. Hyper Melee is fast action arcade starship combat. Each player chooses a fleet from among 25 wildly different starships. In battle, each player chooses a ship from his fleet and faces off in a series of one-on-one combats, until only one fleet remains.

START ADVENTURE GAME: Click the Start New Game icon to view opening video and play Adventure Game.The Adventure Game puts the player in command of the League of Sentient Races' exploration and colonization mission to the Kessari Quadrant. There, the player engages in exploration, negotiation, and arcade space combat to decide the fate of all sentient life in the galaxy.

LOAD SAVED ADVENTURE GAME: Click the Load A Game icon. This option lists the description of all saved games. If there are more saved files than will fit on one screen, move the pointer to the top or bottom of the screen to scroll the list. Click on a saved game to load it. Confirm the load by typing Y for yes or exit by pressing N for no. You can load a game from many game screens by pressing F3.

VIEW CREDITS: Click the Credits icon.

QUIT GAME: Click the Quit icon to exit the game to the operating system.

Hyper Melee
HYPER MELEE CONFIGURATION SCREEN

SETUP PLAYER 1: Use top 5 icons.

SETUP PLAYER 2: Use second 5 icons.

START A BATTLE: Once all human players have picked a fleet, click the Fight icon and go to the Fleet Selection Screen.

RETURN TO TITLE SCREEN: Click the Quit icon.

SETUP PLAYER OPTIONS:

SET HUMAN/COMPUTER PLAYER CONTROL: Click the first of five icons.

CHOOSE YOUR FLEET: Click the fifth of five icons and use the Setup Fleet Screen.

If you choose Human Control:

KEYBOARD CONTROL: Click the Keyboard icon (second of five icons).

SETUP KEYBOARD: Click the highlighted Keyboard icon. Follow on-screen instructions. Press keys for: Rotate Left, Rotate Right, Thrust, Fire, and Special Ability/Secondary Weapon

Click OK to accept the new keys or RESET to accept the default key definitions. Choose carefully to avoid assigning multiple functions, or functions from both players, to the same key.

JOYSTICK CONTROL: Click the Joystick icon (third of five icons).

CALIBRATE JOYSTICK: Click the highlighted Joystick icon. Follow on-screen instructions.

MOUSE CONTROL: Click the Mouse icon (fourth of five icons).

SETUP MOUSE: Click the highlighted Mouse icon. Follow on-screen instructions. Click the Relative or Absolute controls for Thrust and Rotation. Click OK.

If you choose Computer Control:

SET STANDARD COMPUTER PLAYER: Click the second of five icons

SET GOOD COMPUTER PLAYER: Click the third of five icons.

SET AWESOME COMPUTER PLAYER: Click the fourth of five icons.

Remote Play: Please see README.TXT in the root directory of the CD-ROM for full information on playing Hyper Melee remotely.

FLEET SETUP SCREEN

DECIDE HOW LARGE A BATTLE WILL BE: Human players mutually decide how many points of ships to choose. Each player should watch the Fleet Point Totals to stay within those limits.

These limits are maintained by the honor system so players can easily handicap one player against another. If players are evenly matched, give each player the same number of points. If one player is much better than another, give the opponent an extra 100 points in ships to balance out the battle.

If a single human player chooses a fleet and begins a battle, the computer player automatically picks a fleet of approximately the same size.

CHOOSE SHIPS: Click on the ship icon in the Ship List. Place the pointer over the up and down arrows to scroll the list and reveal all 25 ships. Choose ships until you have reached your mutually decided upon point limit.

REJECT SHIPS: Click on the ship picture in the Fleet Window.

COMPARE FLEET STRENGTH: Compare the point total for Player 1's fleet with the point total for Player 2's fleet.

SAVE FLEET: Click the Save A Fleet icon. This option lists the description of all saved fleets.

Click on [New Save File], type a description, and press ENTER to create a new saved fleet. Click on an old saved fleet, type a description, and press ENTER to replace it with the current fleet. If there are more saved fleets than will fit on one screen, move the pointer to the top or bottom of the screen to scroll the list.

LOAD FLEET: Click the Load A Fleet icon. This option lists the description of all saved fleets. If there are more saved fleets than will fit on one screen, move the pointer to the top or bottom of the screen to scroll the list. Click on a saved fleet to load it.

REJECT WHOLE FLEET: Click the Reset Fleet icon.

RETURN TO HYPER MELEE SETUP SCREEN: Click the Done icon.

FLEET SELECTION SCREEN

Once a battle begins, each player chooses a ship from his fleet and faces off in a series of on-on-one combats until only one fleet remains.

CHOOSE A SHIP: Click on a ship picture in the Fleet Window on the left side of the screen. The opponent in the next battle, if known, is shown as an icon on the right side of the screen.

RECONFIGURE: Click the Exit icon to go to the Hyper Melee Configuration Screen

IN MELEE

In Hyper Melee, the controls are as simple as possible, just turning, thrusting, and firing. But finding the right strategy for each of the 25 ships with their wildly varying weapons and abilities, is a blast.

Default Controls:	Left	Thrust	Right	Primary Wpn	Secondary Wpn/ Special Ability
Player One	L arrow	U arrow	R arrow	CTRL	ALT
Player Two	C	V	B	X	Z

Player 1's race, crew, ship, and hits are displayed on the top left of the screen.

Player 2's race, crew, ship, and hits are displayed on the top right of the screen.

The following keyboard commands are available in Hyper Melee:

RECONFIGURE: Press the ESCAPE key to go to the Hyper Melee Setup Screen

NORMAL SPEED/LIGHTNING MODE: Press F4 to toggle between playing at normal speed or in hyper-fast lightning mode.

ISOMETRIC VIEW / OVERHEAD VIEW: Press F5 to switch views.

ISOMETRIC VIEW STAR PLANE: ON / OFF: Press the F6 key to toggle the star plane in isometric view.

OVERHEAD VIEW SCROLLING: CONTINUOUS / JUMP: Press the F7 key to toggle scrolling in the overhead view.

ZOOMED VIEW / COMPLETE VIEW: Press the F8 key to toggle the zoom level.

ORDER AGGRESSIVE COMPUTER ATTACK: Press the F9 key to make the computer-controlled ships attack aggressively for a short time. Use this to break up long fights where the computer-controlled ships are acting too defensively.

Adventure Game

At the start of a new Adventure game, the opening video is shown. Press ESC or Right Click to completely bypass this or any video in the game. Some videos have many sections. Click to bypass the current section of video.

COMMON CONTROLS
The following controls are available are in the lower right hand corner of the icon bar on all major game screens. The game clock is shown in the lower left hand corner of the screen.

GO TO QUADRANT SCREEN: Click the Quadrant icon.

GO TO SYSTEM SCREEN: Click the System icon.

GO TO ORBIT SCREEN: Click the Orbit icon.

GO TO COLONY SCREEN: Click the Colony icon.

GO TO CONTROL SCREEN: Click the Control icon.

ADJUST GAME SPEED: Click on the clock to reveal a slider that sets the speed that time passes in the game. When the slider is to the left time passes slowly, to the right time passes swiftly. Adjust the slider to the desired rate. Click anywhere outside the slider to re-engage the clock.

Quadrant Activity Checklist:

Click on the star map to see which stars you can travel to
Don't make one way trips (in red) to stars that don't have fuel depots
Click on a green star to warp there. –Vlad

QUADRANT SCREEN

This screen shows a large 3D star map on the left side, a column of icons on the right side, and a game clock in the lower right hand corner. The Quadrant screen shows all the stars in the Kessari Quadrant.

ROTATE STAR MAP ON / OFF: Click the Rotate icon.

SET STAR MAP ORIENTATION: Click the Orientation meter below Rotate icon.

VIEW STARS BY NAME: / BY LABEL: Click the Name icon to toggle between star names and star labels. Star labels describe the stars based on the game information the user has discovered there. Explored stars are displayed as "+" and unexplored stars are displayed as a dot.

VIEW SELECTED STAR NAMES: Type star's name one letter at a time to filter the star names displayed on the star map. Backspace to erase the letters in the filter. For example, type HEL and only Helios is displayed. Backspace once and Helios, Hecaton, and Hestia are displayed. Backspace three times and all star name are displayed.

VIEW ALL STAR NAMES: Backspace until all the letters are erased from the name filter. Click the Display icons until they are all grayed out. Click the Name icon until all star names are displayed.

NAVIGATE TO ANOTHER STAR: Click within the star map to enter Navigation Mode, move the cursor to select your destination, click to warp there. Right click to exit Navigation Mode.

CHECK FUEL RANGE: In Navigation Mode, Green stars indicate you have enough fuel to go there and return. Red indicates you can make a one-way trip. Purple indicates a star is out of range. Because the map is three dimensional, some stars inside the green circle are coded red or purple and some stars inside the red circle are coded purple. Note the color of the line that connects to your destination to confirm how much fuel the trip will require.

DISPLAY ICON CONTROLS

These displays may be mixed and matched to view the information necessary at any time. Objects on the star map are coded with a colored square: green = friendly, blue = neutral, red = enemy.

VIEW KNOWN COLONIES: Click the Colony icon to toggle Colonies on / off.

VIEW KNOWN ARTIFACTS: Click the Artifacts icon to toggle Artifacts on / off.

VIEW KNOWN SHIPS: Click the Ships icon to toggle Ships on / off.

VIEW KNOWN FUEL SOURCES: Click the Fuel icon to toggle Fuel Sources on / off.

System Activity Checklist:

Scan each planet to look for colonies or anomalies (text in yellow)
Go to friendly colonies and pick up fuel. At the colony:
Ask questions of the owners.
Add new ships to your fleet. Leave some ships behind to defend the colony.
Check out the colony from the Orbit and Colony Screens.
Go to enemy fleets or colonies and deal with the aliens.
Go to planets with anomalies, deal with any aliens, and dig up artifacts.

–Vlad

SYSTEM SCREEN

This screen shows the star system containing the user's colony fleet. The System Screen is divided into 3 windows and the icon bar containing the common controls on the right side.

The System Window at the top of the screen shows a stylized view of the star and all planets and moons in the system. The system name is listed in the upper right corner of this window. Important planets will be labeled on this display.

The System Radar in the lower left window displays an over view of all planets and fleets in the system. These are color coded by alignment: green = friendly, blue = neutral, and red = enemy. The active fleet is highlighted in yellow.

The Fleet Display in the lower right hand window shows all the ships in the active fleet, along with the crew carried by each ship.

GET SENSOR INFORMATION: Scan a planet or moon in the System Window to get basic sensor information. Colonies, dig sites, and sensor anomalies representing potential dig sites are displayed in yellow.

MOVE COLONY FLEET: Click on a planet or moon to move the colony fleet there. When the colony fleet is in orbit about a planet, that planet rotates. Click on rotating quasi-space portals to travel through them.

SELECT AN ACTIVE FLEET: The active fleet is displayed in yellow. The colony fleet is active by default. Right click in the System Radar to de-activate all fleets. When no fleet is active, click on any green fleet to activate it.

MOVE THE ACTIVE FLEET: Click on a planet or fleet in the system radar to move the active fleet there.

JOIN TWO FLEETS: If you move one fleet to another fleet, the fleets join. The maximum size of a fleet is 25 ships. If the combined fleet would be bigger than 25 ships, some ships join and the rest form a separate fleet.

MOVE SOME SHIPS IN THE ACTIVE FLEET: Click on ships in the Fleet Window to highlight them. Click on a planet or fleet in the System Radar to move the highlighted ships there. If no ships are highlighted, the entire fleet moves there. Right click to un-highlight all ships. Click and drag the mouse pointer over the System Radar to highlight many ships at once. Click on a highlighted ship to un-highlight it.

Orbit Activity Checklist:

At friendly colonies, transfer some crew and Resource Units to your ship so you can make more colonies

If there's an anomaly, make a dig site and unearth an artifact

If there's nothing on the surface and the planet has lots of resources, scan the surface and see which races would make good colonists. If one of those races is onboard, make a new colony with that race. –Vlad

ORBIT SCREEN

This screen shows the items, crew, and ships that are with the colony fleet and a sensor scan of the planet the fleet is orbiting. The Orbit Screen is divided into 4 windows and the icon bar with the common controls on the right side.

The Inventory Window at the top of the screen is divided into 3 areas. The first three icons on the top row display the amount of Resource Units, Fuel, and Colony Pods carried by the Colony Ship.

The rest of the icons in the top row are the objects the Colony Ship is carrying, including ICOM, the all purpose advisor. If the Colony Ship is carrying more than 14 objects, then a slider below the objects is displayed. Adjust the slider to display the desired objects.

The second row of icons in the Inventory Window displays the various races of alien colonists that the Colony Ship can carry. The number of crew carried is shown below each icon.

The Ship Window, below the Inventory Window, displays all the ships orbiting the planet. The Colony Ship is always the first icon in the top row. If the Colony Fleet is orbiting a colony with a Star Base, then an orbiting Star Base icon is displayed below the Colony Fleet.

Ships in the Ship Window are displayed with their current and maximum crew. Ships in the colony fleet have a small marker representing the colony ship in the upper right of their icon.

The Text Window, below the Ship Window, displays information about the objects in the inventory, messages from the Colony Ship's Tech Teams, sensor information, and other information as appropriate.

The Sensor Scan at the bottom left of the System Screen displays a color coded habitability scan of the planet the Colony Fleet is orbiting.

The surface of a planet may be empty, may have an anomaly, may have a dig site, or may have an active colony. If the Colony ship is carrying one or more Colony Pods and an appropriate number of crew, it can create dig sites and colonies.

Each planet may only have one colony, and each colony is controlled by one race. A colony will be populated by crew of that race, make that race's ships, and allow the Colony Fleet to communicate with members of that race.

Some planets have buried artifacts of scientific value. These register as anomalies on the sensor scan. The Colony Ship may send down a party to dig for artifacts at the site of anomaly.

GET ADVICE FROM ICOM: Click the ICOM inventory icon. Click Talk To and have a dialogue with ICOM.

MANIPULATE AN INVENTORY OBJECT: Click on an inventory item to get the options for that object. Click on the option you want to execute or right click to cancel all options.

TRANSFER CREW: Click on an alien icon to bring up the Crew Transfer Box. Adjust the sliders to transfer crew between the Colony Ship on the left side and the colony, dig site, and ships on the right side. Click outside the Crew Transfer Box to complete the transfer.

TRANSFER RESOURCE UNITS: Click on the Resource Units icon to bring up the Resource Units Transfer Box. Adjust the slider to transfer Resource Units between the Colony Ship on the left side and the colony on the right side. Click outside the Resource Units Transfer Box to complete the transfer.

UPGRADE SHIPS: Ships can be upgraded at a friendly star base if the user has found and researched the appropriate upgrade artifact and has 1000 Resource Units. Click on the Star base, then click on the ship to be upgraded. Upgraded ships can have increased maneuverability, energy, crew, or firepower.

CHECK HABITABILITY: Scan the mouse pointer over the sensor scan and note the colored bars below each alien race icon in the Inventory Window. The more bars displayed, the more productive that race's colony would be in that location. No bars is the least productive location. Five green bars is the most productive location.

CREATE A COLONY: The Colony Fleet may send down settlers to create a colony on an uninhabited world. Scan the mouse pointer over the sensor scan to find the best site for the new colony. Click on the site of the colony. Click on the icon of the alien race who will populate the colony. From the Create Colony Box, adjust the sliders to transfer crew down to the new colony. Click outside the Create Colony Box to complete the transfer.

CREATE A DIG SITE: Click on the site of the anomaly to target the location of the dig site. Choose which alien race will crew the dig site. From the Create Dig site Box, adjust the sliders to transfer crew down to the dig site. Click outside the Create Dig Site Box to complete the transfer.

Completing the dig will take some time. A completion percentage is listed on the Dig site icon. The Colony Ship may wait in orbit, or continue exploring and return when the dig is completed.

When the dig is completed, the crew is transferred back to the ship along with all the objects they uncover. Those artifacts of immediate interest are transferred to the Inventory Window. The ship's Tech Team or ICOM may make a report on the new artifacts. Other objects of lesser immediate interest are not transferred to the Inventory Window. The Tech Team will report at a later time if they discover important information about these other objects.

Colony Activity Checklist:

If you don't know what finished goods you need, don't worry about adjusting anything. By default, colonies grow on their own and will manufacture some of everything.

If you know which finished goods you want most, set that slider to maximum. –Vlad

COLONY SCREEN

This screen shows the colony on the planet the Colony Fleet is orbiting. The screen shows the colony facilities in the window on the left side of the screen, the output of the colony in the top 6 icons on the right side of the screen, and the common controls in the bottom 5 icons on the right side of the screen. The three icons at the top left of the screen display the Colony Ship Inventory.

Colonies produce the materials the Colony Fleet needs to complete its mission in the Kessari Quadrant. A colony produces four kinds of finished goods: Crew, Resource Units, Ships, and Colony Pods.

The user can adjust the manpower priority assigned to each of the seven facilities in a colony. No matter how big the population of the colony, manpower and resources will be assigned according to the priorities set by the factory sliders.
Manufacturing finished goods takes time. The colony will continue to produce finished goods according to the priorities set by the user. The Colony Fleet may wait in orbit, or continue exploring and return as finished goods are completed.

COLONY FACILITIES

Colonies can be created on any planet or moon. For simplicity, we will refer to all colonies as being on planets. The productivity of a colony depends on where it is situated and how it is managed.

ADJUST COLONY PRIORITIES: Adjust the sliders controlling the manpower priorities of the facilities to control the productivity of the colony. Move the slider to the left to reduce the priority, move it to the right to increase the priority. The manpower assigned to each facility is displayed above and to the right of the slider.

If every facility could utilize an infinite amount of manpower, and the user assigned them all maximum priority, then all would have equal priority and get equal manpower. Also, if the user assigned them all minimum priority then all would have equal priority and get equal manpower.

However, if all facilities but one are set to minimum and that one set to maximum, the minimum would get zero manpower and the maximum would get all available manpower. Use the relative settings of the sliders to set the colony's priorities.

Each facility has a maximum manpower capacity. When a facility is just an empty foundation its capacity is zero. The user should still set the facility's priority so when it's completed it will be assigned manpower. As a facility expands, its capacity increases. The total man-

power assigned to colony facilities is limited by the colony's population. The total manpower assigned to all facilities may be slightly less than the total population of the colony to reflect management and overhead.

TYPES OF FACILITIES

FUEL REFINERY: This facility processes Ore Units into Interstellar Fuel for the Colony Fleet. Star ships do not require fuel to travel within a star system, but the range of the Colony Fleet's Warp Bubble interstellar drive is limited by fuel. All fuel at a friendly colony is automatically transferred to the Colony Fleet in orbit as soon as it is produced.

REFINERY: This facility processes Ore Units into Resource Units or RUs. Resource Units are a universal currency and are required to create facilities, ships, and colony pods. The Colony Fleet may take RUs from a friendly colony and transfer them to another colony, use them to upgrade ships, or give them to other races.

MINES: This facility digs up Ore Units from the planet or moon. The productivity of the mines is based on both the manpower assigned and the Resources of the planet. Find the Resource level by scanning the planet in the System Window of the System Screen. The more Resources a planet has, the faster ore will be produced. However, if a planet has zero resources, then ore will not be produced.

FACTORY: This facility processes Resource Units into new and expanded facilities. The factory will produce facilities first according to need. If the mines, refinery, or population is almost full, then these will be expanded first. If none of these facilities are close to capacity, then the facilities will be built and expanded according to their manpower priority. When all facilities in a colony have been built and fully expanded, the factory manpower capacity is reduced to zero.

STAR BASE: This facility processes Resource Units into new Star ships. Completed star ships are added to a fleet orbiting the planet.

LANDING POD FACTORY: This facility processes Resource Units into new Colony Pods. Each Colony Pod produced at a friendly colony is automatically transferred to the Colony Fleet in orbit as soon as it is produced.

RESEARCH: This facility discovers the secrets behind some of the unusual artifacts found in the Kessari Quadrant. To research an object, click on the object in the Inventory Window of the Orbit Screen and click on Research. Once the research is completed, click on the object again and click on Examine to discover its function.

No manpower is assigned to Research until there is an object to study. However, the user should set this slider so that when their is an object to study, the appropriate manpower will be assigned to complete the work swiftly.

ICONS

POPULATION: This icon represents the race that controls the colony. The number lists the population of the colony. The bar beneath the icon displays how close the colony is to full capacity. As the population increases, the Factory will build new barracks to provide additional capacity.

ORE UNITS: This icon represents the Ore Units produced by the Mine. The number lists the number of Ore Units in storage. If the number is increasing, the colony is producing Ore Units faster than it is consuming them. The bar beneath the icon displays how close the colony is to full capacity. As the amount of ore in storage increases, the Factory will build new storage to provide additional capacity.

RESOURCE UNITS: This icon represents the Resource Units produced by the Refinery. The number lists the number of Resource Units in storage. If the number is increasing, the colony is producing Resource Units faster than it is consuming them. The bar beneath the icon displays how close the colony is to full capacity. As the amount of ore in storage increases, the Factory will build new storage to provide additional capacity.

FACTORY PROGRESS: This icon represents what the factory is building and its progress. The number and bar beneath the icon displays the progress toward completion of the facility.

SHIP BUILT: This icon represents what the star base is building and its progress. The number and bar beneath the icon displays the progress toward completion of the star ship.

RESEARCH ARTIFACT: This icon represents what artifact is being researched and its progress. The number and bar beneath the icon displays the progress toward completion of the research.

CONTROL SCREEN

This screen shows the options for controlling the game.

SAVE GAME: Click the Save icon. This option lists the description of all saved games. Click on [New Save File], type a description, and press ENTER to create a new saved game. Click on an old saved file, type a description, and press ENTER to replace the old save with the current game. Confirm the replacement by pressing Y for yes or exit by pressing N for no. If there are more saved files than will fit on one screen, move the pointer to the top or bottom of the screen to scroll the list. You can save the game from many game screens by pressing F2.

LOAD SAVED GAME: Click the Load icon. This option lists the description of all saved games. If there are more saved files than will fit on one screen, move the pointer to the top or bottom of the screen to scroll the list. Click on a saved game to load it. Confirm the load by typing Y for yes or exit by pressing N for no. You can load a game from many game screens by pressing F3.

CONFIGURE SOUND: Click Configure.

SET MUSIC VOLUME: Click on the Music bar to set the music volume, full left equal music off.

SET SOUND EFFECTS VOLUME: Click on the Sound bar to set the sound effects volume, full left equal sound effects off.

SET VOICE VOLUME: Click on the Voice bar to set the voice volume, full left equal voice off.

SET TEXT WITH VOICE ON / OFF: Click on the option to switch the alien dialogue text on or off.

EXIT CONFIGURATION WITH NEW SETTINGS: Click OK to go to the Control Screen and accept the changes.

EXIT CONFIGURATION WITH OLD SETTINGS: Click Cancel to go to the Control Screen and ignore changes.

RETURN TO ADVENTURE GAME: Click the Continue Playing icon to go to the last game screen.

QUIT ADVENTURE GAME: Click the Quit icon to go to Title Screen. Confirm by pressing Y for yes or exit by pressing N for no.

DIALOGUE SCREEN

Many times during the game, events will trigger a dialogue. The captain can talk to representatives of different races, his crew, or ICOM. The dialogue screen is divided in to a large view screen with the dialogue and responses displayed below. The ICOM screen displays the dialogue and responses at the top of the screen.

While someone is talking, click to advance to their next statement. When they are finished talking, the user is given a list of choices. Click on a choice to advance the dialogue.

Greyed-out responses are ones you've chosen previously. Choose a greyed-out response to review a previous answer or check for additional information on a return visit.

If you are playing with "Text With Voice" set to "Off" and "Voice" set to "On", then you will only see your choices, not the alien statements.

INTERDIVISIONAL MEMORANDUM

FROM: Edgar Parvenu, Dean of RegStat General
TO: Captain of League Colony Ship, Star Control
CC: Col. Harry Foreman, Star Control

ATTENTION:
The following is the output of materiel acquisition as requested by the Captain before departing on his mission to the Kessari Quadrant. This RegStat report is a condensed version of the Academy League Relations Status Sheet for first-year cadets. If the Captain has further difficulties, RegStat Libraries suggests consulting known Encyclopedic texts in order to avoid further transference of costs to non-essential research.

THE MEMBERS OF THE LEAGUE OF SENTIENT RACES

Chmmr

Half living crystal, half machine, the Chmmr are a hybrid of two Old Alliance races, the Chenjesu and the Mmrnmhrm. The crystalline Chenjesu joined the hybrid as a way to defeat the Ur-Quan. The robotic Mmrnmhrm joined the hybrid because their creator, the Mother Ark, was failing, and without a new system for reproduction, they were bound for extinction.

The Chenjesu and the Mmrnmhrm began their hybridization after their defeat by the Kzer-Za's Hierarchy of Battle Thralls. Both races were imprisoned under a slave shield on the Chenjesu's homeworld where they began "The Process". The hybridization should have taken decades, but a human commander utilized the energy from a Sun Device to complete The Process in a matter of seconds. The synthesis created the Chmmr, the most powerful race in the home quadrant of the galaxy. The Chmmr are one of the founders of the League of Sentient Races.

Humans

Bipedal humanoids with two eyes and ears, plus one nose and mouth. Humans vary in eye, hair, and skin coloring from very light to very dark and range between 1.75 and 2 meters tall. Humans, in general, seem to be governed by a mixture of instinct, emotion, and logic, with the latter influence frequently being overcome by the first two and varying greatly with personal beliefs. Humans can be thoroughly good, thoroughly evil, or anything between.

Humans came late to the original Alliance of Free Stars, but were the originators of the New Alliance that defeated the Hierarchy and won the last war. Star Control was a Human institution even before the first Alliance, and later formed the basis of the space forces of the League of Sentient Races.

Mycon

The Mycon are fungus-like beings obsessed with "Juffo-Wup" - the spreading of their species throughout the universe. They exchange genetic material by exhaling and inhaling DNA-rich spores and reproduce by budding. Mycon appear to be born adult, instantly able to assume responsibilities. However, they occasionally undergo dramatic personality shifts, as though possessed by a different personality.

Mycon are comfortable in hellish environments of molten rock and poisonous vapors which would kill most other species in seconds. Unconfirmed alien reports suggest the Mycon are constructs and not the product of any natural evolutionary process. These reports claim the Mycon appear to be some kind of multi-purpose biological tool of unbelievably advanced design.

After the Kzer-Za's Hierarchy of Battle Thralls were defeated in the last war, the Mycon were freed and accepted membership in the League of Sentient Races.

Orz

The Orz are newcomers to the home quadrant. Physiologically, the Orz seem to be gill breathers, gathering dissolved gases from a strong ethanol solution. In terms of mental processes, the Orz are... different. No device can accurately translate their language.

The origin of the Orz is unknown. The Orz themselves have said the Arilou Lalee'lay, who they do not like, are from "above" and that they are from "below". The Arilou confirmed that the Orz are from a dimension unknown to us and warned us not to trust them. However, because of their help in fighting the Kzer-Za, the Orz accepted membership in the League of Sentient Races.

Pkunk

The Pkunk are a mystical avian species that left their violent brethren to found a peaceful enclave. In fact, "Pkunk" means 'Peace' in their language. The Pkunk claim to be in contact with a "higher consciousness". Often, a Pkunk will offer profound statements regarding obscure events, or ominous portents of the future. The relevance of the Pkunk's "wisdom" is open to interpretation. While the Pkunk are by nature peaceful, they are founding members in the League and engage fully in League defensive actions.

Most of the Pkunk have rejoined their ancient brethren the Yehat, but some have remained on the Pkunk homeworld. These homeworld Pkunk are represented on the Kessari Quadrant expedition.

Spathi

The Spathi have built a successful civilization around basic characteristic of cowardice. They are slight and soft skinned, with vital organs covered by a hard shell. Spathi have a single large eye atop a thick, stiff stalk that protrudes from the main body.

The most recent source of fear for the Spathi is the Ultimate Evil, the nature and intentions of which the Spathi have not been able to identify. They claim it lies just beyond the range of their most sensitive detectors, which they say "gives conclusive evidence as to The Ultimate Evil's nefarious intent".

A cruel hoax led the Spathi to become Battle Thralls in the Kzer-Za Hierarchy, but they were never very aggressive fighters. After the war, the Spathi were freed and quickly erected their own version of the Kzer-Za "Slave Shield" to protect Spathiwa from contact with all other races. However, they have emerged from their shielded homeworld to assist in the current galactic crises and are now (reluctantly) active members of the League.

Supox

The Supox Utricularia - commonly known as simply the Supox - are a race of kind, sentient plant creatures who evolved from semi-mobile symbionts. They know how unlikely their evolutionary path appears, and one Supox even said, "Many of our people regard this inconsistency as proof of our divine origin." The symbiotic origin of the Supox is reflected in their present relationship with the Utwig. The Supox look to the Utwig for guidance, and use the Utwig culture as a model for their own.

Syreen

The Syreen are bipedal humanoids, physiologically quite similar to humans from Earth. Their original homeworld was destroyed when a Mycon Deep Child caused tectonic upheavals that irrevocably poisoned their atmosphere. The survivors in the Space Patrol (mostly female) transformed orbital space platforms into huge starships and began the search for a new homeworld.

The Syreen were unofficial members of the first Alliance of Free Stars. To make up for their depleted population, Syreen scientists developed a psionic amplifier to compel even the most hostile alien crew to serve a Syreen ship captain with perfect faithfulness. Syreen crews can be a surreal pastiche of alien races.

When the first Alliance was defeated by the Hierarchy, the Syreen opted to be put under a Slave Shield on a home world chosen for them by the Kzer-Za. In the last war, many Syreen fought valiantly against the Hierarchy and after the victory of the new Alliance, the new Syreen homeworld was freed and they accepted membership in the League of Sentient Races.

Ur-Quan Kzer-Za

Physically, Ur-Quan resemble huge ten meter long caterpillars. The green-bodied Kzer-Za and the black bodied Kohr-Ah are sub-species of the original brown Ur-Quan, now extinct. The green Ur-Quan adopted their name over 20,000 years ago after Kzer-Za, a scientist, who discovered the key to winning their freedom from mental slavery.

After winning their freedom, the subspecies of Ur-Quan adopted competing doctrines, each designed to guarantee the Ur-Quan would never again be made slaves. The Kzer-Za adopted the "Path of Now and Forever" Every sentient species would be conquered and given a choice: be trapped forever under an impenetrable slave-shield or take up arms with the Kzer-Za as part of their Hierarchy of Battle Thralls. The Kohr-Ah adopted their own "Eternal Doctrine", which dictated the total annihilation of all non Ur-Quan sentient life.

In the last war, the Kohr-Ah were on the verge of defeating the Kzer-Za. But the Kohr-Ah were in turn defeated by the clever human use of priceless Precursor artifacts to destroy the otherwise indestructible battle platform, the Sa-Matra. With the threat of the Sa-Matra eliminated, the combined forces of the expanded New Alliance of Free Stars defeated the Kzer-Za and the Kohr-Ah.

Following the war, all Battle Thralls were freed, and Ur-Quan fleets reduced to subsistence levels. The Kzer-Za represented the now united Ur-Quan in all negotiations. The Ur-Quan were admitted as probationary members of the League of Sentient Races. They participate in this mission to prove their loyalty to the League.

Utwig

The Utwig are a race of sophisticated humanoids with an ancient and elaborate culture. This is evidenced by their complex "Mask Etiquette", which dictates which of the eighteen hundred standard "facial appliances" should be worn under which circumstances. Utwig society relies heavily on a mysterious device called the "Ultron". They believe it guarantees them a highly positive future.

Vux

The Vux resemble one eyed humanoid Earth squids. While they are very sensitive about their own appearance, most Vux find it difficult to stomach the sight of other races, especially Humans. The Vux fought effectively as Battle Thralls, joyously attacking every other race the Kzer-Za pointed them at.

After the last war, the Vux were freed from the Hierarchy and offered membership in the League of Sentient Races. They postponed joining the League for as long as possible, but finally agreed to join so that they could participate in this mission.

OTHER IMPORTANT RACES

Arilou Lalee'lay

The Arilou visited Earth frequently in the last half of the 20th century, when they were responsible for many flying-saucer sightings, crop circles, alien abductions, and similar prankish behavior. The Arilou are pale-skinned humanoids, about 1.5 meters tall, with large, childlike heads and dark, soulful eyes. While the Arilou do not speak (they communicate through a direct telepathic link), they have mouths, which are almost always stretched in a wide, innocent-looking smile.

The Arilou Lalee'lay maintain great secrecy about themselves and their motivations. In fact, their very existence was not certain until the year 2116 when they appeared without warning on Earth's moon and asked to be inducted into the original Alliance of Free Stars. After the last war the Arilou disappeared and so they were never officially offered membership in the League.

Precursors

All over the galaxy, there can be found ruins and artifacts left by the race we know as the Precursors. Even with all these artifacts, we know little about them. We do know the Precursors were apparently giant non-bipedal beings with great intelligence. Most of the Precursor items that have been discovered seem to be technological in nature.

Unconfirmed alien reports indicate the Precursors either discovered or manufactured the Rainbow Worlds, but we didn't know how or why. The ten Rainbow Worlds in the home quadrant seem to form an arrow pointing toward the Kessari quadrant and the galactic core. Those same reports say the Precursors had found an answer to some great secret mystery just before their departure about 235,000 years ago.

SHIP DATA

Post Mission Data Summary, Assembled 2181
Priority One Alpha, compiled in conjunction with K.L. 3
#1232.3.3.55.1/2A

Issued by Division of Synthetic Special Reconstruction, Intergalactic Intelligence ("SSRI") Star Control Headquarters, Geneva, Switzerland.

This document is classified and under the aegis of the Earth Provisional Government and Star Control. Information contained herein may not be divulged to external sources including, but not limited to, any and all League races.

KESSARI QUADRANT SHIPS

The data compiled on Kessari Quadrant vessels is current as of the time of this document's creation; however, note that most conclusions drawn are based on available sources, and the data is considered provisionary and incomplete. Execution of battlefield strategy based on these conclusions is at the Captain's discretion.

Clairconclar Pinnade

Formal Affiliation: Crux
Primary Weapon: powerful tri-directional bullets
Secondary Ability: launch and teleport to warp beacon

The Clairconclar are known for their valor in battle. The ship is built to launch a deadly broadsides attack, then transport away with its warp beacon in order to recharge its energy reserves for another attack.

When engaged against a Pinnade, keep a close eye on the ship and its warp beacon. Pinnade Commanders are extremely adept at executing quick getaways and surprise attacks.

Daktaklakpak Vivisector

Formal Affiliation: Crux
Primary Weapon: moderately powerful drill (used with grabbing arms)
Secondary Ability: individually weak, but potentially numerous missile mines (rear)

The Vivisector's drill is powerful, but not exceptionally effective in battle. The Vivisector is best used by retreating while launching mines. As the mines move to the aft of the

Daktaklakpak ship, they act more as missiles than as mines against pursuing enemies.

While the Vivisector's mines are an annoyance, when defending against the Daktaklakpak, ensure that you are not latched onto by the Vivisector's drill. The Vivisector must line up exactly in order to deploy its drill; by maintaining less than a ninety degree angle with the Vivisector's drill it is possible to prevent the vessel from employing its drill against your hull.

Doog Constructor

Formal Affiliation: Crux
Primary Weapon: weak, but rapid small auto-tracking missiles
Secondary Ability: repair hull

The Constructor's biggest attribute is its ability to repair damage. A Constructor firing at close range while continuously repairing itself is a formidable opponent.

The Constructor is not terrifically fast, and its firing range is limited. Stay outside of its missile radius and bring the brunt of your attack immediately on the enemy ship. Do not allow the Constructor to survive long enough to repair itself!

Exquivan Enigma

Formal Affiliation: none - defensive recluses
Primary Weapon: weak, but rapid and smart guardian missiles
Secondary Ability: teleport opponent

Although the Enigma has no conventional offensive weaponry, it is deceptively powerful, and is one of the most dangerous ships in the Kessari Quadrant. At first glance, the Enigma appears only suited for defense; however, if allowed time to deploy its entire array of blocker missiles, the Enigma can literally roll over its enemy by launching a surprise attack with the teleporter then quickly advancing to the target. The Enigma's blockers will attempt to intercept enemy missiles; this tendency can be used to your advantage.

Harika/Yorn Ravager

Formal Affiliation: Crux
Primary Weapon: moderately powerful forward bolo missiles
Secondary Ability: speed burst

The Ravager may prove a difficult adversary. The Ravager's Bolo missiles are fairly slow, but do not require precision accuracy. These Bolo missiles are effective at preventing smaller ships from making hit-and-run attacks.

The Ravager's Achilles' heel is the short range of its Bolo missiles. Stay out of the range of its weapons, and force it to consume crew and use its turbo acceleration to get to you. Be advised that when the Ravager is at full turbo speed, it cannot fire its own missiles without running into them. Unfortunately, retreating away from the Ravager is not a viable option, as this vessel is capable of regenerating its crew over time.

Kerald Eradicator

Formal Affiliation: Unknown
Primary Weapon: moderately powerful, fairly rapid small forward missiles with very long range
Secondary Ability: cloak

The Eradicator holds the advantage in battle as long as its enemy is confused as to the ship's position and heading. For faster ships, the Eradicator is best suited to stay far out, uncloak for a brief shot, then cloak again while changing position. Against a ship with a slow turning radius, the Eradicator is very effective at moving in for a sneak attack on the ship's rear flank, then opening up with a barrage of fire. The cloaking feature effectively acts as a shield to the Human Cruiser's weapons as they cannot track on a cloaked ship, so the Captain is advised to monitor his energy reserves, and time his attack for when the Eradicator is uncloaked.

Ktang Crippler

Formal Affiliation: Crux
Primary Weapon: powerful forward bullet spread
Secondary Ability: powerful spread mines (rear)

The Ktang are the bullies of the Kessari Quadrant, and their Crippler ship reflects this. The combination of mines and guns make the Crippler exceptionally dangerous, as it maintains powerful stand-off and short-range capability. While moving in for an attack, stay clear of the Crippler mines.

LK Sanctorum

Formal Affiliation: none
Primary Weapon: weak, but rapid oscillating forward bullets with long range
Secondary Ability: phase shift

The Sanctorum is a relatively simple ship, and its only advantage is that it is virtually impossible to engage a Sanctorum without suffering damage. The Sanctorum has a restricted range where it can maintain an effective attack but still have enough time to maneuver away from or shift through enemy missiles. Rapid damage at close range may effectively nullify the Sanctorum's few advantages.

Owa Voyager

Formal Affiliation: none
Primary Weapon: powerful long-range tracking cluster missile
Secondary Ability: non-damaging control inhibition missiles (rear)

The Owa's cluster missile must have enough distance from the target for its cluster missiles to break and spread. If the Owa strikes its opponent with an inhibition missile, a follow-up with cluster missiles is likely to end the battle.

Ploxis Plunderer

Formal Affiliation: Crux
Primary Weapon: weak, small, long-range tracking missiles
Secondary Ability: redirecting surrounding shield

The Plunderer is at its best at long-range against enemies with no long-range auto-tracking weapons; however, the Kuman Cruiser is best suited for a short-range attack with its point defense lasers, as a rapid attack will deplete the Plunderer's shields and allow further attacks to break through. It doesn't take much to destroy this tiny ship. The longer a Plunderer maintains a stand-off position, the more shots it gets in.

Vyro-Ingo Invader

Formal Affiliation: none
Primary Weapon: weak surrounding shield
Secondary Ability: drop weak wakes

This ship is one of the least effective fighters, but if used correctly it can prove an annoyance. Wakes placed around

planets serve a dual purpose to the Invader by directly harming its enemies and making their escape from a planet's gravity more difficult. The Invader's shield is not particularly effective, and most ships can get in enough shots to destroy this vessel before the Invader is able to ram with its shields up.

Xchagger Exclave

Formal Affiliation: League
Primary Weapon: weak, but rapid dual forward bullets
Secondary Ability: non-damaging rotation reversal missiles (rear)

The Exclave's rapid firing rate can prove devastating. Effective use of the paralysis missiles minimizes the Exclave's disadvantageous slow turning radius. As long as you stay clear of the Exclave and launch stand-off attacks, combat with the Exclave is relatively safe.

LEAGUE QUADRANT SHIPS

The following is a summary of information compiled on the ships of League races presently in the Kessari Quadrant. The conclusions elucidate both the strengths and weaknesses of League vessels. The information contained herein was compiled for run-time execution by League simulation computers, and is provided for the Captain as educational material. In no way should the necessity of providing this data be construed as a mistrust of the motives or loyalty of League members; the existence of this list and its contents are classified information. Divulgence of this information constitutes insubordination to Star Control and treason against the Earth Provisional Government.

Arilou Laleelay Skiff

Formal Affiliation: none (but they are friendly to the League)
Primary Weapon: wimpy, but rapid auto-tracking laser
Secondary Ability: teleporter

The Skiff is best utilized by averting contact through use of the inertia-less drive and teleportation device. The Skiff's strategy is to get in quickly while making effective use of its swivel-mounted, auto-fire lasers, followed by a hyper-jump away from the target before the enemy can respond.

If in direct conflict with a Skiff, maintain your distance and attack the Skiff with long-range weapons. Do not let the Skiff get into close quarters with your craft!

Chmmr Avatar

Formal Affiliation: League
Primary Weapon: moderate, but rapid forward laser
Secondary Ability: tractor beam

The Chmmr Avatar's forward-firing laser is so powerful that it ionizes the solar wind when engaged; however, the Avatar's most effective weapons are its tractor beams and ZapSats. Used in conjunction, the Commander can pull an enemy directly into the path of the Avatar's ZapSats (satellites that automatically fire their own laser weapons at incoming ships and missiles). Also, by pulling enemies towards its front, and making judicious use of the forward laser, an Avatar Commander can summarily end a battle with one blow. Anyone forced into a planet by the combined pull of gravity and the Avatar's tractor beam can attest to the insidiousness of this weapon.

If faced with the daunting task of defeating an Avatar, use the tractor beam against your enemy. Use the Avatar's tractor beam to pull it towards a planet, or use the force of the tractor beam to accelerate your craft to a more advantageous position. At the same time, retain an effective stand-off distance and use ranged weapons to attack. Fighting at short range with an Avatar is extremely dangerous!

Colony Ship

Formal Affiliation: League - Precursor design built by Humans
Primary Weapon: weak, small forward missiles
Secondary Ability: weak, but rapid point-defense bullets

The Colony ship is the center of the League's expedition into the Kessari Quadrant. It is the only vessel that allows the League to mobilize its forces. The Colony Ship must not be lost in battle!

Fortunately, the Colony ship has deadly forward-firing missiles to deter would-be attackers, and point-defense bullets to obliterate incoming missiles and fighters.

The Colony ship's weakness is its turn-rate and short range. The Colony Ship's weakest point is at its rear quarters just outside of the range of the craft's point-defense system.

Human Cruiser

Formal Affiliation: League
Primary Weapon: moderately powerful forward tracking missiles
Secondary Ability: weak point-defense lasers

The Cruiser is the pride of the human fleet. It is best utilized at a distance from the target while firing its auto-tracking long-range tactical nuclear missiles. It is also very effective at close range with its point defense lasers; however, at medium ranges, just outside of the reach of the point defense lasers, the Cruiser's missiles may not be able to lock-on in time to intercept an enemy. Vessels with powerful medium-range weapons will be extremely effective at exploiting this.

Mycon Podship

Formal Affiliation: League
Primary Weapon: powerful long-range tracking Plasmoids
Secondary Ability: recover crew

Mycon Podships use a tracking Plasmoid as its primary weapon--a ball of coalesced, semi-sentient energy--which is diffused at long distances. The Podship is extremely slow, and without effective use of forward acceleration and Gravity Whips around a planet it is defenseless against its enemies. If given enough time, the Podship can completely regenerate its crew, so the best strategy for the Podship Commander is to alternate rounds of attacking and fleeing so as to heal its crew. The Podship is most effective moving at maximum speed while firing backwards at its target.

Orz Nemesis

Formal Affiliation: League
Primary Weapon: moderately powerful long-range missiles (rotating turret)
Secondary Ability: deploy space marines - can be very destructive if they reach their target

The Nemesis appears to have been built for combat. The rotating cannon and Marines make it an effective stand-off ship. The Nemesis is at its best while using the cannon to fire from the rear (the cannon is rotated by pressing the Primary and Secondary fire buttons plus the left or right movement keys all at the same time) while at the same time launching Marines. The Human Cruiser should avoid following directly in line with the Orz [illegible] as this stand-off [illegible] and

launch missiles while saving enough energy to zap Marines with the Cruiser's point defense laser.

Pkunk Fury

Formal Affiliation: League
Primary Weapon: weak, but rapid tri-directional bullets
Secondary Ability: recover energy (insult)

The Fury's main weapon is a rapid-fire short-range mini-gun that launches a stream of dense superheated metals forward and to the sides. The Fury is most effective at running in against an enemy's rear or side flanks, attacking with a full barrage, then exiting the target area as quickly as possible. A less reliable tactic is the Death Blossom maneuver which is accomplished by flying adjacent to an enemy ship, and then simultaneously rotating and firing to create a spiral of destructive force.

Spathi Eluder

Formal Affiliation: whichever one they believe is safest at the time
Primary Weapon: weak, but rapid forward bullets
Secondary Ability: weak Backward Utilizing Tracking Torpedoes (BUTTs)

The Spathi Eluder is designed for intimidation--when the Spathi are intimidated, the Eluder allows them to flee with abandon. The Eluder is at its best while running from a victim, and firing BUTT missiles at medium range.

The Eluder is an agile target, and can outrun most enemy weapons. Colliding head on with this vessel while launching short-range weapons is an effective counter to its fire-and-flight tactics.

Syreen Penetrator

Formal Affiliation: League
Primary Weapon: weak, small forward missiles
Secondary Ability: Syreen Song - potentially damaging if ship-jumpers are captured or killed before they can be recovered

A Penetrator forced to use its forward missiles is made nearly ineffective. In order to gain the advantage, the Penetrator must move in at close-range, and engage its Syreen song. By coaxing enemy crew from its vessel and

battle with more strength than it had when entering the conflict. The Syreen Song cannot pull the last crew member from its craft, but a ship so badly damaged is easily destroyed by a head-on attack with the Penetrator's forward missiles. A Penetrator is best engaged at a long distance, with no short to medium range contact.

Ur-Quan Kohr-Ah Marauder

Formal Affiliation: League - always subject to change
Primary Weapon: moderately powerful variable range razor discs
Secondary Ability: Fiery Ring of Inevitable and Eternal Destruction (FRIED system) - fireballs are individually weak, but very powerful in multiples

Because of their history, Kohr-Ah loyalty should continually be placed under close scrutiny. The Marauders were a unique ship that in many ways were not properly suited to the Kohr-Ah temperament. This vessel fired a spinning metal razor disk that continued to travel in a straight path as long as the commander held down the primary fire button. When the fire button was release, the razor disks held their position in space, and acted as mines. A Marauder holding a defensive position inside a ring of razor disks would prove a daunting opponent. As the razor disks effectively had an unlimited range, the Marauder's enemy would eventually be pressed into an attack or lose the battle through attrition. In the past, the Human Cruiser's best tactics were to hold out a long-distance position and hope to launch enough missiles and destroy the Marauder before being ripped to shred by its razor disks.

Ur-Quan Kzer-Za Dreadnought

Formal Affiliation: League - depends on their mood
Primary Weapon: powerful fusion bolt missiles
Secondary Ability: "Launch fighters!" - potentially destructive if they can reach their target

The Dreadnought is an aggressive attack platform. Formerly known as "Planetary Siege Units", these massive ships once set out to conquer entire worlds without backup support. It is possible for a Dreadnought Commander to win an entire battle by doing nothing more than launching its autonomous laser fighters. The Dreadnought is fast, has a decent turn rate, and wields powerful fusion bolt missiles. Historically, there has been no easy solution for a Human Cruiser paired against a Dreadnought. The skill and efficiency of the ship's Commander are paramount in maintaining an acceptable loss ratio against the Dreadnought.

Utwig Jugger

Formal Affiliation: League
Primary Weapon: powerful, rapid forward dart spread
Secondary Ability: shield (shots recharge it)

The Jugger appears to be a slow, tubby hunk of junk, but like the Utwig, its appearance is deceiving. The Jugger's combination of mid-range, wide-area guns and absorbing shield give it unique fighting abilities. A competent Jugger Commander welcomes enemy fire, as this simply adds to his energy reserves. The trick is to force the Jugger to shield unnecessarily by intentionally missing the Jugger. Once the Jugger has depleted its energy reserves, it can still fire, but can no longer shield against enemy attacks. While this is not a foolproof method for defeating the Jugger, it limits the Jugger's advantage on the battlefield.

VUX Intruder

Formal Affiliation: League - subject to mood swings
Primary Weapon: forward laser - can be sustained for quite some time
Secondary Ability: launch non-damaging, but slowing limpets

The Intruder is the only ship capable of appearing adjacent to an enemy vessel at the start of battle. As the Intruder is painfully slow, this is its one chance to even the playing field. Rather than making a ship capable of catching the enemy, the VUX design strategy is to slow all other ships down to their own speed. The Intruder accomplishes this task by launching cocooned, biological limpets which latch on to the enemy, adding mass and destroying the vehicle's control planes. As long as the Intruder can train its optical laser on an enemy, it stands a good chance of destroying the enemy vessel; however, there are very few ships that cannot outrun the Intruder and its limpets. If an enemy vessel can escape from the initial Intruder attack without incurring limpets, the enemy vessel stands a high probability of winning the battle.

Having Fun Playing Star Control 3

There are lots of ways to have fun while completing your mission and winning Star Control 3. All of them are right! You're playing the right way when you're having the most fun. You can concentrate on exploring everything in reach or creating a web of colonies on the most promising planets or building a massive fleet to seek out fleets of enemy ships. Or just wing it and do some of each.

You'll find your most important skill is finding and negotiating with alien races. You can help them settle crises throughout the Quadrant. In doing so, they can help you achieve your mission. Listen for clues you get while talking to the aliens. You can follow up on them in almost any order. The clues will show you how you can complete your mission and win the game.

EXAMPLE OF PLAY

Check out Helios, the system you start in. Fly to the colony on Helios 3. Talk to the commander and join up with the cruisers. Check out the alien ship orbiting Helios 4 and defend yourself if necessary. There's also an anomaly on the surface; dig it up and see what's there. Return to Helios 3 to get fuel. When the colony fuel refinery is online, check out how far you can warp on the quadrant map. When you've got the fuel for a round trip, warp to Goshen, the nearest star. Check out everything in Goshen, then continue your exploration of the Kessari Quadrant from there.

GENERAL HINTS

When you start at Helios, go to the System Screen and talk to the colony.
For your first few trips between the stars, follow the Checklist in the manual for each game screen.

Experiment! Click on planets and stars and items to see what they do.
Anytime you're unsure what could happen next, press F2 and save your game first.

Use descriptive save names to chronicle your journey.

If you're not sure what to do next, press F5 and ask ICOM from a hint.

Only fight with the colony ship if you're certain you'll win the battle.
You can only meet your primary mission goals by meeting and interacting with lots of different aliens.

In the beginning, don't worry too much about the passage of time.

If you're not comfortable with how fast time is passing, adjust the speed of the game clock.

You are the Leader of the expedition, trust your computerized staff:

- Your Tech Teams will call when they find important information.
- ICOM remembers everything important that happens.
- Your colonies develop on their own and manufacture some of everything you might need.
- The computer can even fight your star ship battles for you.

You have lots of different resources, don't be afraid to use them to fulfill your objectives:

- Early on, you'll need as much fuel and raw ore as your colonies can make.
- Use surplus Resource Units from established colonies to make new colonies grow faster.
- Like fuel or colony pods, ships are an expendable resource.
- Don't waste colony landing pods on inhospitable planets with 0 resources.

Customer Service

The latest technical support issues are listed in the Help.me file. Consult that document for the most up-to-date information on installation and known problems with the program. Please refer to the Readme.txt file for the most up-to-date addenda to the manual.

Online Support:
Accolade gives customer service, news, demos, technical support, and other information on the following online services:

America Online: Industry Connection, keyword: Accolade
Compuserve: Game Publishers' A Forum, GO GAMAPUB
Internet: techelp@accolade.com
WWW: http://www.accolade.com

Contact Us Directly:
Accolade provides help by telephone Monday through Friday, 8am to 5pm Pacific Standard Time. Call 1-408-296-8400 (voice) or 1-408-246-0231 (FAX). You may also write us at the following postal address:

Customer Service
Accolade, Inc.
5300 Stevens Creek Blvd., Suite 500
San Jose, CA 95129

Star Control 3 Credits

ACCOLADE

Development
Producer: George MacDonald
Associate Producer: Allen Edwards
Assistant Producer: Daniel Tyrrell
Melee Ship Design Support: Russell Bornschlegel, Dan Evans, Mark Jensen, Brian Sexton

Dialogue
Dialogue Writing: Allen Edwards, Mark Jensen, Brian Sexton
Dialogue Editing: Allen Edwards, George MacDonald, Tomi McNaughton, Brian Sexton

Testing
Test Department Supervisor: Alex V. Cabal
Test Lead: Daniel Tyrrell
Game Testers: Matt Abrams, Richie Gangwish, Matthew Guzenda, Erik Johnson, Tomi McNaughton, Brian Sexton
Test Support: Harvey Bush, Brian Clayton, Sean Fish, Tim Gonsalves, Daniel Grove, Kraig Horigan, Bobby Tait

Art
Art Lead: Heather Capelli
Game Art: David Gustlin, Peter Wong
Art Support: Shawn Monroe, Patricia Pearson

Technical Support
Sound Support: Rudy Helm, Rick Kelly
Tools Support: John Canfield, David Houston

Documentation
Manual Producton: W.D. Robinson
Manual Writing: Allen Edwards, George MacDonald, W.D. Robinson
Historian: Brian Sexton

Marketing
Product Marketing Managers: Mitch Kampf, Karen Safran, France Tantiado
Public Relations: Bill Linn, Erica Krishnamurthy, Leila Pflager

Management
Executive Producer: Steve Ackrich
Marketing Director: Neil Johnston

Special Thanks to:
Dianna Boundy, Kurtis Matthews, Tara Stauduhar

LEGEND ENTERTAINMENT COMPANY

Development
Project Leader: Michael Lindner
Team Leaders: Jim Tyler, Mark Poesch
Story: Daniel Greenberg, Michael Lindner
Plot Development: Daniel Greenberg

Script
Interactive Scripting: Daniel Greenberg
Additional Scripting: Glen Dahlgren, Michael Lindner
Dialogue Editing: Allyson Currin
Game Design: Michael Lindner, Daniel Greenberg, Mark Poesch

Game System
System Design: Mark Poesch, Michael Lindner, Steve Riley, Jim Montanus, Glen Dahlgren
Interface Design: Mark Poesch, Steve Riley
Melee Programming: Mark Poesch, Duane Beck, Chip Kerchner, Dan Wan
Melee Ship Design: Duane Beck, Panoptic Imaging: Bob Marker, Andrew Cubides

Programing
System and Interface Programming: Steve Riley, Michael Shulman, Jim Montanus, Chip Kerchner, Mark Poesch, Duane Beck
Game Programming: Michael Lindner, Mark Poesch, Glen Dahlgren
Audio Interface Library 3.5: Miles Design Inc.

Management
Executive Production: Mike Verdu

Testing
Testing Coordination: Rosie Freeman, Daniel Tyrrell
Testing: Scott Underwood, Jeremy Lam, Jud Farsht, Martin DeLaRosa, Dave Hogge, Joven Malazo, David NeSmith, Jonathan Stuart

Art
Art Direction: Michael Lindner, Steve Riley
3D Modeling and Rendering: Panoptic Imaging: Bob Marker, Miles Ritter, Margo Angevine, Andrew Cubides, Shih-Fu Peng, Roisin Heneghan
3D Rendering: Mark Poesch, Duane Beck, Jim Montanus
Art and Animation: Paul Mock, Kinetic Arts

Aliens
Alien Character Design: Michael Lindner, Jordu Schell, Jerry Macaluso, Daniel Greenberg
Animatronics and Miniatures Created by: SOTA
EFFECTS
Alien Set Design and Construction: Steven Lebed
Special Effects Supervision: Jerry Macaluso, Roy Knyrim
Lead Alien Design and Sculpture: Jordu Schell
Animatronics Designer: Roger Nall

Special Effects
Special Effects Director of Photography: Steven Lebed
Special Effects Crew: Mark Villalobos, Michael Rios, Brad Hennigan, Steve Blandino, Joe Castro, Joe Cornell, Francois Delas, Joshua Foster, Stella Knyrim, Claire Brien, Special Thanks to Criswell Productions

Video Post-Production
Post-Production Director: Michael Lindner
Post-Production Facility: Flite Three
Facility Coordinator: Maureen Callaghan
Engineer: Michael Furr
Editor: Kirk Davis
Assistant Editor: Tracy Onofrio
Paintbox Editor: Tracy Onofrio
Image Processing: Michael Furr, Michael Shulman, Mark Poesch

Audio
Audio Production and Direction: Michael Lindner, Kathleen Bober
Music Composition: Andrew Frazier
Sound Effects: Absolute Pitch, Steven von Kampen
Voice Talent Casting: Kathleen Bober
Voice Talent Direction: Daniel Greenberg, Kathleen Bober
Audio Engineering and Recording: Absolute Pitch

Voice Talent Cast
Franchelle Dorn: Vux
Paul Skotarski: Spathi
Mark Redfield: Owa, Vyro-Ingo, Precursor, Narrator
J. R. Lyston: Herald
Jacqueline Underwood: Syreen, Pkunk
Jeff Baker: Chmmr, Harika
Henry Strozier: Ploxis
John Hansen: Utwig, ICOM
John Dow: Human
Jimi Kinstle: Lk
Gary Telles: Exquivan
Bob Supan: Arilou, Doog, K'tang Kaktarri, Mycon, Orz
Mike Pengra: Daktaklakpak, Clairconctlar, Ur-Quan, Kohr-Ah
Kathleen Bober: Xchagger

Legal Mumbo Jumbo

Star Control 3 and ACCOLADE are trademarks of Accolade, Inc. © 1996 Accolade, Inc. All rights reserved. Star Control 3 is based upon characters created and used under license from Paul Reiche III and Fred Ford.

DOS 4GW Professional used under license agreement with Tenberry Software, Inc. Acrobat and the Acrobat logo are trademarks of Adobe Systems Incorporated which may be registered in certain jurisdictions. Windows and Windows 95 are registered trademarks of Microsoft in the United States and/or other countries. WATCOM C++ used under license agreement with WATCOM, Inc. AIL 3.5 portions of the game code used under license agreement with Miles Design, Inc.

General MIDI timbres for Yamaha OPL-2- and OPL-3-based sound cards were produced by The Fat Man™ and developed by K. Weston Phelan and George Alistair Sanger. © 1993, The Fat Man™.

90 day warranty
Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

After the 90-day period, defective media may be replaced in the United States for $10 (U.S. dollars, plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to Accolade, Inc., Attn: Customer Service, 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129. (To speed up processing, return only your CD-ROM. Please do not return collateral materials.

License Agreement
This computer software product (the Software) and user manual is provided to the Customer under license from Accolade, Inc. and are subject to the following terms and conditions, to which the Customer agrees by opening the package of the Software, user manual and/or using the Software. Granting of this license does not transfer any right, title or interest in the Software, or user manual to the Customer except as expressly set forth in this License Agreement. The Software and user manuals may not be copied for any reason. The Customer may not transfer or resell the Software or user manual. The remedies provided above are the Customer's sole and exclusive remedies.

In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the Software or the user manual. Except as provided above, Accolade makes no warranties, either express or implied, with respect to the Software or user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.