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This is a very tutorial/intro type of commentary. This will have a LOT of talking. If you want to get to the gameplay, skip to PART 3!

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From StrategyWiki, the video game walkthrough and strategy guide wiki < Master of Orion II: Battle at Antares

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Master Of Orion 2 Guide

Master of Orion II: Battle at Antares (a.k.a. Master of Orion 2 and MOO2) was the first sequel to Master of Orion.Like the original, it was developed by Simtex; Steve Barcia and Ken Burd designed it. The Windows 95 and MS-DOS versions of the game (both on one disc) were published by Microprose in November 1996, while the Apple Macintosh version was published almost a year later by MacSoft.

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