



Master Designer Software Presents

S.D.I.

(Strategic Defense Initiative)

Directed by

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Executive Producers

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Associate Producer

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Art Director

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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.

THE WASHINGTON STAR

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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 XXX day 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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REVOLT, from page 1

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 five-part objective:

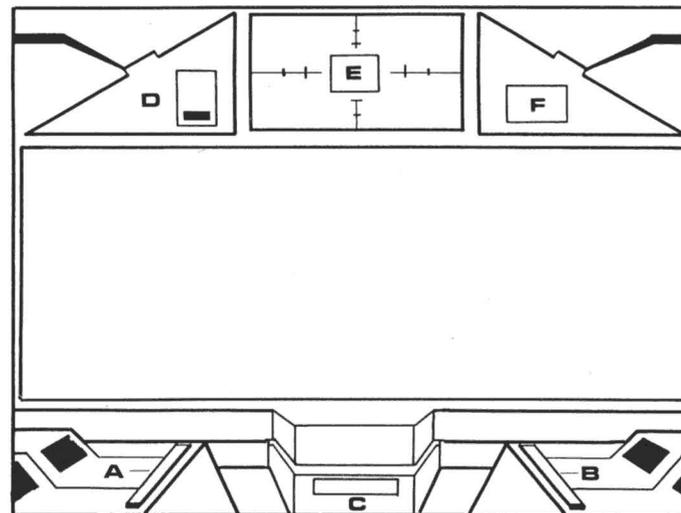
1. Destroy **all** KGB attack fighters.
2. Defend America from missile strikes.
3. Repair **all** damaged S.D.I. satellites.
4. When the Russian station is overthrown (Natalya will call for help) you must at least **attempt** a rescue.
5. After leaving the Russian station, repair the remaining damaged satellites and finish off the enemy fighters.

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. 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.



- 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
-
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Instrument Panel: Accessed from your keyboard.

- **M** When the white **message** light is blinking, press "m" to view the incoming message.
- **D** Press "d" to engage/disengage **docking** mode. With docking mode engaged, a red square will appear in the main view screen. Maneuver your ship with the joystick to center one of the two stations inside the "docking target." (The U.S. and Soviet 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" key again to return to firing mode.
- **S** The long range **scanner** constantly updates relative positions on a world map, and can be accessed from your starfighter or the U.S. station. Your fighter will be displayed as a small white triangle. Enemy fighter squadrons are in yellow.

Rotate your fighter clockwise or counter-clockwise by tapping the joystick to the right or left. Your ship will move in the direction it's pointing. Accessing the scanner will return your fighter to the proper altitude for docking and satellite repair. Exit the scanner by pushing your button.
- **R** Damaged satellites will show up as small blinking dots on your ship's radar, and will blink on your main view screen as well. Press "r" to call up the **repair** mode. Center the damaged satellite inside your green repair target and press the joystick button. Disengage repair mode by pressing "r".

SPACE Toggles the music on or off.

Computer Aided Docking Sequence:

Once you've successfully completed the docking mode sequence, a *green screen* representation of the station's docking port will be displayed. Use your docking computer to guide the fighter into your docking bay.

- To steer, push the joystick **LEFT, RIGHT, UP, or DOWN**.
 - The ship will accelerate toward the station automatically. To slow down, press the joystick button to fire braking rockets.
 - If you're not centered or are moving too quickly the docking will be aborted.
 - If you miss the docking bay the first time, steer your ship back around for another attempt.
 - When docking is completed successfully you have the opportunity to refuel, recharge your shields and make repairs. Move the cursor to the words highlighted in red and push your button.
 - To enter the station select **ENTER AIRLOCK**.
 - To return to combat choose **DISENGAGE**.
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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 satellite array, and use SDI to defend the U.S. against missile 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 arrow cursor over the screen of your choice and press the joystick button. To return to your ship, move the cursor over your character (standing in the center of the screen) and press your button. An elevator will take you to the airlock.

MISSILE DEFENSE

The SDI control screen is accessed from the space station bridge. (See **SPACE STATION**.) The computer countdown timers located in your fighter and the U.S. station will begin counting down from two minutes. If you're engaged in combat a warning message will be relayed to you from your *second-in-command*, First Lieutenant Andrew Bowman. You have **TWO MINUTES** before the enemy missiles reach U.S. airspace. Novice pilots should head back to the station **immediately!** (Allowing time for several attempts at docking, etc.) Experienced pilots will repair any damaged satellites and remain in combat until the last possible second, once inside the station there's no way to intercept attacking KGB fighters, leaving your satellite system vulnerable to attack! (Be sure to leave enough time for refueling and repairs as these functions take a little time.)

When missiles no longer appear over the world map, move the cursor to the word EXIT (you'll find it in the lower left corner of the screen) and press your joystick button to continue.

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- Target the inbounds by moving your cursor to the end of the missiles arc and pressing the joystick button. The following information will be displayed:

PRIMARY SATELLITE STATUS (functional or damaged)

MISSILE DESTINATION (an American city)

SATELLITE NUMBER

MISSILE COORDINATES.

Quickly press the button to continue.

- Now the screen prompts you for **PRIMARY** or **SECONDARY** satellite sequencing. Move the joystick **right** for **PRIMARY** or **left** to select **SECONDARY**.
- Next, choose **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!

S.D.I. 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. This makes targeting the missile easier, and increases your chances of destroying it. If you miss, you can IMMEDIATELY move the cursor up to the world map and target another inbound.

PULSE - Recommended with secondary sequencing. Pulse mode allows multiple shots, but makes targeting more difficult.

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 **SCANNER**) and dock with it as described under **COMPUTER AIDED DOCKING SEQUENCE**. 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. Timing is critical! You must hit the guards before they have a chance to fire. (There is a 50% chance they will hit you. If they get a shot off, the screen will change to a side view, allowing you to see the results.)
- When you are ready to risk their fire and run to the next room, move the crosshairs over the word "**RUN**" in the lower left corner of the screen and push your button. Every guard remaining has a 50% chance of hitting you with laser fire. (It's possible to shoot **ALL** the guards before you run...if you have time. The timer at the top of the screen shows you the time remaining.)

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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 strato-cruisers 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.
