

S.D.I.

Quick Reference Card

Loading Instructions:

Kickstart your Amiga with version 1.1 or 1.2. When the Workbench prompt appears insert the S.D.I. disk into your drive. The game will load automatically. Plug a joystick into **PORT TWO** on the right side of your computer.

Here are your objectives:

1. Destroy enemy fighters. 2. Repair damaged satellites. 3. Eliminate Russian missile strikes. 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, finish off the remaining enemy fighters.

SPACE STATION

- **Scanner**-Click on the flashing green screen display.
- **Satellite Status**-The flashing display in the upper right hand corner brings up the S.D.I. satellite network.
- **SDI Control**-The two flashing screens in the middle take you to the missile defense sequence.
- **Airlock**-To enter the fighter click on your character in the center of the screen. An elevator will take you to the airlock.

Missile Defense: 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, and MISSILE COORDINATES. Quickly press the button to continue. Now the screen prompts you for PRIMARY or SECONDARY satellite sequencing. Move the joystick **right** to select PRIMARY or **left** to choose SECONDARY. Then decide between FULL BEAM or PULSE. When the missile appears in your view screen, target it with the cursor and fire.

- **Primary**-Selects the **primary** satellite for sequencing.
- **Secondary**-If the primary satellite is damaged you **MUST** choose **secondary** at the prompt. (However, destroying the missile will be much more difficult.)
- **Full Beam**-Discharges a **single**, powerful beam. Easier to target, but you have only one chance to hit the missile.
- **Pulse**-Recommended with secondary sequencing. When missiles no longer appear click on the word "exit."

SHIP CONTROLS

The indicator on the left displays your **speed**. Your **fuel gauge** is in the center and your **shield status** is displayed on the right. The U.S. and Soviet stations will show up as dark black dots on your **radar**. Damaged satellites are displayed as smaller **blinking** dots. (Satellites that need to be repaired will blink on your main view screen as well.) When an enemy missile strike is called the computer automatically begins counting down. You have exactly **two minutes** to dock with the U.S. station, make repairs and refuel, and enter the missile defense sequence. Get back too early and you'll waste time. Get back too late and you'll lose cities! When the Russian station is overthrown the timer will count down from **four minutes**. The sooner you dock with the Russian station the more time you'll have to rescue Natalya from the evil KGB.

The following keyboard commands are available:

- **M** When the white message light is blinking press "m" to view the incoming message.
- **+ -** Use the plus (+) and minus (-) to increase/decrease speed.
- **D** Press "d" to engage **docking mode**. Maneuver your ship with the joystick to center one of the two stations inside the red "docking target." Press the joystick button to call up the computer aided docking sequence. Press the "d" key again to return to "firing" mode.
- **S** The **scanner** constantly updates relative positions on a world map. Your ship is displayed as a small white triangle. Rotate your fighter by tapping the joystick to the left or right. Your ship will move in the direction it's pointing. Accessing the scanner will return your ship to the correct altitude for docking and satellite repair. Exit the scanner by pushing your button.
- **R** Repairing satellites is similar to docking. When the damaged satellite is centered in your green "repair target" push the button. Press "r" again to exit repair mode.

Computer Aided Docking Sequence: Center the docking port in your view screen using the joystick. Your ship will accelerate automatically. Slow down by pushing the joystick button to fire your retro rockets. If you're not centered or moving too quickly the docking will be aborted. After a successful dock with the U.S. station you have an 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**. Choose **DISENGAGE** to return to combat. Fire your lasers by pushing the joystick button. When your ship is hit the screen displays a close-up of your character. Return to the base if you need to make repairs. Press the space bar to toggle the music on and off.