



BRILLIANT ACTION! " Varied and challenging... looks and sounds great... 9/10 for sound, toughness and endurance." Commodore User

STUNNING QUALITY



Screen shots taken from various computer formats



SDI

SDI

**—NOW—
THE ODDS
ARE EVEN**



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INTRODUCTION

SDI - Strategy and Arcade action at its best!

This classic Sega arcade hit, in the true Ronald Reagan Strategic Defense Initiative style, tests your skills in both offensive and defensive warfare to the limit. It's all out nuclear war and your mission is to defend your country from enemy nuclear space weapons and save the planet from imminent catastrophe.

SPECIAL FEATURES

* Single or multi-player modes * Offensive and defensive levels at each stage * Seven main tunes * Over 300 different sprites - animated deadly enemies which will collide with one another.

COMMODORE 64/128 CASSETTE

If you are using a Commodore 128 type the following: GO 64 then press RETURN Y then press RETURN. Plug a joystick into Port 2. Hold down the SHIFT key, then press the key marked RUN/STOP.

Game Controls

The player controls both satellite and cursor; pressing fire will aim a laser from the satellite to the current cursor position. When using a joystick or keyboard both satellite and cursor respond to normal joystick movement. If the fire button is pressed the cursor only will move and lasers will fire. SDI may also be played as a team game, one player moving the satellite using keyboard, and a second player controlling the cursor and laser with a joystick.

Control Options

From the title screen press SPACE to return to option screen. The keyboard controls are as follows:

Q - Up O - Right A - Down I - Left P - Fire
SPACE - TOGGLE MOVEMENT (Satellite/cursor)
F1 - One player game F2 - Two player game
Run/Stop - Pause Q - Quit (when paused)

Joystick Control

Use the joystick, without pressing the fire button, to move both the cursor and satellite. Use the joystick, when pressing the fire button, to move the cursor only and fire the lasers. The screen displays both players and lives remaining - in a two-player game the relevant "1-Up" or "2-Up" will flash to show which player's turn. The damage bar at the bottom of the screen relates to damage to your space station. If the bar fills up completely the game will end. There are 12 levels in S.D.I. during which you will face waves of enemy and enemy base missiles, satellites and fighters. If at any time during an offensive half you allow any enemy craft to penetrate your defences you must play a defensive half. At the end of each offensive half you will receive a report on the results of that half: a perfect score will be rewarded with 20,000 bonus points (and a dancing duck!). During play you will also come across satellites

bearing bonus pods:

BLUE - Extra speed when moving Satellite
RED - Multiple cursors (up to 3)
YELLOW - Extra fire power (bigger explosions)
To collect the bonus pods shoot at them to release them, then steer your satellite into the pod before it leaves the screen.

INTRODUZIONE

Strategia e arcade al meglio! Metti alla prova la tua abilità offensiva e difensiva in questo gioco di guerra della Sega. E' scoppiata la guerra nucleare e la tua missione è quella di difendere il tuo paese dai nemici venuti dallo spazio.

CARATTERISTICHE SPECIALI

- * Modo di gioco per 1 o più giocatori.
- * Livelli di offensiva e difesa ad ogni stadio del gioco.
- * Sette colonne sonore! * Più di 300 sprites diversi - nemici mortali animati che si collidono a vicenda.

ISTRUZIONI DI CARICAMENTO

C64 cassetta: Premere contemporaneamente SHIFT e RUN/STOP.

GIOCO E CONTROLLI

Dallo schermo del titolo, premere RETURN per passare allo schermo delle opzioni. Controlli tastiera:

Q - Su A - Giù I - Sinistra O - Destra
P - Fuoco F1 - 1 giocatore F2 - 2 giocatori
RUN/STOP - Pausa

Q - Lasciare il gioco quando in pausa

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