

# STARFLIGHT™

 BINARY SYSTEMS



C64  
128

  
ELECTRONIC ARTS®





Binary Systems (left to right) Greg Johnson, Alec Kercso, Bob Gonsalves, T.C. Lee, and Rod McConnell

### **Original Design and Programming by**

**Binary Systems:** Rod McConnell, Alec Kercso, T.C. Lee, Bob Gonsalves, and Greg Johnson.

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### **Amiga, Atari ST and Macintosh Conversions:**

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**Additional Programming:** Gordon Kramer, Lester Humphreys and Richard Filoramo.

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**Technical Consultant:** Phexipotex Vice Director, Interstel.

Special thanks to: Charles Moore, Glenn S. Tenney, Dave Boulton, Richard Duggan, Jim Yarbrough, Paul Reiche III and Jeff Lubeck.

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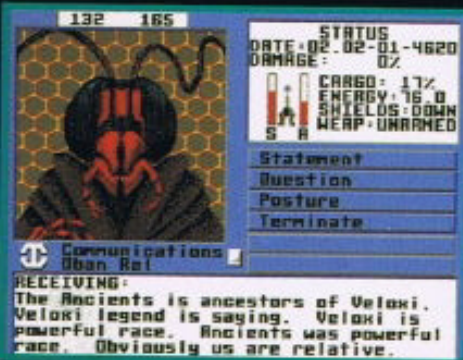
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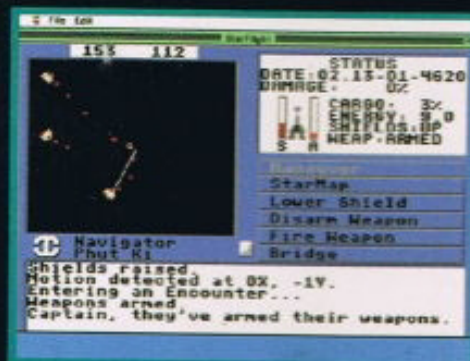


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COMMODORE 64, 128K; 64K; in C64 emulation mode; NO ON-DISK COPY PROTECTION; Code wheel required 1541 or 1571 disk drive req'd. Joystick req'd; 3 blank disks req'd. 1 player STARFLIGHT

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