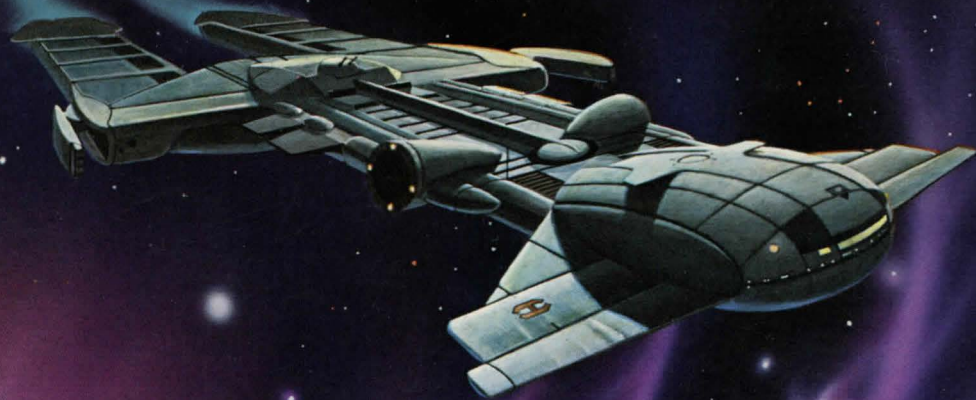


STARFLIGHT™

By Binary Systems



ELECTRONIC ARTS™



The Dream

"Back in 1982, we approached E.A. with the idea of creating a universe on a disk that would let people experience the feeling of exploring the universe. It was an ambitious idea. We knew it would require a lot of time and the development of some new technology. We were more right than we knew."

The Making of Starflight

The Cutting Room Floor

"We rewrote the game script several times as we struggled to achieve our goals. We wanted the universe to convey a gigantic sense of space, complexity, and life. And we wanted an exciting fantasy role-playing game, with a wide spectrum of character interaction and activity. It seemed like whenever we were close to finalizing the script, we'd find another way to make the game more fun."

The Planet Builder

"About nine months after we started the actual programming, we came up with the idea for the fractal generator. A fractal generator so powerful that it could create surfaces in space. It took 6 man-years to create the technology, but it gave us the ability to cram 800 complex and unique planets into each game, instead of the 50 we'd had before. There are so many that even we haven't explored them all."

The Aliens

"To find the right names for each race, we wrote long profiles and histories for each, then tossed random syllables at each other for several days. To handle their languages, behavior, and combat-action, we had to devote months to building a sophisticated artificial intelligence system. We threw away the communications module three times before we had exactly what we wanted. Sometimes we wondered which would come first, flying to the stars in Starflight, or flying to the stars in real life."

Breathing Ammonia

"Once the fractal generator builds a planet, the eco-system generator creates environmental conditions for it, like gravity, atmosphere, minerals, and temperature. Once we took a journey back to Earth, only to find the eco-system generator had given it new continents and an ammonia atmosphere. It took two years to perfect the technology."

15 Man-Years Later

"The last several months were spent tying all the various technologies together. Because of the program's complexity and scope, the play-testing alone took months. But all the time and effort has proven worthwhile. We had a vision of what an outer space fantasy game could be, and now that vision is a reality."



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

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Binary Systems (left to right)

Greg Johnson, Alec Kercso, Bob Gonsalves, T.C. Lee, and Rod McConnell.

Boldly Go Where No Game Has Gone Before!

... into the most far-reaching outer space adventure ever.



Explore Strange New Worlds.

Your mission: To seek out new life, and the remnants of ancient civilizations. And to change the galaxy's future by discovering the secrets of its past.



Open a Channel to the Alien Vessel.

Each alien race, like this Veloxi, has a unique language, culture, and personality. With enough training, your Communications Officer can make you some powerful friends.

Explore 270 star systems and 800 planets with unique eco-systems.

Interact with 7 alien races, each with unique languages and cultures.

Choose and train 6 ship's officers: Captain, Science Officer, Communications Officer, Navigator, Medical Officer, and Chief Engineer. Their performance improves with experience.

Includes animated graphics of rotating planets, landing sequences, and more.

The equivalent of 15 man-years in development.

Includes starmap and security decoder.



Full Power to Lasers!

You're ambushed in hostile territory. Use diplomacy to buy time. Or let your lasers and missiles do the talking.



Standard Orbit, Captain.

Your Science Officer scans the planet surface for environmental conditions, valuable minerals, and life forms. There's a stiff fine for recommending colonization of airless lava-worlds.



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Electronic Arts provides a ninety day warranty on the recording media. See limited warranty statement enclosed. This warranty does not apply to the software programs themselves, which are provided AS IS.