Foreword
Howdy!

I loved the *Star Control* and *Star Control 2* games and backgrounds created by Paul Reiche III and Fred Ford. When Accolade decided to do *Star Control 3*, I jumped at the chance to produce it. But Paul and Fred were unavailable to work on the project and I knew it would take a great crew of people to make *Star Control 3* a reality. This is my chance to thank a few of those people.

Great stories is what a *Star Control* game is all about. When you start what *Titania* magazine called "The Greatest Sci-Fi Game of All Time," you have a lot to live up to. Michael Lindner and Daniel Greenberg created a story for *Star Control 3* that lives up to that challenge. Allen Edwards made sure the story was true to the *Star Control* universe. Together, they created a wonderfuly complex storyline, with dozens of different races all acting according to their own warped alien motivations. Every one of the 24 races in *Star Control 3* is a memorable individual; there is no way you can mistake a Spathi for a Vyro-Ingo, or a Daktaklakpak for a Chmmr. Players will get to know all about these races: their strengths, their weaknesses, and their humorous quirks.

Once the story was written and turned into a massive script, the voice actors came in and gave wonderful performances. Amazingly, only a few races have any audio post-processing. Kathleen Bober and Daniel Greenberg found ways to help the voice actors naturally create almost all the weird sounds and alien speech patterns you'll find in *Star Control 3*. Some of my favorites are Bob Supan's K'tang and Mycon, Paul Skotarski's Spathi, Jacqueline Underwood's Pkunk, and Jeff Baker's Harika.

Working with the Hollywood special effects crew at SOTA/FX was a whole new experience for a bunch of computer game developers. SOTA's skill and experience helped their team put together a huge range of realistic-looking aliens and animated those aliens in realistic ways. Michael Lindner worked for months with Jordu Shell, Jerry Macaluso, Roy Knyrim, Steven Lebed, and Roger Nall to perfect the aliens, their backgrounds, and their animations. The look of the aliens is something completely new for computer adventure games.

But all the stories and voices and animations in the world are not a game until the programmers bring them together and make them dance. Steve Riley, Michael Shulman, Jim Montanus, Chip Kerchner, Duane Beck, and Glen Dahlgren all helped create the myriad pieces of *Star Control 3*. But ultimately it was Michael Lindner who drew the complex story programming together. Mark Poesch worked the programming miracles to make the game system programming a coherent whole.

Once the game began to come together, it had to be tested and tuned before it could be completed. Few people know how much creativity and skill it requires to make sure a massive project like *Star Control 3*. Allen Edwards and Daniel Tyrrell worked tirelessly to help push the game over the top. Daniel was the expert on the game's plot. He has played the game from beginning to end more times than anyone. The three months he spent living 3000 miles from home at Legend Entertainment were crucial to completing the game. Allen worked tirelessly as "producer in residence" to make sure everybody covered all the bases, from completing every storyline to making sure marketing had everything they needed. First among equals in the Accolade test lab was Matthew Guzenda.

There are dozens of other people who's work made *Star Control 3* possible. The credits of the game cover three columns of small type in the game manual. The finished game required the energy, skill, and determination of every one of them.

However, all these people would not have know what to do without the guiding direction of Michael Lindner. Michael worked for two years with writers, special effects people, artists, programmers, video and audio post production people, testers, marketing people, and managers from a dozen companies to make *Star Control 3* a reality. He touched literally everything in the game, and it would have been impossible to make the game without him.

For all the people who worked on *Star Control 3*, thank you. And for everyone who is about to play *Star Control 3*, with Daniel's hints and secrets, you're in for a treat.

Enjoy!

George MacDonald
Star Control 3 Producer