

Space Combat Simulation

DEEP SPACE™

Operation Copernicus

FLIGHT DOSSIER

WARNING/IMPERATIVE ACTION REQUIRED:

Verify and Review Contents before Mission Launch

✓ STARSHIP TRAINING MANUAL covering details on:

- State-Of-The-Art 3D Display and Animation
- Starship Maneuvers using true Newtonian Space Principles
- Streamlined User Interface with Pop-Up Menus
- Launch and Landing Procedures
- Viewport Message Display
- High-tech Cockpit with Full Instrumentation including Scan, Magnify and Hyperdrive
- Multiple Pilot Perspective of Out-of-Cockpit View, Side Views, External Views and View from Control Tower
- Starship Schematic complete with close-up details of Armament, Defense, Power Plant and Navigation Systems

✓ FOUR COMBAT MISSIONS in Asteroid belt between orbits of Mars and Jupiter each with unique threats and objectives, choice of three skill levels and Quadrant Star Maps:

1. Outpost Mission: Collect Uranium deposits from Mining Outposts
2. Escort Mission: Guide Orion Envoy Ship out of Hostile Territory
3. Plague Mission: Eliminate deadly Biotex-M microorganisms
4. Invasion Mission: Defend Herculis Base from Battle Cruisers

- Tactical analysis of all Mission Elements, Enemy Threats and Objectives
- Includes Quadrant Maps detailing location of Asteroids, Planetoids, Antimatter Shards, Outposts, Starbases and Enemy Spacecraft

✓ PROGRAM DISK in Protective Pak

✓ PREFLIGHT BRIEFING CARD

✓ CONFIDENTIAL LETTER from the President of United Planets

(DO NOT COPY OR CIRCULATE — FOR YOUR EYES ONLY)

✓ MEMO (Classified Security Level) from the Commander-in-Chief, Terran Defense HQ, UPSF.

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✓ OPERATION COPERNICUS BACKGROUND INTELLIGENCE REPORT. Advance personal copy. Contains:

- Andromedan Mining Raids
- Profile of Developers of Space Art Simulation
- Solarian Geographical Society Report
- Review of Outpost Pubs
- Technical Reports on "Pilot's Control Tower View in Ship Docking" and "ST Industries SF 181 (Katana) Maneuverability"
- Pilot Training
- Advances in Space Flight Simulation
- How Jump Gates Work
- Antimatter Shards

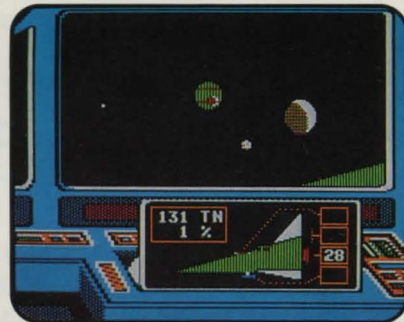
Look-left Dashboard



Forward Dashboard



Look-right Dashboard



Sample screens taken from the Apple II.



Quadrant Map Display



Control Tower View



SIR-TECH

Sir-tech Software, Inc.

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Product Feature Summary

Title:	<i>Deep Space -- Operation Copernicus</i>
Market Category:	Entertainment
Product Classification:	Space Combat Simulator
Computers:	Apple II-Series; Commodore 64/128; IBM PC, AT, XT & 100% Compatibles Tandy 1000 SX, EX, TX, HX
Required Hardware:	Apple; 64K RAM, 1 Disk Drive IBM & Tandy; 256K RAM, 1 Disk Drive, CGA Card Color monitor optional C64/128; 64K RAM, 1 Disk Drive
Available Disk Sizes:	5.25" All Formats; 3.5" IBM and Tandy
Available:	Now
ISBN:	0-926846-18-3 (Apple), 0-926846-17-5 (IBM 5.25"), 0-926846-30-2 (IBM 3.5"), 0-926846-16-7 (C64/128)
Suggested Retail:	\$34.95 (US)

Description:

It is the year 2123. The genetically-programmed warriors of the Andromedan Hegemony are making the first moves to enforce their Government's greatest desire: the takeover of the United Planets of Solaria's fantastically wealthy new mines in the Asteroid Belt. On Earth, capitol of the United Planets, military and political leaders are beginning frantic efforts to marshal human and material resources to fight off the alien onslaught.

There is a knock at the front entrance to your dwelling. You open the door, only half-surprised to see that your visitor is a courier robot, painted in the distinctive blue-and-white uniform colors of the Solarian Armed Forces. It registers your palm-print on its signature pad, then passes you a sealed file container. You know without opening the file that it contains a draft notice and briefing materials. In a few hours you will be in the cockpit of a Katana single-seat interceptor, perhaps fighting for your life against the invading Andromedans!

So the stage is set for *Deep Space -- Operation Copernicus*. As the pilot of a Katana war vessel, you will have your choice of four missions to test your skill and tactics flying -- and fighting -- amid the hurtling debris of the asteroid cluster known as the Trojan Group. Survival is up to you!

Special Features:

1. Innovative 3-D animated graphics offer amazing speed and detail.
 2. All objects follow actual laws of motion observed in space.
 3. Simple joystick/keyboard interface.
 4. Unique "briefing kit" packaging and documentation.
 5. Realistic spaceship behavior and navigation.
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What the Critics Say:

"There is a definitive 3-D effect to the graphics and also the feeling of realistic weightlessness as we floated, thrusted and generally piloted our ship in a manner which seemed extremely realistic. The game play is extremely satisfying with the various missions available to you."

-- *Computer Entertainer.*

"The detailed animation is so well done, you can't help but be drawn into the game."

-- *Nibble Magazine.*

"*Deep Space* is fun to play. The graphics are impressive. The animation technique, a marvel."

-- *The Electronic Gamer.*

"My rating for *Deep Space*? Five out of five stars!!"

-- *This N' That News.*
