

mit
deutscher
Anleitung

A large, purple, clawed hand is the central focus of the cover. The palm is glowing with a bright, multi-colored light (pink, orange, yellow, and blue) that radiates outwards. The hand has five long, sharp claws. At the wrist, there is a green band with a silver-colored device featuring four red, glowing symbols. The background is a dark, textured blue.

STAR CONTROL

A C C L A D E

Supports: Amiga
500, 1000, 2000
2500, 3000

Requires: 1 Meg

Off-Disk Copy Protection



HOW DOES ETERNAL SLAVERY SOUND, EARTHLING?



Stunning graphics. Command spectacular starships. Match wits with animated aliens. Sense the unmatched dimension and drama of space.



War never sounded so good. Music and sound FX for ships, weapons and powers. Even the internal speaker sounds are outstanding.



Strategy as deep as space itself. Build ships, mines and colonies. Deploy your fleet and explore the stars. Select from nine battle scenarios or create your own.

The Ur-Quan Hierarchy — seven alien races welded to form the "evil empire" of the 27th century. Ruthlessly invading interstellar neighbors and slave-bonding the inhabitants. Now humanity is on their shopping list of species.

You must join forces with the Alliance of Free Stars to defend the galaxy against the conquering armies of the Ur-Quan. The captains of seven fantastic starfleets await your orders for battle.

Who (or what) controls man's destiny? The answer is in the stars.

FROM
FRED FORD AND
THE CO-DESIGNER
OF THE
ARCHON™ SERIES
PAUL REICHE III



Practice option. It's best to hone combat skills in practice mode. One slip-up against an Ur-Quan guarantees a sure and swift death.



Clash with the computer. Do you have the strategic savvy to take on your CPU? Do battle on three skill levels—tough, tougher, toughest.



White-knuckle tactical combat. Choose one of 14 ships from either side, each with unique weapons, powers and maneuvering characteristics.



One or two combatants. Wage war with the computer or against a friend. Choose the side of good or evil. Choose ships. Choose your strategy well.

Actual game screens from IBM PC/VGA version of the game. Other versions may vary. Game © 1990 Paul Reiche III & Fred Ford. All other materials © 1990 Accolade, Inc. All rights reserved. All product and corporate names are registered trademarks of their respective owners.

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