

S.O.I.

*The
Screen Burns
With
Forbidden
Passion and
Global
War!*

Master Designer Software Presents a CINEMAWARE™ Production S.D.I.
Executive Producers: ROBERT & PHYLLIS JACOB Associate Producer: JOHN CUTTER Directed by KELLYN BEECK
Screenplay by ROBERT JACOB Computography by SCULPTURED SOFTWARE INC.
Original Score Composed by JIM CUOMO Exclusively Distributed by MINDSCAPE

Master Designer Software Presents

S.D.I.

(Strategic Defense Initiative)

Directed by
Kellyn Beeck

Screenplay by
Robert Jacob

Computography by
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Exclusively Distributed by
Mindscape, Inc.

Software, manual and package design
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Dear Audience,

Welcome to the Master Designer Software production of **S.D.I.** We are pleased to present this title as part of our new line of interactive movies which we call **CINEMAWARE**. We think you're going to enjoy it.

Cinemaware derives its inspiration from the movies, not other computer games. The result: ideal entertainment for the mature player looking for greater challenges *and* a more "adult" experience.

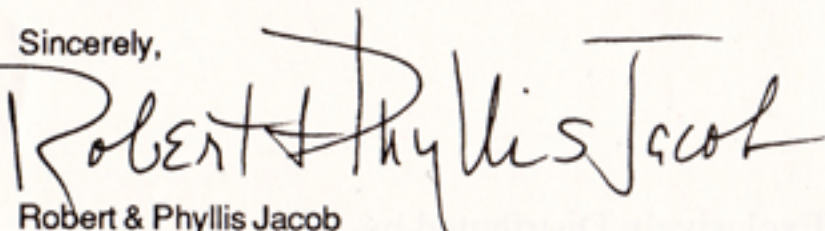
Our interactive movies combine sophisticated computer graphics with classic movie themes and characters. Everything from gangsters to Sinbad to medieval knights to space-age warriors. They all feature role playing and strategy combined with enough exciting arcade-style action to keep you on the edge of your seat!

We know we're breaking new ground and we'd love to get your reaction to **CINEMAWARE**. Your comments, criticisms and ideas are very important to us. Your voice will be heard.

You may write us at:

Master Designer Software, Inc.
5743 Corsa Avenue, Suite 215
Westlake Village, CA 91361

Sincerely,



Robert & Phyllis Jacob
Executive Producers

P.S. Remember to return your warranty card, today!

P.S. Software Piracy is a Crime. Pass the word, not the disk. Thanks!

"I call upon the scientific community in our country, those who gave us nuclear weapons, to turn their great talents now to the cause of mankind and world peace, to give us the means of rendering these nuclear weapons impotent and obsolete."

President Reagan
March 23, 1983

"I have approved a research program, to find, if we can, a security shield that will destroy nuclear missiles before they reach their target. It wouldn't kill people; it would destroy weapons. It wouldn't militarize space; it would help to demilitarize the arsenals of Earth."

President Reagan
January 21, 1985

In the 1990's, the U.S. began the construction and deployment of space-based neutral particle beam weapons under the Strategic Defense Initiative (SDI) ordered by President Reagan. Designed to destroy nuclear missiles launched by a foreign power, the satellites were capable of firing a beam of hydrogen molecules at about 60,000 kilometers per second.

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SOVIET MILITARY REVOLT!

Red Army advancing toward Moscow

MOSCOW (UP) - On the 100th anniversary of the Bolshevik Revolution, elements of the Soviet military and KGB secret police seized spaceport facilities, transportation centers and defense installations inside the Soviet Union XXXday in a move to overthrow the government.

The BBC reported that elements of the Red Army were advancing toward Moscow where the Communist government was still in power at the Kremlin, defended by loyalist army units.

Soviet Premier Alexei Milyukov has sent a message to President Reynolds describing the rebel factions as "misguided militants" and requesting U.S. cooperation in the crisis. "The militants are capable of anything," he warned. "They may take action against the U.S., provoking an unnecessary and undesirable conflict."

Soviet officials acknowledged that the KGB has taken control of several ICBM installations, as well as the newly-completed Yuri Alekseyevich Gagarin Spaceport.

In a statement released to Soviet journalists, KGB director Viktor Aliyev, one of the leaders in the revolt, described the move as a "new Russian Revolution." Aliyev criticized Soviet leaders for their inaction in the face of the U.S. Strategic Defense Initiative, which is approaching completion.

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President Reynolds placed the SDI system on full alert status following the revolt, and NATO forces in Europe also assumed a high state of alert.

An administration expert on Soviet affairs speculated that Aliyev and high-ranking military leaders have been pressuring the Soviet establishment to prevent U.S. deployment of SDI satellites. "There is a feeling of paranoia in the Soviet military and intelligence communities," he said. "They believe the U.S. will use SDI to cripple the Soviet Union through nuclear blackmail and they've probably been urging their government to use nuclear weapons while they still have a chance."

Soviet space installations, including the V.I. Lenin Space Defense Station, are in the hands of loyalist officers. Pentagon officials Tuesday confirmed that the station is under orders from Moscow to coordinate defensive measures with U.S. orbital forces. Soviet officials fear the KGB may launch ships into orbit in an attempt to capture the station and attack SDI satellites.

INTRODUCTION

A revolution in the Soviet Union. With the U.S. close to completing SDI and rendering nuclear weapons obsolete, hard-liners in the Soviet military establishment stage a revolt. They are afraid, obsessed with the paranoid idea that the U.S. will use SDI to bring Russia to her knees.

Before the military uprising, the KGB had joined the generals in pressuring Soviet leaders to launch a missile strike. Unless the Soviet Union attacked the U.S. first, they argued--before America finished deploying its protective umbrella of satellites--the capitalists would use nuclear blackmail to force Soviet compliance with any "American whim." Responsible government leaders refused to listen.

The rebellion is now under way. First, the KGB-led fanatics took control of Russian spaceports and offensive missile sites. Revolutionary troops are also advancing on Moscow. The government has appealed to the U.S. for help, at the same time warning our leaders of possible missile strikes and space actions launched by the revolutionaries. The Soviet leaders pledge full cooperation, ordering their space station commander, Natalya Kazarian, to work closely with Sloan McCormick, commanding officer of the U.S. orbital forces. The two have worked together before.

Sloan McCormick
Captain, Orbital Marines

McCormick, "America's fighting space captain," assumed command of the SDI detachment in orbit last year. He previously commanded two successful missions to Kittyhawk Moonbase, and served on the joint Soviet/American mission to Mars in 2009. A veteran of 12 years in space, McCormick has been decorated for bravery on numerous occasions.

Natalya Kazarian
Commander, Soviet Space Arm

Kazarian is the only female officer in the Space Arm, and has proven her capabilities countless times during her nine-year career. Before taking command of the V.I. Lenin Space Station, "Talya" (as she is known to her comrades) was a mission leader on the Earth-Moon route. In 2009, she was a member of the joint Soviet/American mission to Mars.

PLAYER ROLE

SDI is a science-fiction adventure that takes you into orbit some 30 years in the future. You're Sloan McCormick, commander of the American SDI force, about to confront KGB-led revolutionaries bent on starting--and winning--World War III. How can you prevent global destruction?

To defeat the Soviet renegades, you'll fly a spaceship, operate a space station, shoot missiles out of the sky, combat revolutionaries and work with an old friend. An old Russian friend. The commander of the Soviet space station, Natalya Kazarian, is holding out against the militant fanatics on orders from her government, which is still in power--barely--at the Kremlin. As the U.S. space commander, you have a three-part objective: defend America from missile attacks, protect U.S. space installations from attacking KGB ships and rescue the Soviet commander if her station's defenses fall.

Your first goal should be mastering the controls of your starfighter. Fly the ship anywhere in Earth orbit, circling the globe with full thrusters just for the fun of it, blasting Russian attack ships into space dust or attempting to dock with one of the two space stations, Soviet or American. Docking with the U.S. space station, you can go to the bridge through the airlock and access SDI control screens to defend America against Russian missile attacks. You can also use the ship to repair or deploy new SDI satellites.

SHIP CONTROLS

Fly the starfighter anywhere in Earth orbit, docking with either of the two space stations. Use the ship to track down and destroy KGB ships as they enter orbit. Fly out to replace SDI satellites as they are destroyed by the Russian ships. (NOTE: Macintosh owners see enclosed Quick Reference Card for mouse control information.)

- In the ship, your joystick allows you to guide your craft and fire her weapons.
- To change course, push **LEFT**, **RIGHT**, **UP** or **DOWN**.
- To increase speed, type "+" (plus sign).
- To decrease speed, type "-" (minus sign).
- To fire weapons, press the joystick button.

Instrument Panel:

- **Speed Indicator** - Displays the speed of your ship.
- **Shield Indicator** - Displays the status of your shields.
- **Energy Indicator** - Displays your energy level.

Accessing Navigation Displays:

- **Orbital Scanner** - Hit **O** to access the Orbital Scanner.
- **Satellite Status** - Hit **S** to access the Satellite Status.

ORBITAL SCANNER

Navigation with the Orbital Scanner. This screen displays your ship's position in orbit over a map of the world. Also displayed are the positions of the two space stations (Soviet and American) and the locations of any KGB spaceships that have entered orbit. It can be accessed from your starfighter or the U.S. space station.

- To plot a course toward any destination, move the arrow cursor over your target and press the joystick button.
- Your navigational computer changes the ship's heading automatically and you exit the display.
- If you want to leave this screen without changing course (OR if you accessed it from the bridge), move the cursor over the words "**STAND DOWN**" and press the joystick button.

SATELLITE STATUS AND REPAIR

The Satellite Status Display, a map of the U.S. with pictures of 12 satellites, can be accessed from your starfighter or the space station, and shows whether your SDI satellites are functioning or damaged. If the KGB fanatics launch ships into orbit, they'll try to knock out your satellites, so intercept the attacking ships before they reach the area over the U.S.

The 12 SDI satellites in orbit protect the U.S. completely if all of them are operational. They are positioned to protect the four time zones (PACIFIC, MOUNTAIN, CENTRAL and EASTERN), and each time zone is covered by three satellites. Holes in the defense are created if satellites are knocked out by KGB ships. If a hole exists, a missile passing through the affected area is much harder to target and destroy.

To repair or replace a satellite you must be in the starfighter (not in the space station) and follow these steps:

- First set a course by moving the cursor over the satellite and pressing the joystick button.
- When you approach within range of the satellite, type **R** on your keyboard. Your ship's navigational computer will perform the satellite acquisition and repair automatically.
- When the procedure is complete, start your engines and set course for your next destination.
- If you called the satellite display from the space station bridge (or if you want to exit without changing course), move the cursor over the words "**STAND DOWN**" and press the joystick button.

DOCKING

To reach one of the space stations from your ship in orbit, call up the orbital scanner by typing **O**. Select one of the space stations as the destination (see **NAVIGATION**) and the navigational computer will set the correct course and return you to the cockpit display.

- When the space station comes within range, type **D** to begin the docking procedure.
- Use your docking computer to guide your ship into the docking bay at the center of the station.
- To steer, push the joystick **LEFT**, **RIGHT**, **UP** or **DOWN**.
- To slow down, press the joystick button to fire braking rockets.

- When docking is completed successfully, you'll exit your ship through an airlock and enter the space station.
- If you miss the docking bay the first time, steer your ship back around for another attempt.

SPACE STATION

The U.S. space station is your base. Here, you may access the orbital scanner to view the strategic situation, check on the status of the SDI satellite array, and use SDI to defend the U.S. against missile attacks.

After docking with the station, you enter the bridge and take your seat at the command console. Three screen displays are shown on the walls of the bridge. To access one of them, move the arrow cursor over the screen of your choice on the wall and press the joystick button:

- **Orbital Scanner** - See **ORBITAL SCANNER** for instructions.
- **Satellite Status** - See **SATELLITE STATUS & REPAIR** for instructions.
- **SDI Control Screen** - See **S-D-I CONTROL** for instructions.
- To return to your ship, move the cursor over the exit hatch in the center of the screen and press the joystick button.
- If the space station is attacked, hurry to your ship to defend the station--it has shields, but extremely weak defenses. If the station is destroyed, the U.S. lies open to nuclear attack. Your mission will have failed.

S-D-I CONTROL

The S-D-I Control Screen is accessed from the space station bridge (see **SPACE STATION**). If the KGB launches a missile attack against the U.S., get to this display as quickly as you can.

- To shoot down the incoming missiles, move the target crosshairs over the missile you want to destroy and press the joystick button.
- A view of the missile appears in a close-up window at the bottom of the screen.
- To fire the particle beam weapon, aim the crosshairs at the missile and press the fire button.
- When the missile is destroyed, quickly select another incoming missile for targeting.
- The 12 SDI satellites each cover a different geographic region (see **SATELLITE STATUS & REPAIR**). If one of the satellites has been destroyed, missiles passing through its region will be more difficult to hit. The nearest functioning satellite will fire at the missile you've targeted, but the greater distance to the target increases the chance of missing it.
- To exit this display, move the cursor over the words "**STAND DOWN**" and press the joystick button.

LENIN DEFENSE STATION

When the Soviet V.I. Lenin Defense Station is under attack, its commander may request help. Set your course for the station (see **ORBITAL SCANNER**) and dock with it as described under **DOCKING**. Once inside, you'll have to fight your way through the enemy guards that have stormed the station.

- In each room, shoot as many guards as you can by aiming the crosshairs and pressing the fire button.
- When you are ready to risk their fire and run to the next room, then "**RUN FOR IT**" by moving the crosshairs over the words at the bottom of the screen and pressing the fire button.
- If you make it all the way to the Soviet command center, Talya should be waiting.

READ MORE ABOUT IT

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REEL WARS IN SPACE

The cinematic vision of space craft battling each other in the blackness of outer space has delighted science fiction fans from the thirties to the present.

Some of the earliest battles occurred in the stratosphere of the planet Mongo in Universal's *Flash Gordon* serial trilogy. *Flash Gordon* (1936), *Flash Gordon's Trip to Mars* (1938) and *Flash Gordon Conquers the Universe* (1941) saw the space ships and stratocruisers of Flash's allies fight the ships of perennial arch foe, Ming the Merciless.

In 1952 Republic Pictures gave serial audiences additional space battle thrills in *Radar Men from the Moon* and *Zombies of the Stratosphere*, both featuring the special effects wizardry of Howard and Theodore Lydecker.

Interplanetary warfare was first impressively brought to the screen in Universal's 1955 "space opera", *This Island Earth*. Filmed in Technicolor, it was one of the first "big budget" science fiction films. The resulting special effects stole the show.

Unfortunately for American sci-fi fans of the 1950's, subsequent space wars were generally limited to low budget TV series such as *Captain Video*, *Tom Corbett*, *Space Cadet* and *Rocky Jones*, *Space Ranger*.

The Japanese and Europeans were much more inventive.

In 1958 Toho Films of Japan, known chiefly as the creators of Godzilla, produced a lively bit of intergalactic conflict known as *The Mysterians*. Aliens from the planet Myseroid fight to enslave earth's women, using super scientific gadgetry and flying saucers. Things look grim until earth forces fight back with their own, newly developed fleet of death ray equipped, space craft.

Toho wasted no time coming up with a sequel of sorts in 1958's *Battle in Outer Space*. The climax featured a double barreled alien attack; guided space bombs crashing down upon landmarks in major cities; and a huge alien mother ship wreaking havoc on Tokyo with an antigravity beam.

In 1960 Italy produced a worthy addition to the annals of intergalactic conflict with *Battle of the Worlds*. It featured the great Claude Rains as a mathematical genius, who discovers a rogue planet. When Earth space forces investigate they are attacked by flying saucers.

1968 saw Toho strike again in the war-in-space-sweepstakes with the incredible *Destroy all Monsters*. In addition to alien invaders, fans were treated to appearances by virtually every monster that ever destroyed Tokyo. Godzilla, Rodan, Mothra and Varan headed up a roster of titanic man-in-suit monsters. Toho's special effects department worked overtime to create alien landscapes and sequences of space craft in earth orbit battle.

Then audiences of the 1970's and 1980's were turned upside down and spoiled forever by George Lucas's *Star Wars* trilogy.

It gave SF addicts a new mythology, and new heroes to worship, in the persons of Luke Skywalker, Han Solo, etc. The staggering special effects of Industrial Light and Magic were created utilizing new concepts in matte work and computer controlled operations that forever changed the way films are made.

Star Wars also changed the face of space opera for good. It did away with the sleek, bullet-nosed spaceships of the past and replaced the image with rougher, more realistic looking craft.

The success of *Star Wars* opened the door for other films with plots revolving around interstellar war, including *Starcrash* (1978) and *Battle Beyond the Stars* (1980). Most importantly, it also persuaded Paramount to revive the most famous science fiction TV show of all time, *Star Trek*, in a series of feature films.

Star Trek II-The Wrath of Khan, in particular, showcased a terrific space battle between Khan, the leader of a group of genetically enhanced super humans, and the ever resourceful Admiral James T. Kirk.

S.D.I. allows you to join Flash Gordon, Han Solo and all the rest of the interplanetary heroes as you protect Earth from danger. There is an important difference, however. This time the danger comes, not from an alien invasion, but from a force here on earth. Let us hope that the geopolitical scenario which forms the basis for the game, remains just that, a scenario for a computer game.
