Dedication

This book is dedicated to the *Star Control* fans, whose loyalty, patience, and enthusiasm and were a never-ending source of support and inspiration to us throughout the creation of *Star Control 3*. You're the best.

Acknowledgments

I'd like to thank the many people who helped breathe life into *Star Control 3:*

To Michael Lindner, my co-designer, without whom none of this would have been possible.

To Kathleen Bober, audio wizard, for relentless professionalism and humor in the face the most horrendous recording schedule in the known universe; for her coterie of outstanding actors; and for the luster she brought to the audio.

To George MacDonald, producer, for keeping the faith from the beginning to the end, and for the able assistance with the Strategy Guide.

To Mark Poesch, for his stalwart work in translating my design documents into working code, and for patiently explaining the changes.

To Mike Verdu, Jim Tyler, Glen Dahlgren, Jim Montanus, Steve Riley, Duane Beck, Chip Kerchner, Michael Shulman, Dan Wan, and everyone at Legend for their dedication and hard work.

To Allen Edwards and the Accolade crew, for their dedication.

To Daniel Tyrrell, with special thanks for his expert testing, his assistance in assembling final notes for the Strategy Guide, and for the Concise Plot Walkthrough.

To Jerry Macaluso, Roy Knyrim, Jordu Schell, Steve Lebed, and the gang at SOTA/FX for helping us break new ground in interactive games.

To the 3D artists at Panoptic Imaging, the zany audio crew at Absolute Pitch, the video post-production team at Flite Three, and composer Andy Frazier for their outstanding contributions to the game.

To the actors who laid down some dazzling tracks and really made my dialogue sing.

To T. Liam McDonald, Johnny Wilson, Elliott Chin, Terry Coleman, and all the other computer game critics whose favorable reactions to early drafts of the game provided us with a lot of encouragement during the dark days of the preliminary technology tests.

To Julie Asbury, my editor at Prima, for putting in those extra weekend hours to get this book out on time.

To Lucinda, for putting up with the extra weekend hours I put in to get this book out on time.

To those highly active *Star Control* fans whose years of letters, e-mail, poll answers, Web pages, newsgroup arguments, online forums, and personal conversations at convention gave us the feedback, tips, recommendations, and utterly unreasonable demands we needed. You helped shape the direction and mold the final form of *Star Control 3*.

And last but not least, to Fred Ford, Paul Reiche III, and Greg Johnson for starting it all. It's been a privilege, guys.