



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 wonderfully 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 Daktaklapak 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.

