

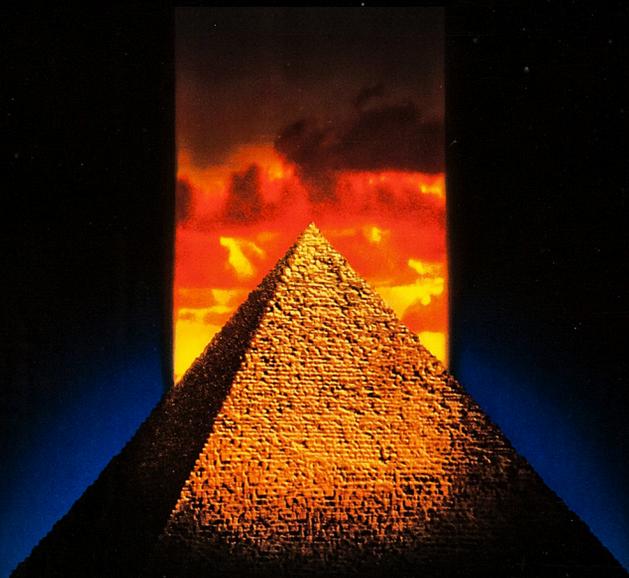
KURT RUSSELL

JAMES SPADER



# SECRETS OF STARGATE

THE MAKING OF AN EPIC  
ADVENTURE FILM



# Table of Contents

## Secrets of STARGATE CD-ROM Guidebook

<i>Introduction</i>	2
<i>Before Starting</i>	2
<i>IBM/PC System Requirements &amp; Installation</i>	3
<i>Macintosh System Requirements &amp; Installation</i>	3
<i>Starting and Quitting</i>	4
<i>Navigation</i>	8
<i>The Main Hall</i>	9
<i>Movies</i>	11
<i>People</i>	12
<i>Storyboards</i>	13
<i>Art/Stills</i>	15
<i>Ancient Wisdom</i>	16
<i>CD Credits</i>	16





## Introduction

The *Secrets of STARGATE* CD-ROM disc contains 40 minutes of film clips, behind-the-scenes and special effects footage, and audio extracts from the original score. It also contains almost an hour of video interviews, 466 production stills and 721 storyboards, together with information about many of the characters and others involved in the film.

This CD-ROM will provide you hours of enjoyment—watching your favorite scenes from the movie, interviewing favorite actors or the director, looking behind the scenes at special effects artistry, and more. There is so much information on this CD-ROM that it would take hours of continuous viewing to see it all from beginning to end. But you become the director of your own *The Making of: Secrets of STARGATE* by choosing the video and film clips you want to view. You can even mark stills to play back later.

This guide gives you installation instructions for the *Secrets of STARGATE* CD-ROM, descriptions of the navigation tools you'll use to move through the Throne Room of Ra's spaceship, together with an overview of its different features.

## Before Starting

The components of the *Secrets of STARGATE* CD-ROM are:

- One compact disc containing the text, film clips, interviews, videos, storyboards, art, stills, and audio recordings; a copy of the QuickTime™ system extension for the Macintosh®; and QuickTime for Windows™.
- One guidebook.
- One registration card.

## **IBM/PC System Requirements**

A list of the minimum equipment you need to be able to use *Secrets of STARGATE* on your IBM or compatible follows:

- IBM or compatible with a 486 processor running at 25 MHz or more, or Pentium processor.
- Color monitor supporting at least 640 x 480 pixels, and a minimum of 256 (8-bit) colors.
- 4 Mb RAM (8 Mb recommended).
- 3 Mb of hard disk space if you need to install QuickTime for Windows™. Otherwise, 2 Mb of hard disk space.
- QuickTime for Windows 1.1.1 (included).
- CD-ROM drive (double-speed drive to view video).
- Windows-compatible sound card.
- Microsoft™ Windows version 3.1 or later.
- MS DOS version 5.0 or later.

## **IBM/PC System Installation**

1. Ensure that your PC is correctly configured and that Microsoft Windows 3.1 is running.
2. In the control panel of your PC, set the computer to support 256 (8-bit) colors, and at least 640 x 480 pixels. You may want to refer to your video card manual for further instructions.
3. Insert the CD-ROM disc, *Secrets of STARGATE*, into the CD-ROM drive.
4. Refer to the README file for any last-minute additions.
5. In the Program Manager, open the **File** menu and select **Run**.
6. In the Command Line, type `x:/setup` (where x is the letter of your CD-ROM drive) and press **Enter**.

## **Macintosh System Requirements**

The minimum equipment you need to be able to use *Secrets of STARGATE* on your Macintosh is:

- Macintosh II series, Centris series, Quadra series, or Power Macintosh series.
- 13" or larger color monitor with a minimum of 256 colors.
- 5 Mb RAM (8 Mb is recommended).
- CD-ROM drive (double-speed drive required to view video).
- System 7.1 or later.
- QuickTime 1.6.2 system extension (included).



## Macintosh Installation

1. Ensure that your Macintosh is correctly configured to use this CD-ROM.
2. Insert the CD-ROM disc, *Secrets of STARGATE*, into the CD-ROM drive.
3. If you do not already have the QuickTime system extension, install it by dragging the QuickTime icon from the CD-ROM to your system folder. Then restart your Macintosh for the QuickTime installation to take effect.
4. Refer to the README file for any last-minute additions.

To get to the planet Nagada through the StarGate on your computer, insert the CD-ROM into the drive. The time it takes to get to Nagada depends upon the speed of your machine.

**Macintosh:** Double-click on the icon for a 5 Mb or 8 Mb machine, depending upon the capability of your system.

**PC:** Run one of the following executable files from your hard disk:

STARGATE.EXE if you have a 4 Mb computer.

STRGT\_HI.EXE if you have a higher performance computer.

Once the program starts, click at any time to interrupt the movie trailer and immediately enter the spacecraft's Main Hall, where Ra's Throne Room is located.

Five landing sites are located off the Main Hall. In each site is an area to wander through and explore. Make your way through the palace; explore one area and then move between levels to explore another. Navigation tools help you experience this multimedia environment, guiding you through a non-linear, non-programmatic, interactive exploration through the palace Throne Room.

### To Quit

Getting home again isn't as difficult as it is in the film. To return to Earth at any time, use the standard quit methods for your computer:

For the Macintosh:   command q  
                          command .

esc

For the PC:           control q  
                          control .

esc

## Starting and Quitting



## Navigation

When you first enter the palace's Main Hall, sweep the cursor across the screen and watch it change form. These changes indicate your first option: to choose one of the following directions:



Click while the cursor is a left arrow to move left. If you click enough times in this direction, you'll end up where you started.



Click while the cursor is a right arrow to move right. If you click enough times in this direction, you'll end up where you started.



Click while the cursor is an up arrow to move forward or to enter one of the sites.

Once in a site, you may want to return to the previous level, or back out all the way to the Main Hall. Both of these options are available, as well as an instant shortcut back to the Main Hall to choose another site to explore: just click in the upper right corner of the screen.



In the hallway or in a site, click while the cursor is a down arrow to move backward or to back out of a site.

Let's look at the navigation tools you'll use in the different areas of the palace. Many navigation tools are common from site-to-site, area-to-area, and between levels.

The navigation tools are grouped as follows:

- Cursor Control
- Directional
- Mark and Play
- Extras
- Screen Control



## Cursor Control

Sometimes the cursor changes form and becomes a navigation or screen-control tool. The directional arrows are described above. Others follow.



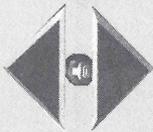
Normally, the cursor is used to click on icons or to select from a menu. Sometimes the cursor becomes a navigation tool, for instance, when you first enter the palace, or when it becomes a STOP cursor, as during a slide show or film.



The cursor becomes a STOP cursor whenever a film segment or slide show is in progress. Just click once to stop the film or slide show. When you're viewing a slide show, you can resume viewing where you left off (giving you time to BOOKMARK). Films always start over at the beginning.

## Direction Control

Directional icons move you around within an area and also let you move up or down between levels, for example, from the MAIN HALL down to the MOVIES site, then down another level to the SPECIAL EFFECTS area. Whenever you click on one of these icons, it turns blue to let you know it has been activated.



Use the RIGHT AND LEFT ARROWS to move through a site. Click on either arrow to move in either direction within the same area. These arrows do not move you between levels.



Click on the BACK ARROW to return to the immediately preceding level.



Click on the MAIN HALL icon to shortcut back to the Main Hall. To display a list of the five sites, click in the upper right corner of your screen.

## Mark & Play

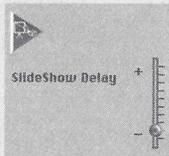
Mark and play icons allow you to mark stills and play them back later, before you quit the session, or run a slide show of a series of art or stills. Whenever you click on one of these icons, it turns blue to let you know it has been activated.



Clicking on the BOOKMARK icon marks a screen you want to come back to later in slide show mode. The bookmark turns blue on a marked screen. Marked screens will be remembered until you quit the program. Run the marked stills using the PLAY MARKED icon.



When you click on the PLAY MARKED icon, the stills you marked will play in the order that you marked them. Play them back by clicking on the RIGHT AND LEFT ARROWS or the slide show icon. In the SLIDE SHOW mode, the cursor becomes a stop cursor. Click once to stop the slide show. The SLIDE SHOW is available from the list levels in ART/STILLS.



Click on the SLIDE SHOW icon to display the currently available sequence of screens. Each screen will appear for a few seconds and move on to the next until all the screens have been viewed or until you click the STOP cursor. The speed of the slide show depends upon the capabilities of your computer, and your settings in PREFERENCES (described below). The display time ranges from 1 to 15 seconds, depending upon the capabilities of your computer.

To stop the slide show, just click once. BOOKMARK the current still if you wish, leave the site, or click on the SLIDE SHOW icon again to continue where you left-off.

### Extras

Extras icons allow you to display related art and stills, help text, and even play a movie on the subject you have chosen to explore, whenever these icons appear on the screen. Whenever you click on one of these icons, it turns blue to let you know it has been activated.



When you click on the MOVIES icon, a single short film of the subject will be run. The EYE OF RA will close after you have viewed the film, to remind you later that you've seen it.



When you click on the ART/STILLS icon, a related screen of art or a still photo will appear. The EYE OF RA will close after you have viewed the screen to remind you that you've seen it.



If the EYE OF RA is open, you haven't seen this movie, still, or storyboard during this session. You can look at it by clicking on the MOVIES or ART/STILLS icon.

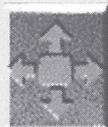


If the EYE OF RA is closed, you've already seen this movie, still, or storyboard during this session. You can look at it again by clicking on the MOVIES or ART/STILLS icon.



## Screen Control

Screen control icons allow you to control the size of the video window, the audio and the background music.



The direction of the arrows on the SHRINK WINDOW icon indicate what effect clicking on the icon will have the next time a movie is run. Therefore, when the arrows are pointing inward, movies play in large-screen mode. Click once to make the window smaller. This icon appears in MOVIES and on the PREFERENCES screen.



The direction of the arrows on the EXPAND WINDOW icon indicate what effect clicking on the icon will have the next time a movie is run. Therefore, when the arrows are pointing outward, movies play in small-screen mode. Click once to make the window larger. This icon appears in MOVIES and on the PREFERENCES screen.

Clicking on the PREFERENCES button displays the PREFERENCES screen, where you can control the following:

- Adjust the duration of display for a still or storyboard while in slide show mode.
- Turn the background music on or off, if available on your system.
- Adjust the volume of the background music and movie audio.
- Expand or shrink the size of the movie window.

Each feature is described below:

### Slide Show

- The SLIDE SHOW slide bar controls the duration of time a single still or storyboard is displayed during a slide show or when you play back bookmarked stills. The increments on the slide bar represent seconds between 1 and 15, depending upon the capability of your computer.

### Volume

- The VOLUME slide bar controls the volume of background music and audio during a film or video.

**Volume Shortcut:** On the Macintosh you can also change the volume by pressing numeric keys 0 through 7 on your keyboard from any screen, at any time, except during a film segment. Pressing 0 turns the sound off. Any number turns the sound on. The loudest volume setting is 7.

### Music On/Off

- The Music ON/OFF box toggles the music on and off. A box with an "x" indicates that the music is on. An empty box indicates that no music will play.
- The SHRINK and EXPAND icons will make the video screen larger or smaller.

### Shrink & Expand Video



## **The Main Hall**

The Main Hall, huge and lined with pillars, is the central point of your explorations of Ra's spaceship palace. There are five landing sites to be explored: People, Storyboards, Movies, Art/Stills, and Ancient Wisdom.

When you enter the palace upon program start-up, wander around by clicking when the cursor arrow points in the direction you want to explore. Each area contains the navigation tools you'll need to move around the site, to make explorations deeper into the palace, or to leave the site and go back to the Main Hall. Look closely for the hidden secrets of StarGate within Ra's spaceship.

**Shortcut:** You can reach a Shortcut menu by clicking in the upper right corner of the screen. The Main Hall menu will appear so that you can click on the name of the site you want to explore.





### **From the Film**

The FROM THE FILM area contains clips taken during the film production process known as "lock-down." At the lock-down stage, all the editing decisions have been made, and the shot-by-shot order of the film is finalized. The print has yet to be transferred to a clean negative. To view the final film, therefore, you'll have to go to the theater.

Click on a subject from the list offered. (Clicking on the right arrow will choose the first subject.) Or click on the BACK ARROW to go back to the MOVIES menu.

### **Special Effects**

The SPECIAL EFFECTS area contains sequences taken from different points in the production of *Secrets of STARGATE*—from early test renderings to the final film. This area offers you the chance to be in on the secrets of special effects artistry, watching the creation of an effect and discovering some of the tricks of the trade.

The effects you see here are isolated and out-of-context (in most cases), to give a sense of the artistry involved in their production. Later, you can explore the PEOPLE and INTERVIEWS sites for interviews and biographies of the people involved with special effects.

To explore the SPECIAL EFFECTS area, click on a subject from the menu to run a film on that effect. (Clicking on the RIGHT ARROW chooses the first subject.)

### **Interviews**

The clips shown in the INTERVIEWS area reveal the person behind the face on the screen. We've asked them questions, and they'll answer them for you. You control the conversations with various actors, the director, and others involved in the making of this film.

Most of the interviews were conducted by Scott Davis and shot by Larry Seehorn. Additional footage was provided by Ed Marsh. Later you can go to the PEOPLE area to view photos and biographies.

Click on a person's name from the list to interview someone. For example, if you click on James Spader's name, his photo will appear along with a list of questions you can ask him. Click on one of the questions and he will answer it.

During the interview you can use the STOP cursor, if you wish, to interrupt. Then you can exit, ask another question, or interview someone else.





Over fifteen hundred people worked on this film, from the producers and the cast to the dune-sweepers and the caterers. While we have spotlighted a few of these individuals, the film is the result of the combined effort of everyone involved. Check out the complete credits as they appear at the end of the film by selecting CREDITS from the menu. Though this level is called PEOPLE, it does not exclude the most notable non-human character in the film, the Mastage, found in the CAST area.

Click on any of the following categories of people:

- Producers
- Director
- Writers
- Cast
- Design Team
- Production Team
- Credits

Each of the categories work the same way. First, a photo and biography will appear. For instance, click on CAST to display a photo and bio of Kurt Russell.

Use the scroll bar to the right of the text box to read the text. Use the LEFT AND RIGHT ARROW icon to move back and forth within the area to interview others. Click on the BACK ARROW to return to the PEOPLE menu if you want to choose another group of people to study, or on the MAIN HALL icon to return to the Main Hall.



**People**

## Storyboards

The STORYBOARDS site contains a series of shot-by-shot visual renderings of the scenes in the film. Based on the script, the storyboard attempts to approximate the visual flow of the narrative, giving everyone involved in the project an opportunity to visualize the film—before exposing a single frame.

Peter Mitchell Rubin provided the digitized storyboard panels that you see here. Several of the panels were rendered from original drawings by Simon Murton and Darek Gogol.

In this area, you'll be able to view 721 of the electronic storyboards used to prototype the film in their original greyscale form. Each storyboard is displayed on a single screen with a caption, if necessary, that explains what is being viewed. The storyboards are split into groups, or non-contiguous segments, so that you can view them in manageable groups. Use the SLIDE SHOW button to display them in sequence without intervention.

Select from the menu by clicking on the name of a series of storyboards. The first storyboard in the series will appear. (Clicking on the RIGHT ARROW selects the first item on the list.)

A field with a description of the storyboard and its number in the sequence from 1 to 721 appears on the upper right corner of the screen.

To move forward in a sequence of storyboards, click on the storyboard itself or on the RIGHT ARROW. Click on the LEFT ARROW to move backward in the sequence of storyboards.

Watch for the ART/STILLS and the MOVIE icons to appear in the lower left corner of your screen to view related photos and films.

Click on SLIDE SHOW to move forward through the sequence of storyboards with a 1 to 15 second display-time each, depending upon the capabilities of your computer and your PREFERENCES settings.

**Shortcut:** On a Macintosh computer, the field in the upper right of the screen holds the title of the segment of storyboards you are viewing. Click on this field and a list of all the segments will appear. Drag to the title of the segment you wish to display. When the desired segment is highlighted, release to display the first storyboard in that segment, or move the cursor out of the field to leave it in the same segment.



## Art/Stills

The ART/STILLS area just off the Main Hall contains over 400 production stills, original conceptual artwork, behind-the-scenes glimpses, and design renderings, graciously provided by a variety of artists, occasionally from their own portfolios. The areas in this site include:

- Time
- Objects
- Individuals
- Place

These are basically photo-gallery areas containing still images from the film and behind-the-scenes footage. Once in each area, you may wish to save some of the images using the BOOKMARK feature. Watch for the MOVIES and the ART/STILLS icons to appear. Click on them to display film footage or storyboards related to the still being displayed.

Note: Click on the images themselves to move forward.

**Time** In the TIME area, the images are arranged in groups related to the point in time to which they belong:

- 1928
- 8000 BC
- Abydos
- Present
- Set

Click on any item on the menu to view art or stills for that time period. If you previously bookmarked stills, you can click on the SHOW MARKED icon to run a slide show of those stills. Watch for the MOVIE icon to appear in the lower-left corner of the screen to run related film footage.

**Objects** In the OBJECTS area of the ART/STILLS site you'll be able to view stills and artistic renderings of many of the exciting costumes, art, and fantastic machines in the film, including the StarGate itself. Your choices in this area are:

- Art & Hieroglyphics
- Costumes
- Glider
- Props
- Sarcophagus
- Space Ship
- StarGate

Click on any item to view art or stills of the objects listed. Watch for the MOVIE icon to appear in the lower-left corner of the screen to run related film footage. Use the BOOKMARK and SHOW MARKED icons to save and display these stills for future viewing.

## **Individuals**

The INDIVIDUALS area of the ART/STILLS site contains a gallery of individuals involved in the film, and their work.

Click on ALL to display all the individuals from the first to the last (in SLIDE SHOW mode, if you wish) or on the name of a specific individual, to view related art or stills. Click on the word MORE at the bottom right corner of the menu window to continue listing the names of individuals.

Once you click on the name of an individual, his or her photo and related photos will appear. Scroll through the gallery using the RIGHT AND LEFT ARROWS, or click on the SLIDE SHOW icon to view them in slide show mode.

You can set the duration of time a screen is displayed in SLIDE SHOW mode by adjusting the slide bar on the PREFERENCES screen (accessed by clicking the PREFERENCES icon at the bottom center of your screen).

Watch for the MOVIE icon to appear in the lower-left corner of the screen to run film footage featuring the individual displayed. Use the BOOKMARK and SHOW MARKED icons to mark stills and run a slide show of your favorites.

## **Places**

The PLACES area of the ART/STILLS site contains art, stills, and film footage of places in the movie. For instance, you can see the throne hall, the pyramid, and view the locations where the film was made.

Click on any item, and watch for the MOVIE and ART/STILLS icon to appear in the lower-left corner of the screen to run related film footage and other stills. Use the SHOW MARKED icon to run a slide show of stills you may have previously marked using the BOOKMARK icon.





### **Ancient Wisdom**

You're in the ANCIENT WISDOM site just off the Main Hall. In the film STARGATE, Egyptologist Daniel Jackson unlocks the secret of the StarGate by employing an extremely sophisticated method based on elementary tools and concepts. Some say this method was first developed by the ancient Egyptians. The field of Egyptology is incredibly complex, involving pyramid and other monument research (including the Sphinx, perhaps the most enigmatic of Egypt's treasures), hieroglyphics and language studies, and the histories of the kings and pharaohs, and their relationships—cultural, economic, and social—to the people and the gods of Egypt.

The material in this site introduces some of these concepts, allowing the greatest possible range in theoretical and scientific research. You won't be able to build a StarGate, but you will be able to uncover the hidden possibilities beneath some of the more fantastic moments of the film—the rational kernel hidden within the mystical shell.

Click on the subjects offered to display related stills, art, and movies:

- The Gods
- Hieroglyphics
- Kings and Pharaohs
- The Great Pyramid
- The Sphinx

When you choose The Gods, a family tree of Gods will appear. Click on the name of a god to explore further. In the other categories, a list of subjects will appear. Click on any of the subjects to find out more.

### **CD Credits**

Click on CD CREDITS to display a list of the participants in the making of this CD-ROM. This feature is similar to the CREDITS feature in the movies area.

### SYSTEM REQUIREMENTS

**IBM** version requires a 486 or better processor, 4MB RAM (8MB recommended), Microsoft Windows™ 3.1 or later, 8-bit color monitor (640x480x256 colors), Windows-compatible audio card, double-speed CD-ROM drive, and a mouse. QuickTime™ for Windows included.

**Macintosh®** version requires System Software 7.1 or later; Macintosh II, Centris, Quadra or Power Macintosh series; 5MB RAM (8MB recommended); 13" color monitor capable of displaying 256 colors; and a double-speed CD-ROM drive. QuickTime™ system extension included.

**Problems? If you run into any problems installing or running *Secrets of STARGATE*, call Technical Support at (619)929-2626, Monday through Friday, between 8:30 a.m. and 5:00 p.m., Pacific time.**



Produced by:

**TSD**  
THE SOFTWARE DEPARTMENT INC.  
Interactive CD-ROM Production

"Secrets of STARGATE™" CD-ROM TM & © 1994 Le Studio Canal + (U.S.). All Rights Reserved. TM designates a trademark of Le Studio Canal + (U.S.). Developed, Produced and Published by The Software Department (TSD). Distributed by, and Published in affiliation with, Compton's NewMedia, Inc. All trademarks are the property of their respective trademark owners.

Distributed by:

**COMPTON'S  
NEWMEDIA**  
A Tribune New Media Company

**Compton's NewMedia, Inc. 2320 Camino Vida Roble, Carlsbad, CA 92009 (619) 929-2500**