

SEGA™

ROCKET SCIENCE GAMES™

CD
ROM
SEGA
GAMES

LOADSTAR

THE LEGEND OF TULLY BODINE™



BY RON COBB & BRIAN MORIARTY

Rated by V.R.C.™

MA-13

Parental Discretion
Advised.

General Audiences



LICENSED BY SEGA
ENTERPRISES, LTD. FOR PLAY
ON THE SEGA CD™ SYSTEM



WARNING

READ BEFORE PLAYING YOUR ROCKET SCIENCE GAME:

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television or monitor screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game, dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Repeated or extended use of video game on large-screen projection TVs should be avoided.

HANDLING YOUR ROCKET SCIENCE CD

This Rocket Science CD disc is intended for use exclusively with the Sega CD™ System. The disc is not indestructible. Do not bend it, smash it, fling it, submerge it in fluids or feed it to any living creature. Do not leave it in direct sunlight or near a stove, furnace or other source of heat. We know you really love gaming and all, but please take occasional breaks during extended play to rest yourself and the CD — and to maybe to think about getting a real life.

KEEP YOUR ROCKET SCIENCE CD DISC CLEAN. Always hold by edges and keep it in its case when not in use. Clean with a lint-free, soft, dry cloth — wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



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LOADSTAR

THE LEGEND OF TULLY BODINE™

For Technical Assistance call: 415-508-8461
On the Internet, find Rocket Space at: www.rocketsci.com
Send E-mail to: mort@rocketsci.com
For Rocket Science Gear™ call: 800-98-ROCKET



A BIT OF HISTORY

By 2010 the people of earth had begun to understand the problem.

Human beings were dying of unparalleled success. Two hundred years earlier, the industrial revolution ignited a fire storm of technological progress that initially eliminated famine and disease and converted humanity to a single, international culture committed to welfare capitalism, pragmatic democracy and machines that talked back.

This in turn launched a flood of human population across the face of the earth. While usually the benchmark of a successful species, this abundance led to mass starvation by the end of the 20th century, with whole continents poisoned by industrial waste and society decayed to the point of crime, cults and video games.

The most alarming consequence of this... human malignancy would be the destruction of the natural world. The earth's entire support structure of air, water, plant and animal life was in real danger of a catastrophic collapse. The answer was simple and obvious - New zoning laws:

First: Rezone the entire earth exclusively R-1, Residential.

Second: Relocate all disruptive, dangerous and polluting industrial processes (including agriculture) off the earth, where they could be sealed in the vacuum of space or set up on planets, moons or asteroids devoid of indigenous biology, yet continue to supply the home planet with energy, wealth, jobs and fresh vegetables.

Third: Open up the unbelievably vast land, space and natural resources of the solar system to entrepreneurial exploitation. This would pull excess population off the earth by offering migrants employment, adventure, obscene wealth and new, colorful ways of dying.

Just eighty years after the implementation of these laws and at the time of our story, 2103, three billion human beings live, work, reproduce and die far from earth. Colonies, factories, mines, power plants, agra-domes, prisons, theme parks, utopian communes, casinos and resorts orbit every solar body or dot the surface of every solid planet, moon and asteroid in the entire solar system.

The Solar Century

While the massive, century-long push to occupy the solar system happily reversed the ecological decline of the earth, many earthlings felt the 21st century had its share of disappointments.

The lurid science fictional expectations of imminent contact with extraterrestrial life, as well as the pseudoreligious longing for angelic 'space brothers' to descend and rescue humankind from our flagging spirituality, finally had to give way to reality late in the 21st century.

After almost ninety years of high-tech interstellar eavesdropping, and the launching of well over three hundred robotic probes and eighteen manned expeditions to thousands of extra-solar planetary systems, the scientists of earth had to concede a big fat zero for the detection of articulate, technological, alien civilizations. As a result the people of tiny earth began to appreciate how stunningly vast the universe really is.

Apparently we are alone, at least within the immensity of our immediate galactic neighborhood and have, at this time, no practical or timely way of traversing the gulf between even the nearest stars. Faced with this 'coming of age', humans turned to the relative magnitude and potential of our own solar system.

MENDALEEV

The earth-moon system is the trading hub of the entire inhabited solar system and its primary freight depot is Mendaleev. Located on the back side of the moon, Mendaleev spans the entire floor of a huge crater of the same name. In the center are the high-rise pressure domes of Mendaleev city. Spreading outward from this center in all directions are thousands of loading bays all serviced by a vast web of 'mag lev' taxiways. Mendaleev crater is found just above the lunar equator near the middle of the far side. There is a good reason for this particular site.

Centered on the southern edge of the depot and paralleling the lunar equator for a thousand miles in each direction, a launch/landing rail has been constructed straight as a laser beam across the lunar landscape. Looking like an elevated, metal-surfaced freeway, this megastructure is literally a highway into space. Using electromagnetic levitation and linear induction, the landing half of the rail, five-hundred miles to the west, can capture and decelerate all unpowered spacecraft which arrive by swinging over the airless moon, parallel to and just above the rail, in extremely low, but high-speed orbits. The launch rail, extending five-hundred miles to the east, can accelerate and catapult spacecraft completely off the surface of the moon. It's all a matter of economy. For one week in every lunar month, the orbital movements of the earth and moon plus the small rotation of the moon all add up to one free, colossal kick in the pants if you're interested in getting somewhere else in the solar system.

A modest amount of solar-powered electrical acceleration from Mendaleev's launch rail can easily and cheaply catapult huge spacecraft to midtown escape velocity. They can then set course to anywhere else in the solar system after a short burn of their fusion rocket engines.

THE TAXIWAYS

All massive airless moons and planets (Mercury, Earth's moon, Ganymede, Europa, Callisto, Rhea, Iapetus, Titania, Oberon, Triton and Charon) impart enough weight to a grounded, fully loaded truck that a mechanical means of transport around the depot is required for loading and unloading. This is accomplished through the extensive use of electromagnetic levitation and induction taxiways.

Every utility transport has standard retractable landing struts that allow vertical landing with four small fusion rocket engines and two retractable levitation coils or swiveling 'trucks' (like an old railroad coach) for electromagnetic landing and launch, if such rails are provided. The coils of the utility transports fit snugly in the trough-like trackways with only two feet of levitated clearance all around. These coils also allow for transport along the mag lev taxiways.



THE OUTROLLERS

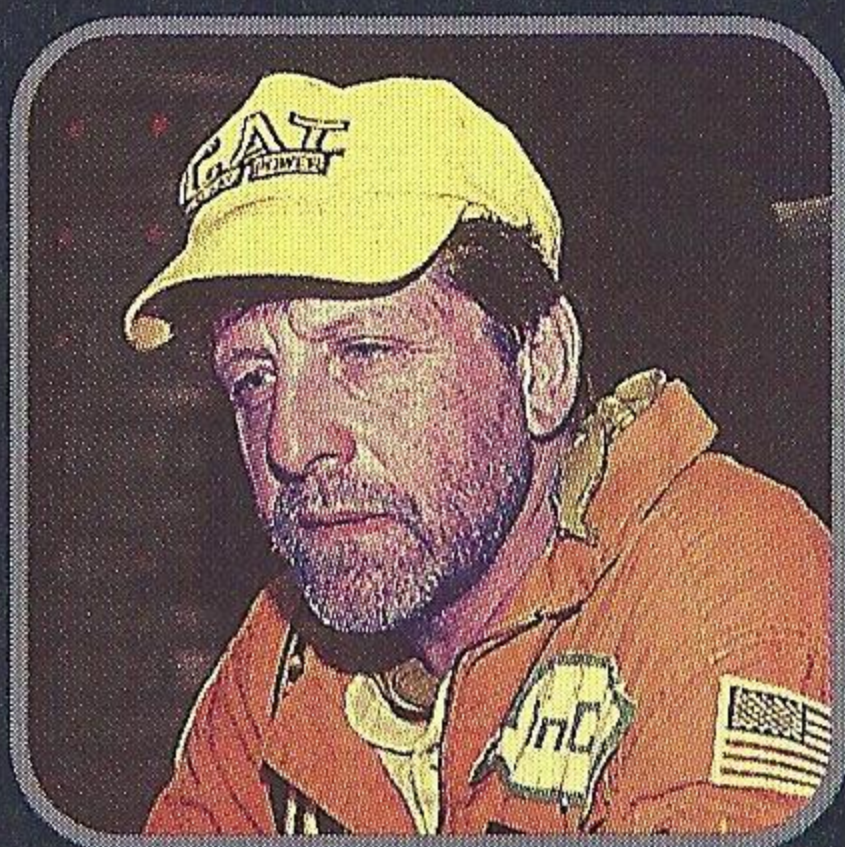
As in ancient Rome, roads are vital to the material needs of any empire. The roads that span the sun's great planetary disc are invisible lines drawn by gravity, but just as vital to humanity's largest empire.

The task of moving raw materials, food and manufactured goods over these invisible roads falls mainly to fleets of immense automated space freighters called 'utility rails'.

A small number of these 500 foot long, flying boxcars are privately owned by a subculture of eccentric men, women and otherwise who prefer to live onboard their craft and directly pilot them like the earth-bound truck drivers of long ago.

They're the system's last individuals, humans who prefer the restless solitude of a freight haul from Mercury to Pluto. Many stereotype these throwbacks as gypsies, outlaws or worse, and dismiss their colorful rigs as 'Jump Trucks.' The truckers themselves, however, proudly refer to themselves as 'Outrollers'.





Tully Bodine

Some might think of Tully as just another battered, over-the-hill 'Outroller' hauling freight between Mars and the moons of the system's gas giants aboard his equally battered space freighter 'Loadstar'. But to the hardy colonists of the frigid outer system, he's a colorful character in a monochrome wilderness, greatly admired for his many acts of selfless assistance in their struggle to survive.

To his fellow Outrollers he is simply a legend, a strong but fair competitor and the best damn trucker in the system.

Tully is earth born, a 'midtown' as the Outrollers would call him. But to Tully midtown is a place of dark and terrible memories. In his youth as a United American Ranger, Tully fought in the terrible terrestrial war against the fanatical 'True Light' fundamentalists. After his stint in the service and ten years as a merchant spaceman, Tully migrated to Mars colony where he became an Outroller.

These days Tully avoids midtown as much as he can.

Molly Matlock

Molly is Tully's long time girl friend. She owns and runs a pub at Eros Chasm. Molly was nineteen when she met Ranger Corporal Bodine and Sergeant Wompler on her first trip to earth to visit her grandparents. It was shortly after dating Wompler that she fell for Tully and began a torrid relationship that lasted five years. When it ended, Molly traveled, lived and worked around the earth for many more years before returning to Mars only to take over the family business at age thirty-two.

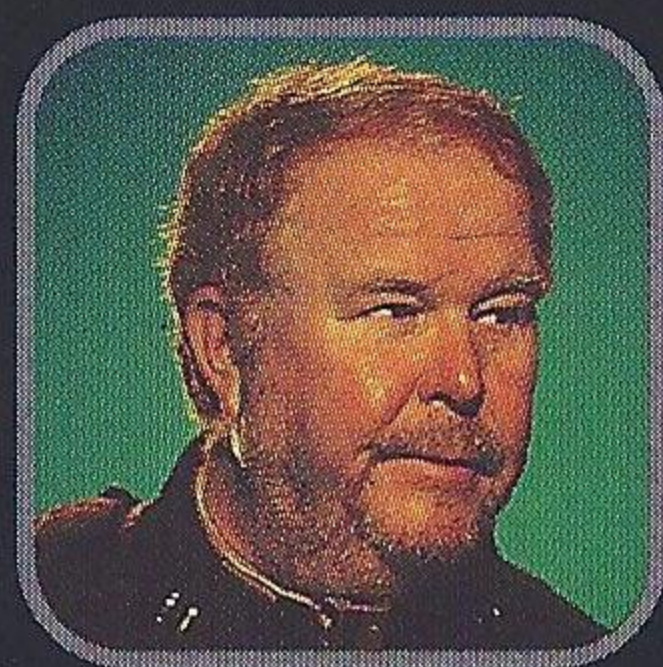
Eventually Tully returned to Mars to become an Outroller and their relationship resumed.

Molly has convinced the veteran Outroller to give up the lonely, rollin' life and settle down on Mars colony where they will go into the hotel business together.



Mortimer

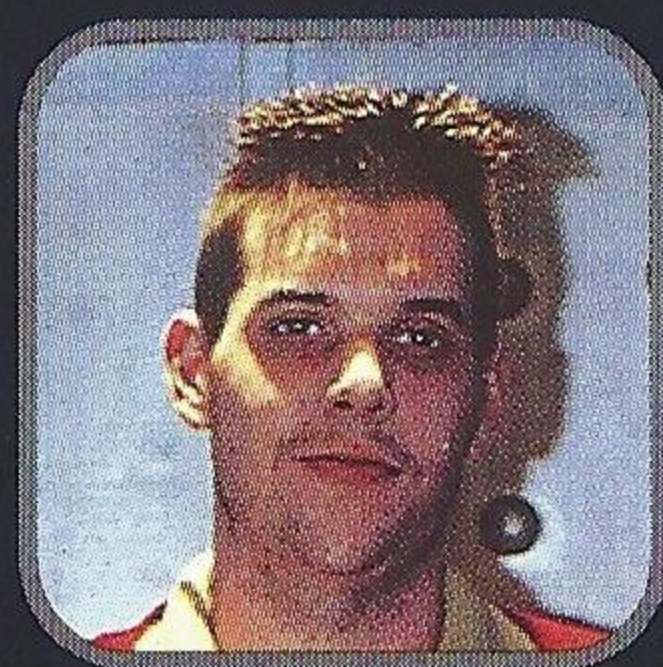
Mort is Loadstar's onboard computer. He's an omnipresent, artificial intelligence with massive computing power and enthusiastic good humor. Unfortunately, over the years and under Tully's influence, Mortimer has developed into a cosmic-grade cynic. Tully attempts to keep Mortimer tolerable by insisting that he wear a happy face display at all times.



Francis Wompler (Sheriff)

Francis Wompler is sheriff of Lunar Federal Territory. He is one of those authority junkies that does everything by the book. Unfortunately it's his own book and the rule on page one is, never lose.

Like Tully, Francis was born on earth. He joined the Rangers when he was seventeen and bullied his way to sergeant in nine months. Here he met Corporal Tully Bodine. For the duration of the 'True Light' war, Francis and Tully were rather unlikely buddies. It was while both were on leave in St. Louis that they met Molly Matlock. Tully's affair with Molly turned Francis into a loser and a lifelong enemy of Tully Bodine.



Vern Wompler (Wompler's Nephew)

Vern greatly admires his uncle Francis and would be just like him if he processed a few more I.Q. points above a pineapple. Having failed in his bid to enter law enforcement, Vern has chosen the colorful, rather uncomplicated life of an Outroller.



William Snid

Snid grew up among the youth gangs preying upon the tourists and merchant spacemen of Mendaleev depot.

Always eager to please, Willie quickly rose up the ranks of Mendaleev organized crime by being the little twit willing to do everyone's dirty work.



Rat Bag Baxter

Rat Bag is out to be number one — the Outroller's Outroller, a position currently held by Tully Bodine. This is the sole basis of the big man's relationship with Tully. With an attitude ranging from grudging respect and envy to irritation and psychotic competitiveness, Baxter is the curse of Tully's life.

THE NOVA UD2

Tully Bodine's Loadstar is a vintage Nova UD2, one of the biggest and fastest utility transports ever built. He purchased it in two parts starting with the used cab/ship he bought in 2094 using money he had saved from eight years as a merchant spaceman. Tully got the cab up and rolling two years later and used the stubby, aerodynamic craft to ferry small cargoes up and down from the Martian surface to Phobos and Demos. Recognizing his natural talent, a local trucking company hired Tully, certified him as an Outroller and provided him with a deep-space, 450 foot long Nova freight frame with two fusion engines. A freight frame carries sixteen removable freight modules and, unlike the cab, can only dock in orbit or set down on an airless asteroid, moon or planet.

After one year of hauling enormous loads between Titan and Mars, Tully grew tired of working for a company that would prefer he were a robot. So, in 2097 he purchased the freight frame, named the entire rig Loadstar and became an independent.

The rest is legend. In 2099 he purchased four Rolls Royce RH-12 thrust tunnels from military surplus. He mounted the engines himself in a pressurized dry dock on Demos. He put two in the cab and two on the aft end of the frame. Tully then acquired and installed a cybernetic persona to look after them, a persona he named Mortimer Nerd. The 500 foot long Loadstar is now the fastest privately owned utility in the solar system.

LOADSTAR TIPS

Always listen to Mortimer. He's there to help.

SAP



YUTANI SSAP-L SOLAR SYSTEM AUTOMATED POLICEMAN THE 'SAP' OR 'COP TOP'

A Yutani SSAP-L (Solar System Automated Policeman) is a common sight throughout the inhabited solar system.

Universally called SAPs, these small (two meters high), fully robotic devices are designed to augment police operations, but only in settlements located on airless planets and moons. In a vacuum, SAPs can fly about and hover utilizing three vectored, hypergolic thrusters located high on the corners of their triangular hulls. This provides pendulum-like stability near the surface of a large massive body.

An onboard Shiva3000 optical processor with A.I. programming gives the SAPs independent operation, but all SAPs can be remotely piloted when necessary.

SAPs conduct surveillance and can offer advice as well as lawful commands, but aside from blocking the way and calling for a manned 'Toaster' as back up, most SAPs are unarmed.

Pictured here is the exceptional SSAP-LG fully equipped with a railgun and an anti-riot vapor cannon.

SAP TIPS

SAPs cause damage when they collide with the Loadstar. Shoot them before they hit.

TOASTER

YUTANI 505L-TPC TACTICAL POLICE CRUISER LUNAR MODIFICATION THE 'T' CRUISER OR 'TOASTER'

The Yutani 505L tactical police cruiser or 'Toaster' is a manned and armed spacecraft designed for reactive flight over a massive, airless body such as the moon. Reaction is provided by a single Denudan IC-27 fusion rocket engine mounted centrally and vectored for hover and ballistic free flight.

T cruisers require onboard piloting and weapons management by a crew of two and are sometimes paired with an unmanned SSAP.

A turret mounted, Goyell 62-caliber railgun with active cryodamping for superconductivity and sustained fire is the Toaster's single weapon. Targeting is acquired by aligning holoradar data and the aiming point with the sight line of the weapons officer while wearing a helmet slaved to the gun turret.

Toasters are held in reserve from ordinary policing and are only deployed for major civil disruptions.



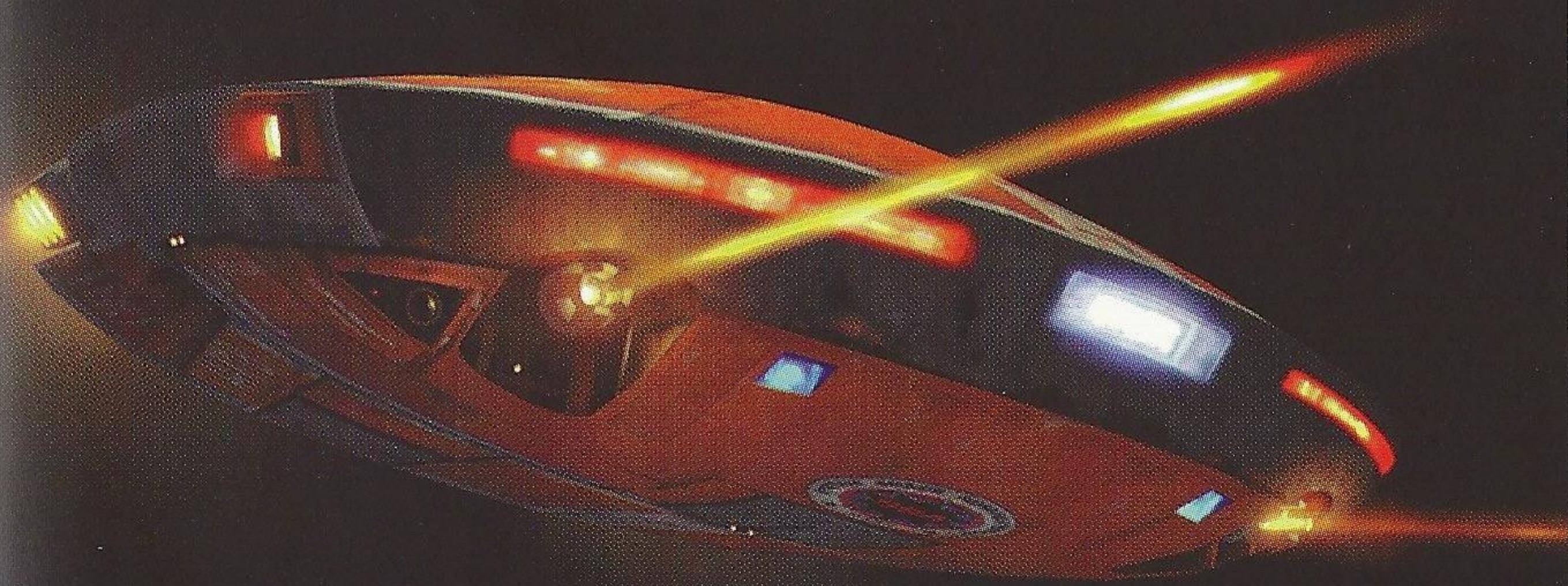
TOASTER TIPS

Warning; Toasters always attack when fired upon.



SYSTEM GUARD SHIVA AA-X₃
AUTOMATED AND ARMED EXPERIMENTAL DRONE
THE 'AX'

The AX is an experimental, automated and armed drone. It is a longer range, smarter version of the SSAP and meant to replace it. With four Basille AF-2 mini fusion engines and a stereo pair of Goyell 88-caliber rail guns, the AX is a very impressive civilian and military enforcer. It is also unpredictable. An onboard, miniaturized SHIVA7000 optical processor gives the AX complete autonomy. The only constraint on its operation would come from, in the case of police work, internal interpretation of the law and external commands assessed as lawful. At least that was the plan. An earlier AA-X2, on a trial run at the Liddy proving grounds on Io, suddenly and inexplicably attacked a portable espresso machine, injuring two of the scientists.



AX TIPS

Your shield will thwart an AX's powerful rail guns. Use it.

SCORPION

SYSTEM GUARD SAAB SA-10A SURFACE ATTACK-AUTOMATED JUMP TANK THE 'SCORPION'

The SA-10A Scorpion is an automated, highly armored and armed, military spacecraft deployed by the System Guard and used most often to back up System Police. It has a surface attack mission profile, meaning that it is a ship confined to reactive and orbital flight around a massive airless body like the moon.

The Scorpion's extensive armor gives the craft an almost aerodynamic appearance complete with 'wings', but it is a true VSV (vacuum surface vehicle). It is also extremely well endowed with reactive power. The SA-10A is powered by six, Basille J605 (Tokomak) fusion engines mounted in pairs at the craft's tri-lift points.

The Scorpion's small size is deceptive when evaluating its fire power. The SA-10A carries four complete weapon systems: a pair of Goyell 80-caliber railguns, two thermal lasers and eighteen Venom missiles with ordinance morphing. But, the real sting of the Scorpion is located in two bays of the forward engine pods. Here, four Bludgeon missiles are stowed in their own launch tubes. The Bludgeon has all the seeking capabilities of the Venom, but twice the range and sixty times the explosive yield! Each missile carries a small fission warhead, a 2.2 kiloton designer nuke, with enough power to evaporate Happystation.



SCORPION TIPS

When confronting a strafing Scorpion, the degausser is your best defense. . . but watch your fuel supply.



HEADS UP DISPLAY

COMPASS HEADING

Mendaleev has many complex taxiways. Use your compass to guide you towards your destination.

LIVES LEFT

Drive carefully.



SCORE

For those of you so inclined, track your progress. Good luck!

SHIELD ENERGY LEVEL

The Megashield drains energy quickly, and it recharges slowly. Use sparingly.



FUEL

Once you run low on fuel the degausser stops working. You'll need your reserves to successfully launch.

TAXIWAY STATUS

DEGAUSSER

Depress your A & B buttons simultaneously to send out a powerful electromagnetic shock wave. Remember, you must obtain fuel before using this device.

MAG LEV

Your electromagnetic levitation status. A true indication of Loadstar's health.

HULL INTEGRITY INDICATOR

This display shows what part of Loadstar was most recently hit by enemy fire.

DAMAGE INDICATOR

The level of damage (in %) sustained by Loadstar.

STATUS BAR

When it says 'terminal', that's not a good thing.

ELEVATION

Your distance from the track in centimeters.

WEAPONS

HORN

The Magi 6A-20 All-Hailer is more than a sound maker. It 'warns' slower traffic to speed up and turn aside by projecting a narrow-beam, radio pulse directly to the control computers of the lagging vehicle. This warning lasts no longer than one tenth of a second before the vehicle is forced to comply! Of course truckers aren't supposed to have or use them. Tully picked his up from a flea market on Io.

SAPPER

A 'Sapper' is a directional jammer that can scramble SSAP control signals until the little 'cop tops' go bonkers and explode. It is completely illegal for anyone but the police to possess one. Tully acquired his as a gesture of gratitude from a retired cop that got himself into a bit of trouble. A very handy device to possess.

SHIELD

A small, directional nitrogen cannon that can act as a shield by deflecting hypervelocity railgun fire. Tully uses it for protection against armed hijackers.

MEGASHIELD

A large, unidirectional nitrogen blast that blocks all oncoming fire. This shield draws its energy from the track while tooling around the moon.

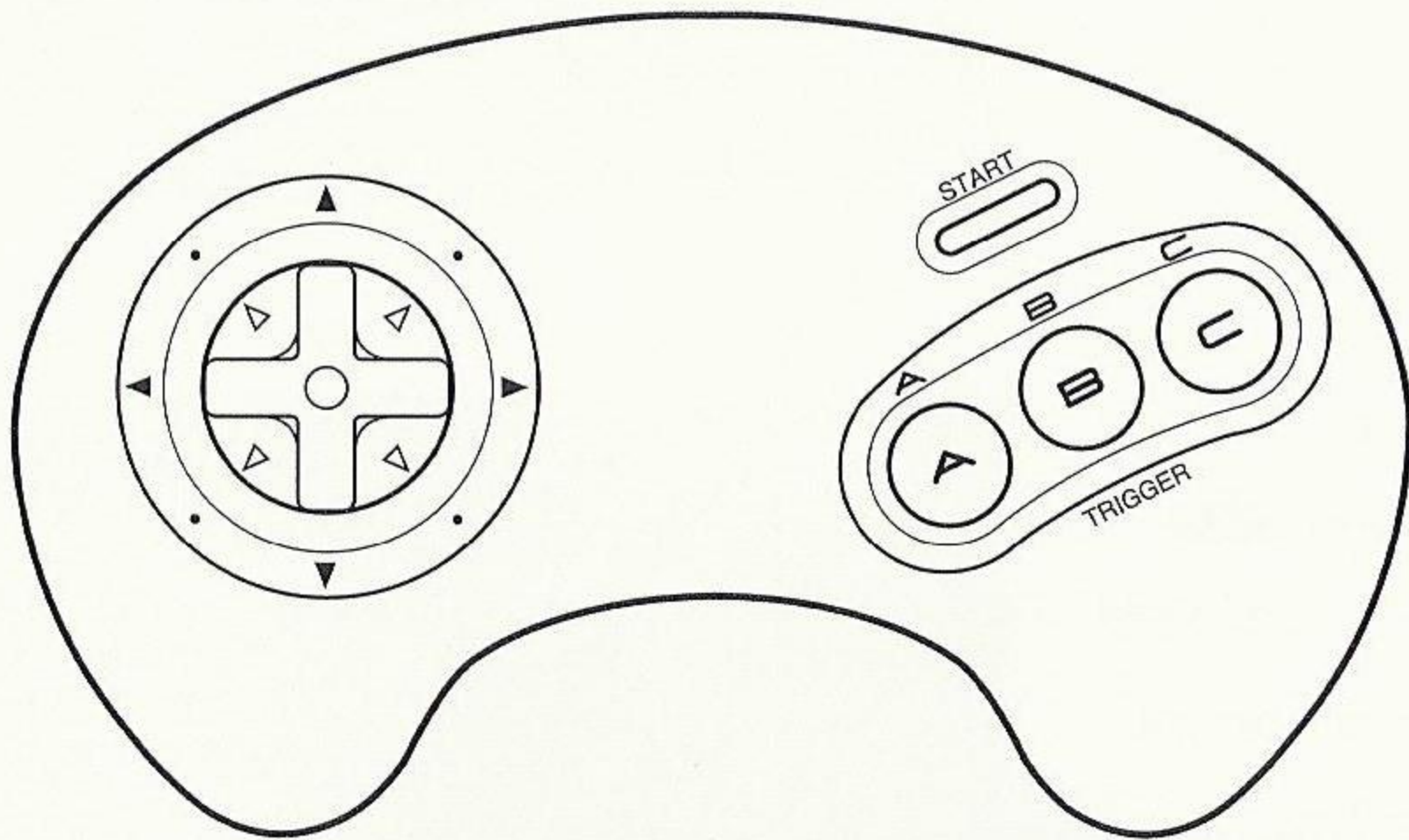
DEGAUSSER/DEPOLARIZER

When Loadstar has fuel and is on a mag lev taxiway, the onboard, fusion powered generators can send enough voltage through the truck's levitation coils to reverse the inductive or motive force of the taxiway. This imparts a rolling depolarization and discharge 200 feet ahead of the truck, an arc of electrical energy capable of frying anything on or near the taxiway surface. If nothing else, this weapon is an effective method of deterring Toasters and Scorpions.

STARTING UP



1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears. NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.
3. Open the disc tray or CD door. Place the LOADSTAR: THE LEGEND OF TULLY BODINE compact disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD logo is on screen, press START to begin the game. If the control panel is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin. NOTE: If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.
5. When the title screen appears, press any button to display the game menu.
6. To get to the options screen in game play, press start to pause then A+B+C buttons.
7. Use your D-PAD to highlight your game choice. Use your D-Pad to toggle through your choices. In the options screen use your D-Pad to:
 - Select your level — to advance you must play through the levels in order but once you've conquered a level, you may return to it at any time
 - Watch a game demo
 - Scan technical data of the vehicles featured in Loadstar
 - Preview Cadillacs and Dinosaurs™, another great Rocket Science Game
 - Review game credits
8. Press any button to begin your joyride.



D-PAD

Steers the Loadstar, aims your Sapper and positions your Shield

A Button

Honks the Horn to move slow traffic out of your way

Start Button

Skips Introductions
Pauses game play

B Button

Locks the Shield onto enemy fire

A+B (or X)

Fires Degausser (Level 3 only)

C Button

Fires the Sapper

B+C (or Z)

Activates/Deactivates Megashield



GAME PLAY

LEVEL 1

Level one is full of SAPs.

Although they don't fire at you directly, they will smash into the Loadstar, and damage can be fatal.



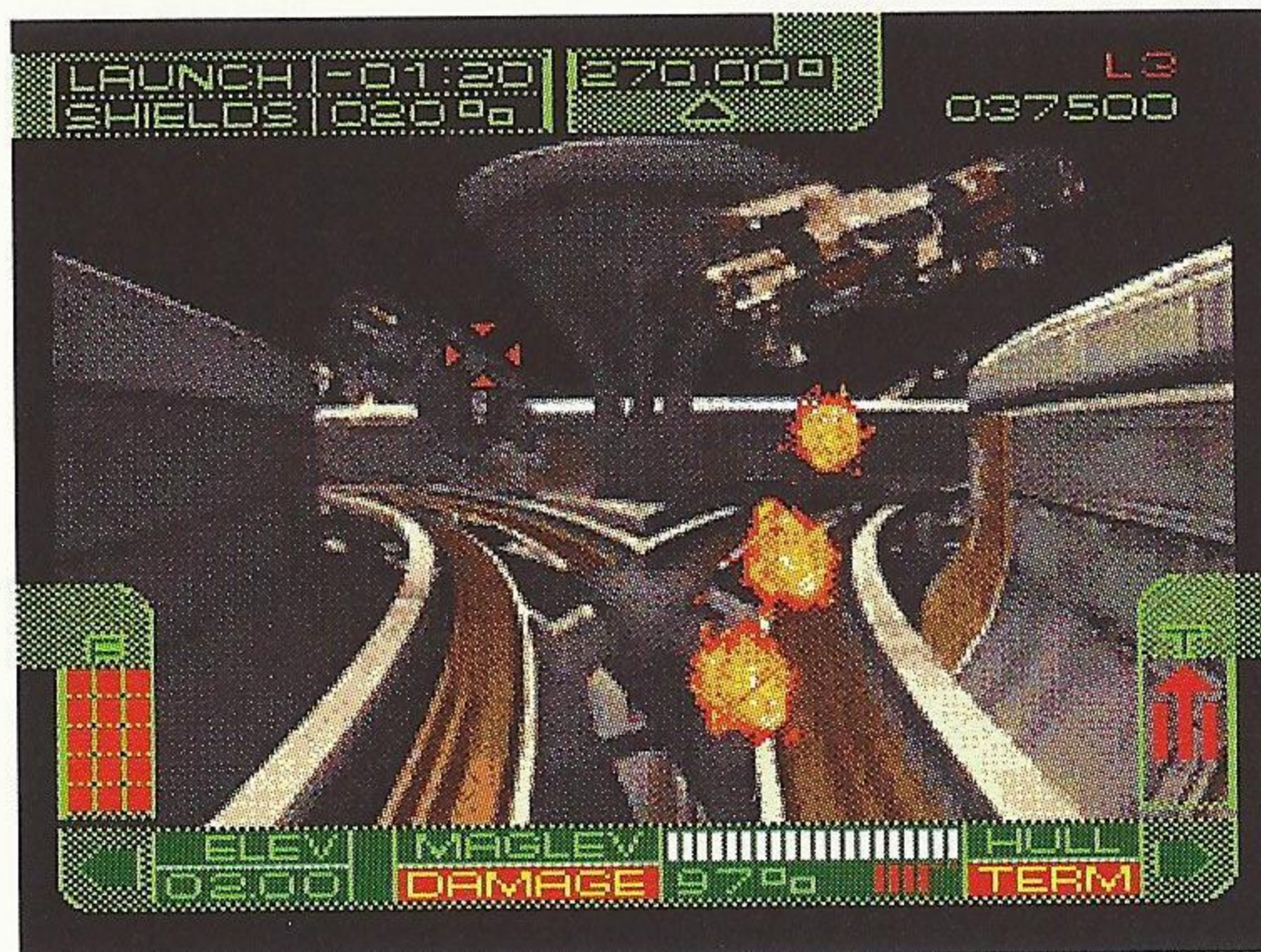
LEVEL 2

Level two is patrolled by the robotic AX vehicles. They're not your friends, so get them before they get you.



LEVEL 3

The entire Mendaleev police force is after you by now! Head for the launch rail and beware of your fellow truckers.





OUTROLLER SLANG

ALCATRAZ

Earth's moon

BACKSIDE

Far side of the moon

BIG POTATO

Phobos (Largest moon of Mars)

CRYOSUSPENSION

A state of suspended consciousness through extreme cold. Method of choice for prisoners serving out their terms.

DEW

Deuterium fuel

FRAME

A full load of 16 freight modules

JECTOR

Trajectory

JECTOR - TOO FLAT

Too fast

JECTOR - TOO BENT

Too slow

'JUMP'

A term designating the mode of transport for any spacecraft that "flies" over the surface of a massive, but airless planetoid or moon using vectored reaction jets

JUMP CAN

Any small utility spacecraft

JUMP RAIL

Freight ship (acceptable term)

JUMP TANK

See Scorpion

JUMP TRUCK

Freight ship (derogatory)

MIDTOWN

Earth/moon vicinity

THE OUTER

Solar system beyond Mars

ROCKHEADS

Mars state police

ROLLING

Unpowered trajectory

SCORPION (see also JUMP TANK)

A manned, heavily armed and armored military attack ship (used exclusively by the System Guard). There are also automated or unmanned, remotely piloted versions of this craft

SMOG

Venus

SNOW BALL

Titan

SSP

Solar System Police

or SP

System Police

SUBURBIA

Mars vicinity

TOASTER

Police ship

UTILITY TRANSPORT

Freight ship (official)

VU

Velocity unit = 1 km per second

CREDITS

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Ron Cobb

Interactive Design
Brian Moriarty

Digital Production Supervisor
Richard Cohen

Digital Matte Painting Supervisor
Mark Sullivan

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David Nakabayashi

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Mary Ellen Perry - Music Annex

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Dean Menta - Neuromantic Productions

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Matthew Fassberg	Ward
Chris Green	Toaster
Brian Moriarty	Mort
Veronica O'Donovan	SAP

Ground Control
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Lacey Gordon, Julie Jaros, Li Kramer, Tom Laskawy, Brian
Moriarty, Elon Musk, Veronica O'Donovan, Tony Payne,
Rosa Peralta, Susanna Richards, Josh Smith, Josh Viers,
Brandy Wilson

Mission Control

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Mark Greenough	CFO
Jim Wickett	VP Business Affairs
Peter Barrett	Executive VP
Mark Mullen	Executive Producer
Special Thanks	
Kathryn Gould, Jon Feiber . . . For having the faith	

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Tammara Wells	Executive Producer
Eric Deutsch	Line Producer

CREDITS

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Trisha Ronten
Pam Rack
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Production Consultant
2ND Assistant Director
Production Assistant
Production Assistant
Production Assistant
Production Assistant
Craft Service
Script Supervisor
Casting Director
Fight Coordinator

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Greg Dellerson
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Lead Man
Property Master

Sound Department

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Matt Markey

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Boom Operator

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Linda Morgenstern
George Baker
Darrell Randazzo

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Assistant Camera
2ND Assistant Camera
Still Photographer

Electric Department

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Anthony John
Colin Edwards
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Best Boy Electric
Electric
Swing

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Irv Gorman
Gene Rivera
Scotty Graves

Key Grip
Best Boy Grip
Grip

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Lisa Parmet
Rosanne Fiedler

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Assistant Stylist
Assistant Stylist

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Danielle Russell
Cinzia Zanetti
Susan Seligman

Key Make-Up
Key Hair Stylist
Make-Up
Make-Up

Cast

Starring

Barry Primus
Ned Beatty

Tully Bodine
Sheriff Wompler

Principals

Michael P. Byrne
Cristi Conaway
John Beatty
Prince Hughes
Craig Ryan Ng
Jolie Jackunas

Snid
News Anchor
Vern
Rat Rag Baxter
Helium Head O'Bannon
Nails

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Michael Anderson
Steve Randazzo
Paul Quinn
Richard Haje

Bartender #1
Bartender #2
Moon Dog
Deputy #1
Deputy #2

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Scott Schauer
Earnest L. Brown
Patrice Quinn
Regana Redd
Pamela Sillman
William Richards
Tamara Lunt
Lynn Zeigler
Steve Friedlander
Karen Sempertegui
Peter Barrett
Veronica O'Donovan

Bouncer
Trucker
Trucker
Strange Character
Waitress
Worker
Worker
Waitress
Bar Character
Bar Character
Bar Girl
Man in Silly Hat
Camel Bay Betty

Packaging and manual design

Three 8 Creative Group

ROCKET SCIENCE GEAR

A.



LOADSTAR

C.



D.

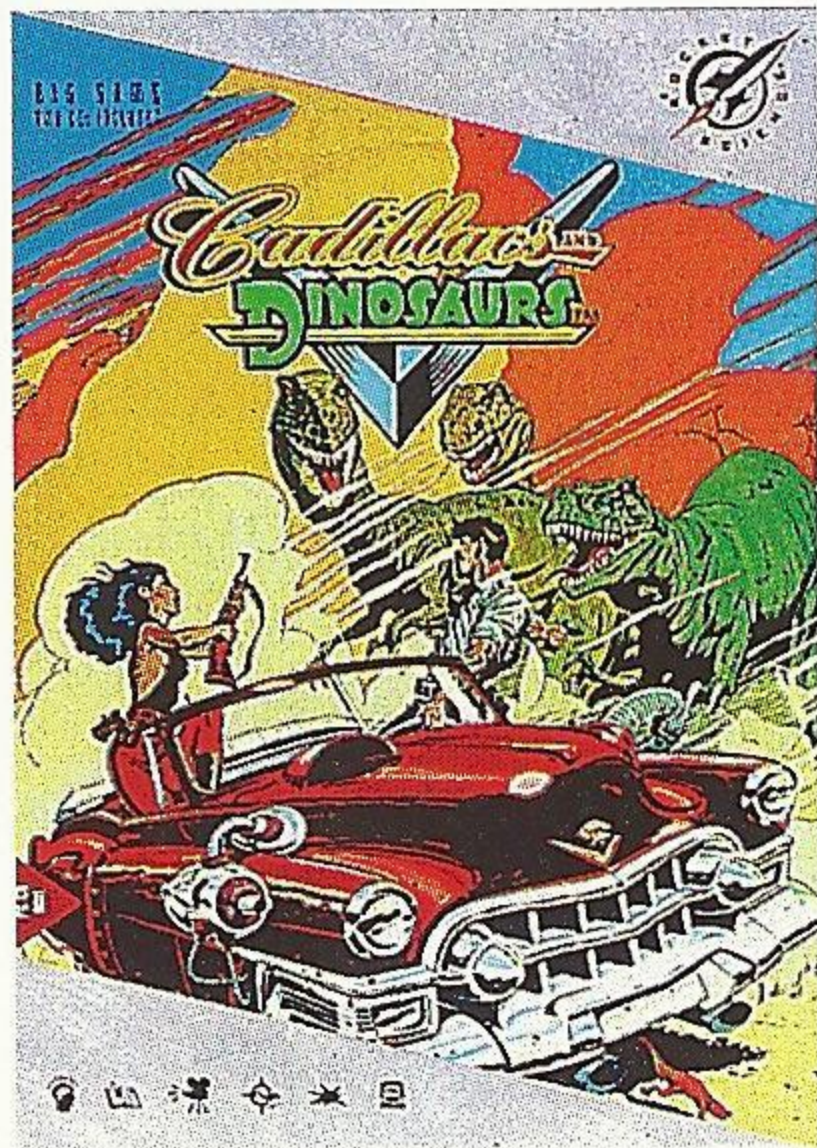


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B.



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