

REACH FOR THE STARS

The Conquest of the Galaxy
THIRD EDITION



87

A Game for the Commodore 64
64 K DISK

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**Roger Keating
and Ian Trout**





DESIGNERS' NOTES

Reach for the Stars was the first game Roger and I completed together and it's still our favourite.

It's also the first game we chose to develop for the newer breed of computers.

Reach for the Stars has a timeless appeal as a strategic adventure. To enhance its entertainment value we have added a completely new scenario; one that challenges us to the limit.

There is no better leisure-time activity than a relaxing . . .
Conquest of the Galaxy.

DESIGN CREDITS

Program Design - Roger Keating

Game Design - Ian Trout

Game Development - Danny Stevens, Gregor Whitley, Roger Keating, Ian Trout

Game Testing - Andrew Taubman, Andrew McLaren, Hans Schiller, George Bray, Mark Holman, Malcolm Power

Album Artwork - Nick Stathopoulos

Package Graphics - D. Walter-Evans Advertising

Album Manufacture - C. C. Merritt Pty Ltd

Scanning and Film - Graphus Pty Ltd

Printing - Maxwell Printing Co. Pty Ltd

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THIRD EDITION

Reach for the Stars is Strategic Studies Group's all time classic game of space exploration and conquest. The third edition contains two great games in one; the original *Reach for the Stars* and an entirely new scenario, with lots of options for advanced play.

Whichever game you choose to play, you're in for a tough time. It's a four-cornered contest for domination of the galaxy and there's only one winner. The computer plays all places not taken by humans and it never gives anyone an even break.

To win a game of *Reach for the Stars* you must have explored all of the galaxy and colonized the choicest portions. You will have expanded your industry, engaged in frantic R&D, and produced a large space navy. This will have been employed in settling territorial disputes with your neighbours. As always, the person with the biggest navy gets to adjust the border.

It's not as easy as it sounds. Do the wrong thing and it could be three against one, especially if you're playing against Keating's Enhanced Veteran computer players. They just don't like you to start with, and can get really annoyed if you start adjusting borders. That's why there are Beginner and Experienced players on which to practice your galactic skills.

Whatever your qualifications as a space tyrant, *Reach for the Stars* is guaranteed to be totally addictive . . .



Made in Australia