

SDI

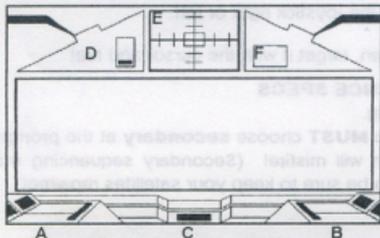
PLAYER ROLE: You play Sloan McCormick, commander of the American STRATEGIC DEFENCE INITIATIVE (SDI) force, about to confront KGB-led revolutionaries bent on starting—and winning—World War III. To defeat the Soviet renegades, you'll fly a spaceship, operate a space station, shoot missiles out of the sky, combat revolutionaries and work with an old friend, Natalya Kazarian. She is holding out against the fanatics on orders from a now weakened Kremlin.

As the U.S. commander, you have a five-part objective:

- Destroy all KGB attack fighters.
- Defend America from missile strikes.
- Repair all damaged SDI satellites.
- When the Russian Station is overthrown (Natalya will call for help) you must attempt a rescue.
- After leaving the Russian station, repair the remaining satellites and finish off enemy fighters.

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.



- A—Speed indicator
- B—Shield status
- C—Fuel gauge
- D—Incoming message Indicator
- E—Short range scanner (radar)/ com screen
- F—Computer activated countdown timer

INSTRUMENT PANEL

The following may be accessed from your keyboard.

M When the white message light is blinking, press "M" to view the incoming message. You may cut the message short by pressing "M" again.

D Press "D" to engage the docking mode. With **docking** mode engaged, a red square will appear in the main view. Manoeuvre your ship with the Joystick to centre one of the stations inside the "docking target". (Both stations will show up as dark black dots on your radar). Press the Joystick button to initiate the **computer aided docking sequence**. Press the "D" again to return to firing mode.

S The long range scanner constantly updates positions on a world map which can be accessed from your starfighter or the U.S. station. Your fighter will be displayed as a white triangle. Enemies are in yellow. Rotate your fighter by tapping the joystick to the right or left. Accessing the scanner will return your fighter to the proper altitude for docking and satellite repair. Press "S" again to continue.

R Repairing satellites is similar to docking. Find the damaged satellite using the radar display. When the damaged satellite is centred in your "repair target" press the **FIRE** button. Repair mode is switched off automatically after repair has been completed. You may abort at any time by pressing "R".

COMPUTER AIDED DOCKING SEQUENCE

Once you have entered docking mode, a green screen representation of the station's docking port will be displayed. Use the docking computer to guide the fighter into your docking bay.

- To steer, push the Joystick **LEFT, RIGHT, UP, or DOWN**.
- You accelerate towards the station automatically. To slow down, use the Joystick button.
- If you miss the docking bay, steer your ship back for another attempt.
- When docked, refuel, recharge shields etc by clicking on the highlighted words.
- To enter the station select **ENTER AIRLOCK**.
- To return to combat choose **DISENGAGE**.

SPACE STATION

Here you may access the orbital scanner to view the strategic situation, check the status of the satellite array and use the system to defend the U.S. against attacks.

After docking with the station, you pass through the airlock and take your position at the command console. To access a screen display move the cursor over any screen and press the joystick button. To return to your ship, move the cursor over your character and press the joystick button.

MISSILE DEFENCE

The S.D.I. control screen is accessed from the space station bridge. The computer in your fighter and the U.S. station will begin counting down from two minutes. If you are engaged in combat a warning message will be relayed to you from your second in command, First Lieutenant Andrew Bowman.

Once inside the station you cannot intercept the KGB fighters, leaving your satellites vulnerable to attack!

- Target the inbounds by moving your cursor to the end of the missile arc and pressing the joystick button. The following information is displayed: **(1) PRIMARY SATELLITE STATUS** (functional or damaged). **(2) MISSILE DESTINATION** (an American City). **(3) SATELLITE NUMBER**. **(4) MISSILE COORDINATES**. (Quickly press the button to continue).
- Choose **PRIMARY** or **SECONDARY** satellite sequencing by tapping the joystick right or left.
- Select **FULL BEAM** or **PULSE** by tapping the joystick right or left.
- When the missile appears in your view screen, target it with the cursor and fire!

MISSILE DEFENCE SPECS

PRIMARY—Selects the primary satellite for sequencing.

SECONDARY—If the primary satellite is damaged you **MUST** choose **secondary** at the prompt. If you fail to do so your advanced particle beam weapon will misfire! (Secondary sequencing makes the missiles much more difficult to target and destroy. So be sure to keep your satellites repaired!)

FULL BEAM—Discharges a single, powerful beam. Targeting missiles is easier, and increases your chances of destroying them. If you miss, move the cursor up to the world map and target another.

PULSE—Recommended with secondary sequencing. Pulse mode allows multiple shots.

When missiles no longer appear over the world map, move to **EXIT** and press the joystick button.

LENIN DEFENCE STATION

When the Soviet station is under attack, its commander may request help (a four minute countdown sequence will begin). Head for the station (see scanner) and dock with it. Once inside you will have to fight your way through the KGB enemy guards.

- In each room, shoot as many guards as you can by aiming the crosshairs and pressing the fire button. If you are hit, the screen will change to a side view, allowing you to see the results.
- When you are ready to run to the next room, move the crosshairs over the word **"RUN"** and press the fire button. every guard remaining has a 50% chance of hitting you.

After you have rescued Natalya head back for your base. The game will be completed when you have disposed of the remaining KGB fighters.

DEPLOYING SUBORBITAL INTERCEPTORS (PC version only)

As you destroy KGB fighters, others are readied for launch. Destroy these by deploying your suborbital forces to one or two of the eight potential launch sites. The automatic timer will count down from **three minutes**. Return to base and enter the COM CONSOLE, ask the Lieutenant to raise Natalya who will give you a clue by eliminating a possible launch location. Before the countdown finishes, call up the Russian map and choose a primary and secondary site. Confirm by selecting **ACCEPT** in the display window. If your secondary choice is correct, 25% of the fighters will be destroyed at launch. If your primary was correct, 50% will be destroyed. If you have chosen the same location (correctly) for both your targets then up to 75% of the fighters will be destroyed.

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