SPACE™

1889

AMIGA™   11ABS
Minimum 1 Meg of RAM
Amiga 500/1000/2000/3000
Supports mouse & keyboard
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PARAGON SOFTWARE™

Based on the popular role-playing game by Game Designers' Workshop, Space 1889 recreates the solar system as envisioned by the scientific theories of the 19th Century, and in the imaginations of such classic writers as Jules Verne, A. Conan Doyle and H.G. Wells.

SPACE 1889

Imagine outer space is not a vaccuum, but is instead filled with "luminiferous ether" that can be negotiated with modified sailing ships. Imagine further that the planets Mercury, Venus, Mars — even the Moon — are not lifeless, but populated by a variety of bizarre alien cultures. You've just imagined the universe of **Space 1889** — a mystery/role-playing adventure combining history and classic science fiction.

Visit the canals of Mars and deal with warring Martians; explore the treacherous swamps of Venus; travel through the mysterious underground caverns of the Moon, home of the bizarre Selenites. Even Earth is ripe for exploration and rife with intrigue as you search for King Tut's tomb, visit the ruins of a Mayan city — perhaps even find the lost city of Atlantis!

Along the way you must overcome corrupt German conspirators, a radical Martian religious cult, and the awesome intelligence of an advanced alien society that has escaped notice for thousands of years.

- Create five characters, male or female, from among six attributes and 24 skills, including Fisticuffs, Crime, Theatrics and Engineering. Control character development through a wide variety of careers.

- Over 100 locations to explore on Earth alone — all depicted with historical accuracy and fascinating detail. Cities include London, New York, San Francisco, the Far East and the Valley of the Kings.

- Meet and interact with over 500 unique characters, each with distinct personalities.

- Historic 19th Century weapons include 30 guns, nine close combat weapons and four throwing weapons. Your choices range from bolt-action rifles and single-barrel revolvers to swords and daggers.

- Realistic combat sequences let you control each character individually, while still giving general orders to the others.

- Planets and stars are accurately represented in space. It's possible to actually navigate by the constellations themselves!

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