



STAR CONTROL™

A C C O L A D E™

Supports: Commodore
C64/C128
1541/1541C/
1571 Disk Drive

Requires: 64K Memory

Off-Disk Copy Protection

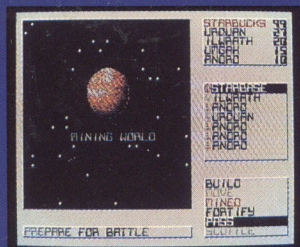
*Best
Science Fiction
Computer Game
of the Year*

Video Games & Computer
Entertainment

ENGAGING
STRATEGY!
FURIOUS SPACE
COMBAT!

HOW DOES ETERNAL SLAVERY SOUND, EARTHLING?

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



Strategy as deep as nebula: Build ships, mines and colonies. Deploy your fleet and explore the stars.



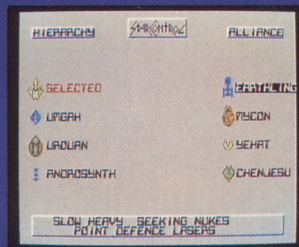
One or two combatants: Wage war against the computer or against a friend. Three levels of difficulty — tough, tougher, and impossible.

Let's make this simple. Mankind is about to be wiped off the face of the galactic map.

A savage clutch of alien races called the **Ur-Quan Hierarchy** has become 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. Climb aboard. The captains of fantastic starships await your orders for battle.

White-knuckle tactical combat: choose one of eight ships from either side — each with unique weapons, powers, and maneuvering characteristics.



The sounds of war: Great sound effects for ships, weapons, and powers.



Practice option: Hone your combat skills in practice mode before you take on the evil Ur-Quan.

Screen shots from C64 version

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