

# SUNDOG

RESURRECTED LEGACY

## GAME MANUAL

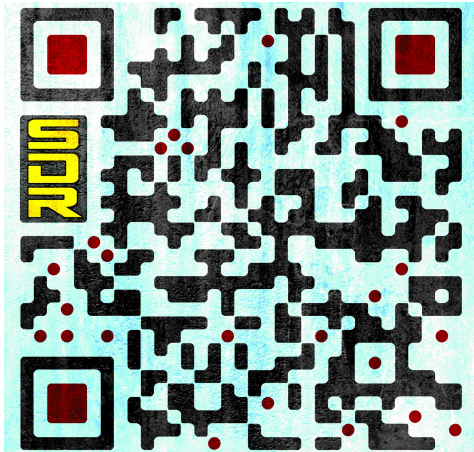


RARE EARTHS▲14400 CADCAMS▼3220 MEATS▲840 POLYGLASS▲2850 WEAPONS▼91



A TRIBUTE TO SUNDOG: FROZEN LEGACY  
BY THE SUNDOG RESURRECTION PROJECT





[www.SundogResurrectionProject.com](http://www.SundogResurrectionProject.com)

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# PROLOGUE TO SUNDOG RESURRECTION

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A brutal vibration ripped Zed from his shallow sleep. Gasping sharply as he clenched the cushioned armrests, Zed glanced around his dimly-lit environment with disorientation. Years of servitude in the glass mines confined him to a life of cyclic repetition, and for a nauseating moment he struggled to assess this unfamiliar situation. Like strobe flashes, blurred images of his past flashed by his mind's eye. The suffocating mine tunnels, his bare soli-cell with a creaky cot and minimal furnishings, the endless hours of drilling raw cytoplasm glass from the miry bowels of the planet - that was his invariable life. Until now.

Another vibration rocked his seat, and the bulbous figure reclining next to him leered at him with both of his mouths. One mouth, intended for chewing solids, flashed a picket fence of crooked teeth while the second mouth, located below the first and intended only for liquids, pulsated like the mouth of an oversized worm. Zed recoiled away from the scarlet-skinned Rithan as another series of recent memories blasted through his consciousness. The foreman abruptly pulling him from the mines. A clean set of clothes. His meeting with the landmaster who discharged him from his bondsman status and handed custody to this expensive-suited Rithan sitting next to him on the starcruiser.

"Don't worry, darling," a sweet, gently-accented voice lilted reassuringly. A slim human stewardess of Asian descent paused in the first-class aisle and leaned towards Zed. Her cobalt uniform was spotless and every strand of her ebony hair coiled perfectly in a bun around an alabaster pin - the immaculate public image of this premier Glory-flagged starcruiser passenger line. "It's just the retro rockets firing to slow our speed for descent. Nothing to fear!" With an effortless smile, she nodded politely and continued her way down the cabin as she checked on the other passengers.

"I'm not afraid..." Zed muttered quietly as he shifted in his seat. Vibrations pulsed again as the trajectory of the ship changed subtly.

The twin-mouthed creature, known to Zed as Magram, chuckled in stereo. "You slept through the worst of it, Zed. We're out of hyperspace and set to make planetfall very soon."

Magram nodded toward the portal in the bulkhead. Outside, the black vacuum of space faded away as the starcruiser descended into the opalescent upper atmosphere. Rising below was the vast curvature of a planet Zed had never seen before.

“Jondd!” Zed breathed, placing a hand on the polyglass portal. This planet held the key to his precarious future, where failure meant condemnation to a life and eventual death in the glass mines and success meant absolute freedom.

“That’s right,” Magram grunted as he unbuckled his seatbelt and stretched. He was the lawyer assigned to handle Zed’s affairs on this trip. “I hope you are ready to comply with our contractual arrangement.” He tapped a claw on the silichip containing a holocopy of Uncle Brock’s last will and testament and the Uniteller codes for his bank accounts which lay scattered across various star systems. Uncle Brock Dor-Ceed, a distant relative unknown to Zed, had bequested two things to him. The Uniteller accounts were one.

The SunDog was the other.

“You look pale, Zed,” Magram said as the lawyer draped the seat straps over the armrests, allowing his huge belly to sag within the contours of his unisuit. “Most groundhogs - uh, sorry, I mean, land dwellers - usually find their first hyperjump a bit harrowing.”

A groundhog. The Rithan lawyer had even uttered the hated word to his face. Zed’s people had always been mine workers, doomed to a brutal, and usually short, existence. By pure accident of birth and assignment of caste, they toiled while others - those of the higher classes - enjoyed the results of the lethal work that took men like Zed’s father at a frighteningly early age.

But there had been this uncle - a brother his father had never mentioned. And during Uncle Brock’s lifetime, he had enjoyed the rights and privileges of those born above the surface of the planet. Among them, he had chosen his own name.

Which I shall do as well, Zed decided. “Zed” was assigned to me by the Union - a miner name. I’ll call myself what I please to declare my freedom. More importantly, though, his uncle had owned a ship. This, Zed coldly mused, was his way to freedom from the mines, freedom from this lawyer, freedom from any bond placed on his name.

As if reading his mind, Magram pressed his claws together and settled his ruddy chin fat on them. "You realize, of course, that I know you're going to fail in your mission. You haven't got one chance in a million of succeeding."

Zed's eyes narrowed. "Then why are you handing over my uncle's ship?"

Magram laughed and drew his face close to Zed's. "Because we have nothing to lose. My law firm, Spinner, Crest, & Tatuatha, specializes in high-risk assets and could sell the SunDog - after you've failed. We will hold its title until you complete your contract. Or, if you're blown up by pirates, we can collect the property and life insurance. And don't think about breaching the contract and escaping - the Protectorate justice system will track you down. You will owe us everything due on this contract, including all of our expenses and the mine's income lost by your absence. You will be a bondsman in the mines, paying Spinner, Crest, & Tatuatha all your earnings until you fall dead. Any heirs of yours will continue paying your debt long after you rot."

He leaned back in his chair and sarcastically leered at Zed. "It's a pity the laws of the Jebal Imperial Protectorate require the heirs to inherit EVERYTHING. Along with your uncle's worldly goods, you've inherited his debts and obligations. And Brock Dor-Ceed was very obligated to us."

He eyed Zed. "The Society of Nova Fidem has already paid us tremendous sums to deliver all the materials necessary to build their new colony Banville, and to transport their cryogenically frozen disciples there as well. 'Cryogens' they are called. And we, in turn, accepted your uncle's bid on the project - the lowest, at half a million credits."

"You're not telling me anything I don't already know," Zed grumbled.

But the Rithan undauntedly continued. "Your uncle, though you've never heard of him, was quite famous - or infamous - as a crafty trader. He had a gift for buying low and selling high. He'd purchase rare earths and sell them on another world to turn a profit. He could walk into a bar, find out where cadcams or droids were sold cheap, and then fly there with pirates swooping down on all sides. Strange, that such a good pilot would have a catastrophic hard landing. His death was...unexpected."

The Rithan's earlier threat reverberated in Zed's mind. He was right - this was an opportunity for freedom, but failure meant a lifetime of impossible debts and a bitter legacy passed to his future children.

Magram pressed a button on the side of his seat. A drink pouch was dispensed from the armrest with a lazy puff of chilled nitrogen. He nicked open the top with a yellowed claw and began to sip the fragrant, amber-colored liquid with his gummy second mouth.

"Now, the construction of Banville is supposed to proceed in phases," he said. "They'll tell you what they want, and when. They'll order up more 'cryogens' when they need to thaw out additional workers. The 'cryogens' are stored in warehouses throughout the star systems your SunDog can reach. Because they are stored under your Uncle's warehousing accounts, you won't have to pay for them as you do with all the other stocks, but you do have to find and deliver them."

"And the colony is on Jondd?" Zed asked tersely. They were close to the ground now and rain streaked horizontally across the portal as the ship plunged through a cloud. The verdant grasslands of the largely untamed planet became visible through gaps in the clouds as they dropped lower.

"Yes. Somewhere out there. The Society is, shall we say, socially reclusive, and Banville's exact coordinates are not among your Uncle's possessions. But a man of your abilities should have no trouble finding it."

The ship's engines rose in pitch as the descent leveled and slowed. Magram's dual mouths sighed wetly. "Planetfall, finally. I can't wait to be done with this small-sum assignment."

Zed ignored him as he gazed through the portal at the spaceport's expanse of metal, bleached concrete, and shimmering polyglass. Starships of various types occupied circular launch pads while rows of cargo pallets and fuel tanks dominated the industrial side of the port, located behind the cyan-hued starport terminal. Beyond the starport lay the thriving metropolis of Draheew, the capital of the Jondd Alliance.

Their starcruiser's engines whined furiously as the destination launch pad swept up towards them. Blue lights twinkled at the edge of the pad and the ship hovered tentatively for a moment, like an indecisive dragonfly. Then, with a clap of thunder that surged down the spine of the great starship, the landing skids crunched down and silence replaced the thruster's roar.

Minutes later, the pair joined the other passengers to disembark from the ship. Zed's eyes squinted in the sunlight as he exited the hatch, and he scanned the surrounding flight apron and landing pads.

"It's in another section," the lawyer drawled, as if indulging a child. "Come along, now."

They descended the ramp and walked through DraheW's spaceport, a droid trailing behind with Zed's meager belongings. The vast tarmac echoed with voices, motors, and the whine of a decelerating spacecraft that was landing nearby. They neared the edge of the starport and Zed stopped cold, seeing it for the first time.

The SunDog stood before them.

She wasn't as big as he had expected, and certainly not the gleaming, modern ship that he imagined would jettison him into a new life. This freighter was a bit more boxy than the curvaceous styles of new starcraft, and she clearly was built for a utilitarian purpose. Her scarred sides suggested a long history of pirate battles and her turrets were blackened with laser fire. There was a spidery lacework of patches on her starboard side and oxide around some of the fittings.

But she stood proudly in the harsh sunlight. Her lines were straight and true. She was a working ship, with lots of room for cargo and fuel. The hope she represented gleamed in his heart, and Zed tightened his hand around the silichip containing his uncle's will and Uniteller codes. He could detect the hum of internal machinery as gases drifted lazily from various exhaust ports, proof that the ship was alive and ready to receive her new captain.

Who were you, Uncle Brock, that you did this for me? Zed shook his head in wonder. Someday, Zed promised silently, I'll find out.

Magram sneered. "Yeah, they said it was in rough shape, as you can see. It also needs repairs after your uncle's hard landing. That's going to cost you. And the range on this old



Argosy-class freighter isn't half as far as the ship we just flew on. You may as well face it, miner. Accepting your inheritance can only mean failure in the long run. You wouldn't want your future family to suffer on your account, would you? Why don't you just hand SunDog over to us? I'll even give you a lift back home."

"No," Zed said, and for the first time he let his contempt for the Rithan show. "Absolutely not. This is my ship now. I accept the terms of my uncle's will and his contractual obligations. I claim SunDog for myself."

The Rithan chortled, his dual mouths twitching out of sync. "Then hop aboard, groundhog. You're on your own now. Your fate lies in your hands."

# INTRODUCTION TO SUNDOG RESURRECTION

SunDog Resurrection is a science fiction adventure game set in the Jebal Imperial Protectorate, a loosely-knit federation of star systems that covers most of the known galaxy. All the action takes place within the Drahew Region, a cluster of twelve systems containing 18 inhabited planets. You, the player, may travel within cities, from city to city, from planet to planet, and from system to system. Gameplay takes place on a wide range of scales and situations, such as sitting in the SunDog's cockpit, exploring cities, entering buildings and interacting with NPCs, and driving your pod across the diverse surfaces of planets.



You have just inherited a one-man star freighter - the SunDog - from an uncle who died under mysterious circumstances. You also inherited the contract he signed to aid in the building of a colony for a religious group. You have three tasks to perform. First, you have to find where the colony (named "Banville") is located. All you know is that it is somewhere on the planet Jondd. Second, you need to find, buy, and deliver all the goods needed to complete construction of the colony. You have inherited your uncle's money, but more may be necessary to complete this task. Third, you need to locate the cryogenically-frozen colonists ("cryogens"), who are located in warehouses scattered all over the Drahew Region, and transport them to the colony as they are required.

Several obstacles await you in your efforts. First, you know almost nothing about the trading business, and so you must learn what is a good deal and what isn't. Pirates will attack you with hopes of forcing you to jettison your cargo, and muggers in the city will seek to take away your cash. You will have to buy fuel and spare parts for your ship and have repair work done when your hull is damaged. And, of course, you have to eat and sleep.

As the game starts, you have just entered the SunDog via the airlock. You have never been on a freighter before, much less flown one. They're supposed to be foolproof - and you're prepared to put that to the test. Now, if you can just figure out where to buy fuel and cargo...



# MESSAGE FROM THE SD:R TEAM

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Greetings, fellow `Dogger! The road has been long, and the wait even longer (yeah, sorry about that!), but we are pleased to bring you SUNDOG: RESURRECTED LEGACY! This official remake of the classic Atari and Apple game was started by none other than Bruce Webster, one of the original creators of Sundog. Over the years, many people contributed to this open source project, so please check the credits for this extensive list. Without their help, this game would not be in existence.

The goal of this resurrected game was two fold:

- (a) Recreate the original game in both material scope and spirit, *and*
- (b) to push the boundaries further with new graphics, features, and surprises.

This game, hopefully, will do just that. The visual style and game-play of the original has been retained so that players of the classic game will feel like they are home again. But SD:R will shake it up enough that this game experience should feel fresh and new.

For instance, the original Sundog Atari ST version contained approximately 170 city tiles, taking into account all the “normal” buildings and the special Banville and Enlie graphics. In Sundog: Resurrected Legacy, the Sundog universe boasts over 500 ADDITIONAL city tiles and objects, for a total of approximately 670 city tiles, which creates a far more diverse cityscape than you have ever seen, yet while retaining the style and layout of the original. The number of planet surface map tiles have been equally magnified in number and variation over the original. The interiors of buildings have been faithfully recreated from the originals, and then doubled in number with new and exotic interiors.

Likewise, the stock market has a number of new stocks to trade, and the market operates under more advanced rules that take into account the delicate, specific details of the planet or region where you are making the exchange. There are more foods, more black market goods, and more weapons. The cartoonish protective shields of the original have been replaced with a wide range of ballistic vests. Conversation threads with NPCs in the bar booths, shopkeepers, and with strangers on the street retain their original style and structure but have been vastly diversified and expanded to include additional features and surprises.

Approximately 8,000 lines of NPC dialogue have been added to ensure that your conversations are always fresh and entertaining! As an added touch, many cultural references are scattered throughout the conversations, guaranteeing a double-take or a chuckle now and then.

The good `ole Sundog has been redrawn to greater glory with the original artwork's mosaic-like pixels interpreted carefully to determine how each cluster of dots would appear when rendered in a modern resolution. Then new features were added, such as the alcove for the ship's computer and a reimagined ship's cockpit. The cockpit retains many of the same features of the original game but spreads them out across a military fighter-inspired cockpit interface, eliminating the restricted view and the need to flip through lots of menus. The cockpit channels the spirit of the Sundog - it abandons the sleek aesthetics often found in other games for rugged functionality. It also adds a wide viewscreen to see the stars, nebulae, and planets gliding by you as you navigate the `verse.

Other features, such as the unique theme song (written and recorded by a very accomplished Hollywood composer, H.G Templeton, who has written music for major film and TV projects) and 3D animated NPCs and ships add to the depth and richness of the game.

So, friend, welcome back to the DraheW Region! We hope it will be worth the wait. The beer is cold, the pub dwellers more zany than ever, the merchants are moody, and pirates are waiting to pounce! It is a tough `verse out there so good luck, be prepared, and always stay smart. The universe awaits!

# CREATING A GAME

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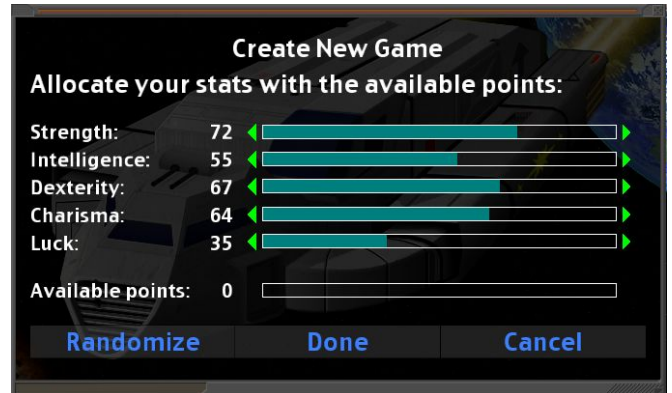
From the splash screen, choose “NEW GAME”

Type in your name, then click “DONE.” You can use your device’s keyboard or the on-screen keyboard. Once you click “DONE” you will see the stat allocation screen.



This is where you develop your character’s baseline stats. Use the green arrows to add or subtract points from the selected stat. If you desire, click the “RANDOMIZE” button to quickly get a spread of points across all the stats.

- **Strength:** more health; higher melee damage (punches); higher chance to successfully threaten
- **Intelligence:** higher bluff chance; higher fast-talk chance
- **Dexterity:** higher hit chance (street combat); higher chance for a critical shot (ship combat)
- **Charisma:** higher charm and bribe chance



- **Luck:** helps boost the levels of all of the stats, although not as much as points allocated directly to a stat at the start of the game; higher chance to win jackpot at slot machine

*NOTE: The more points you allocate to one stat, the more costly those points become.*

When you are ready, click “DONE.” This takes you to the main menu, where you should click “START” to begin your game. Time to play!

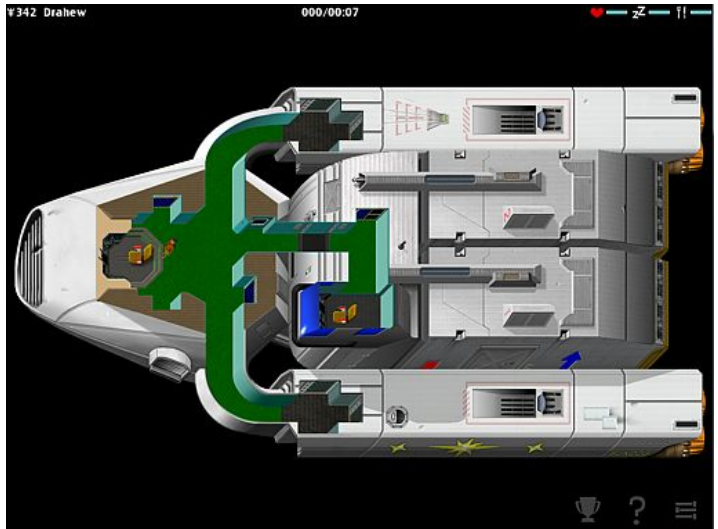
# MOVEMENT AND CONTROL

At the start of Sundog, you will find yourself standing on the deck of the ship.

*NOTE: For complete information about how to fly, control, and repair the ship, see the SUND OG OWNER'S MANUAL.*

Move your character by holding down a left-click on your mouse. The character will move towards your mouse cursor.

Right clicking anywhere on the screen will bring up the character inventory screen.



**This is your character inventory screen.**

**Carried inventory**

**Food/drink consumption hotspot**

**Medication injection hotspot**

**Wearable item slots**

**Action buttons:**  
(from top to bottom)

- Pause / Save / Exit
- Apps
- Location info
- Stats/Condition
- Recycle items

**Sleep / Stop sleeping button**

Up to six items can be stored in the player's inventory by dragging and dropping an item with a left click while holding the button down. Item can be swapped by dropping an item on top of another. This will only work if the swapped item can be placed in the first item's spot (such as swapping items between your locker and character inventory). Sometimes you cannot swap an item, if one of the items is ineligible to replace the other. For example, a burger cannot swap into the weapon slot and a blown part cannot swap back into the engineering bay.

Left click an item once to view its name and condition, if applicable. Two special inventory slots exist for weapons (yellow) and protective vests (green). These items can be carried in your inventory as well, but they are not equipped for use until placed into their specific slots.

Click the **SLEEP** button to get some rest. This will boost your rest condition and allow your body to heal, but be warned: falling asleep in a public, unsecured place puts you at risk for theft!

Sleeping also speeds up time, which may be handy.

***Hint:** clicking and holding the left button on the clock in the cockpit also speeds up time without the need to leave the cockpit to fall asleep!*



- Clicking the **floppy disk icon** pauses the game. From there, you can save the game or exit to the main menu.
- The yellow **handheld device icon** gives you access to various apps, such as email, star maps, and Banville progress reports.
- The **compass icon** gives you your location. This is a legacy feature from the Atari ST version.
- The **bar graph icon** toggles the stats and condition screens.
- The **recycle icon** is where you drag and drop items you want to delete forever.

After exiting the ship, you will find yourself on the city map, with the city's name displayed at the upper left of your screen. The current time is displayed at the upper center of the screen, and your vital stats are displayed over towards the right.

Buildings that are enterable generally have a visible entrance or indentation in the upper left corner of the structure. This visual cue is a vestige of the original Apple II version of the game, where the rudimentary graphics prompted the design of a highly obvious doorway carved into the blocky, plainly designed structure.





**HINT:** You can turn on markers to identify building entrances in your *HELP* section of the settings menu, located at the bottom right of your screen.

Left click and hold the button down to move, and your character will navigate towards your cursor. Enter a building by walking into the entrance and releasing the left button.

You can also double-click a point on the map and the character will automatically map a route and walk/drive to that point. If you double-click a building, the character will go to and then enter that building.



Once you enter a building, interact with the shopkeeper by walking up to and standing still at the counter. It might take a few moments - the shopkeepers can be busy tending to other customers who were at the counter first.

You can sit in booths at the bars and interact with other NPCs. This is a crucial element of the Sundog ecosystem, as this is how you buy and sell items from the black market, learn hints of what prices stocks are bringing on other planets, and hear some of the worst jokes in the `verse. Try your luck at the slot machines too! They are located along the opposite wall from the bar's doorway. Exit the building by stepping into the doorway.



Other buildings follow this similar pattern: a shopkeeper behind a counter. Other NPCs will mill about inside the buildings, conducting their own business as you are.

Generally, the more populated the planet, the more NPCs you will find in the buildings. You cannot interact with these NPCs, with the exception of sitting with them in the pub's booths or from random encounters on the street.

When inside a building that offers goods for sale (i.e. parts or weapons) you can ask the shopkeeper for "INFORMATION" and then select the item you want to know more about. This is handy for learning about the items offered, especially for new items not seen in the original Sundog. Note that bartenders will not give you information about black market items - you'll have to figure those out yourself!

**HINT:** being nice to beggars can sometimes result in them giving you helpful information, such as what to do with these black market items.

Exit a building by moving your character into the doorway and releasing the mouse button.

There are eleven different types of buildings you can enter, interact with, or otherwise have a special function.

1. **Bars/Pubs**

Buy food and drink, as well as to buy or sell items on the black market. Also you can interact with NPCs in the booths or play the slot machines.

2. **Parts**

Buy replacement parts for your ship.

3. **Hotels**

Far from your ship and need a safe place to rest? Hotels are the answer.

4. **Weapons and Armor**

Purchase offensive and defensive goods here, but the selection varies widely based on local planetary laws. You can also buy rapidheals here.

5. **Hospitals**

Heal yourself and bring your stats to max baseline. You can also buy medical supplies here too. If you have no money, the hospital will bill your Uniteller account.

6. **Uniteller**

Deposit, withdraw, and transfer money. Also, you can pay parking fines and pick up bounties from blowing up pirates that have a bounty placed on their heads (as indicated by a red BOUNTY indicator on the IFF part of the cockpit during the dogfight). Debt incurred from the ship's distress bar (protection or refueling) and hospitals will show here as a negative balance that must be paid off before Orbital Traffic Control gives you launch clearance to leave the planet.

7. **Tubes**

Quickly get from city to city around a planet by using the Tube system. Pedestrian only - you cannot bring your pod along, so find a safe place to park it and remember a hotel if you get sleepy!

8. **Starports**

Refuel and repair your ship. Also you can purchase auxiliary fuel to load into your pod. The upper right corner of the starport will display an emblem to indicate which political zone you are in.

9. **Teleports**

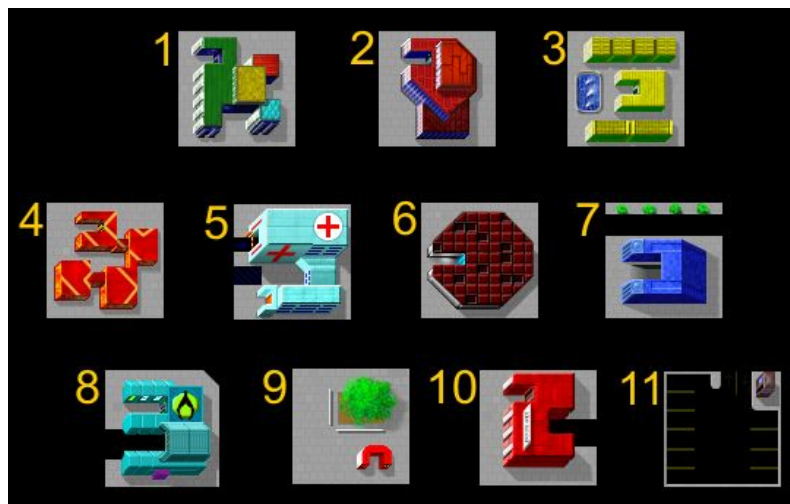
The quickest way for urban travel! Instantly beam to anywhere on a city map. Also provides a handy map of the city with icons to indicate building types.

10. **Stock Exchanges**

Buy and sell stocks here, which can be stored in and later retrieved from the warehouse. Occasionally, you may find cryogens stored in the warehouse.

11. **Parking Lots**

Parking on the street, in the grass, or on private property may result in local law enforcement sealing your pod with a nasty robot. Pay the fine at the Uniteller. Also, local hooligans may break into unprotected pods or even joy-ride the pod around town. Find a missing pod by checking your pod indicator at the edge of your screen.



'Feel like exploring the planet's surface?

Walk/drive to the edge of the city map you will exit the city and enter the planet surface map.

Map features such as mountains, hills, rivers or lakes will block your travel.

Many planets have unique, exotic landscapes such as jungle, desert wastelands, or ice.

Cities appear as blocky objects of various sizes and shapes. Starports will be identified with a blue backwards "E" symbol located within the city limits. Touch a city to enter it. Note that where you touch the city on the planet map will determine which part of the city's edge you will appear when the city map loads.



and



As you explore the planet surface, you will occasionally find shipwrecks, abandoned pods, or the crumbling ruins of failed colonies. Touch them to discover hidden cargo, objects, or money. (You will need a pod to retrieve cargo.) After recovering any salvageable items, the shipwreck, pod, or ruined colony will disappear from the map and a new one will appear somewhere else on the map after a period of time.



**WARNING:** Time moves VERY fast on the planet surface, even faster than sleeping! It is highly advisable to prepare carefully before embarking on a long cross-planet journey. Time accelerates on the planet surface when you move (or attempt to move against an obstacle), while remaining still passes time at normal speed. The clock at the top of the screen will turn red when time is accelerated.

# EATING, DRINKING, SLEEPING, & DYING

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To stay alive in Sundog, you must take care of yourself! This includes consuming food and sleeping. Dying, however, will probably be unavoidable.



In the original Sundog, you had your choice of beer or burgers. In SD:R, you will find an array of 30 new foods and drinks to sample. Some foods will be very familiar: the venerable beer and burger, pizza, burrito, salad, soda, and energy drinks. Other foods will be completely alien to you. Each food and drink will have a unique effect on your character's stats. Some foods will merely satisfy your hunger to varying degrees, while others will positively or negatively (and sometimes both) affect your other stats, such as health, vigor, strength, charm, and luck. It will be up to you to figure out what foods are the best! Knowing what to eat in various situations could be an important game strategy to employ. Watch your health when consuming foods - a food that lowers your health could kill you by food poisoning if you eat too much.

Likewise, your character will need to sleep. Make sure you sleep in a safe spot to avoid being robbed! Going without sleep can make you pass out from exhaustion at an unfortunate time and will negatively affect your stats. Some foods and drinks can rapidly boost your rest stat, but these usually will have other negative consequences.

Dying is a way of life in Sundog. It will happen. The best remedy for death is to save your game, and to save it often. Preferably, save your game to several game files.

HELPFUL TIP: Don't do what Jake did when he played Sundog on the Atari ST back in the 80's: he used only one saved game file and eventually saved the game immediately prior to being blown to smithereens in Enlie's encounter with the mysterious attack ship (and having almost no fuel left). This essentially terminated his game progress and he had to start all over. So save often, **and** use multiple saved game files!



# GROUND COMBAT

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The streets can be harsh and you will be confronted with thugs at some point. Some planets and systems have more crime than others, so be extra cautious when travelling on foot on a high-crime planet. Limit the amount of credits you carry on your person and wear the best body armor you can find.

If you cannot talk your way out of fighting (i.e. bluffing) then you must either fight or run. Run to safety by moving to the edge of the combat screen, using the left button to move as usual.

There are three modes for fighting, which can be chosen by clicking the appropriate button at the bottom of the ground combat window. The last mode selected is remembered for the next time you enter combat.

**MANUAL** mode lets you fight by left clicking on the desired target. You will shoot whatever weapon is in your trigger hand (yellow box in your inventory). If you have a weapon that shoots automatically, hold the left button down to deliver a stream of shots at the target. Your current stats will affect the accuracy of your shooting. Escape the fight by moving to the edge of the combat window.



**AGGRESSIVE** mode puts your character into combat autopilot. Your character will automatically fight the thugs with an aggressive approach that maximizes shooting and minimizes dodging.

**DEFENSIVE**, as the name suggests, puts your character in an automatic mode that utilizes more movement and dodging, which has the effect of reducing the speed at which you shoot. The movement reduces the accuracy of the muggers, however.

The **FLEE** button makes your character automatically move towards the nearest combat window edge, ending the fight.

The bars underneath the characters indicate their health. The number next to your health bar indicates how many more hits your protective vest can absorb before it fails, rendering you vulnerable to injury or death.

If the weapon in the trigger hand has limited shots (i.e. the scatter gun) and you run out of shots during a fight, a weapon held in your inventory will switch with the empty weapon held in the trigger hand and you will continue the fight with the new weapon. You can reload a gun that isn't totally empty by simply swapping out the magazine. Whatever is in the new magazine will now be in the gun - you don't physically reload individual rounds so that two half-filled magazines will combine to equal a full magazine.

Extra vests in your inventory will not switch out with a destroyed vest, however, as doffing and donning an armored vest isn't easy to do in the middle of combat.



Two types of weapons can be reloaded: the scatter gun and the X-92. Buy clips of ammo from a gun store, and reload the gun by dropping the clip onto the weapon. If you empty your gun during a fight and you have an ammo clip in your inventory, you will automatically reload your gun and continue shooting.

But if you totally run out of ammo, you can still fight by punching the enemy. Get close to the thug and left click him to punch. After a fight, you will automatically search the area and locate any money or items left behind by the thugs.

## SHIP COMBAT

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Ship combat is described in detail in the SUND OG OWNER'S MANUAL, which is the document that would come with the ship when it was bought. Read up on how to fight before it's too late!

Generally, pirates will not bother you if you are not carrying cargo. If you are carrying cargo, make sure you have a full fuel tank and perhaps carry a spare load of fuel in your pod, just in case.

Some ships will drop undamaged cargo when they are destroyed. Your ship will automatically detect flotsam cargo and notify you of it's location by placing a green dot on your radar screen. Shoot your tractor beam at the cargo to draw the cargo into your ship's pod before it drifts out of range. If necessary, dump your existing cargo or reserve fuel to make room. Doing so, naturally, is a gamble as to whether the pirate cargo you pick up is worth more than the loss of your ejected cargo or fuel.

Pirates might have a bounty on their heads as to reward their elimination from the system. Whether they have a bounty is indicated on the IFF panel showing the type of ship that is

attacking you. After defeating the pirate, you can collect the bounty at any Uniteller in the solar system where you destroyed the pirate's ship.

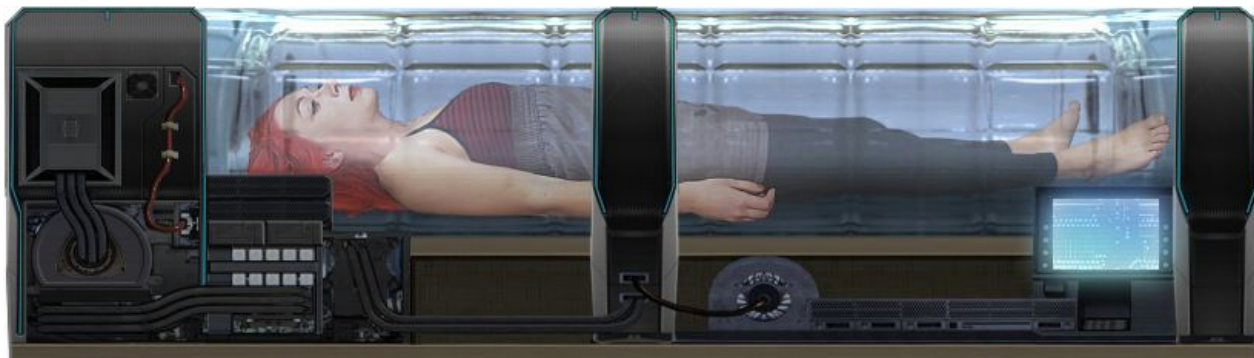
You can request a defense drone to be dispatched to your location via the distress lever. If you are under attack, the drone will arrive on scene and immediately attack your aggressor. If, however, you preemptively called for the drone and are not currently under attack, the drone will escort you until you land, warp, or get attacked. Once the attack is over, the drone's mission has ended and it will depart.

The distress lever can also call for a mid-flight fuel delivery. A defense drone is dispatched along with the tanker ship, and the drone will provide you and the tanker with protection during the refueling operation. The drone will, however, depart along with the tanker once the refuel is over.

## CRYOGENS

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Cryogenics are cryogenically frozen colonists that have been stored in various warehouses under your uncle's stock exchange account for safekeeping until the colony is ready for them.



They will be visible when you enter the stock exchange, located in the exchange's warehouse storage. You can then move the cryogenics to your pod and transport them to Banville for delivery, when the colony requests them. Deliver them the same way you deliver any other cargo. The colony will then reanimate the cryogen to increase the population of Banville.

Unlike normal cargo, your ship's safeguards prevent ejecting the cryogenics into space, and pirates will not be interested in stealing cryogenics.

# SHIP'S COMPUTER TERMINAL

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One added feature is the ship's computer terminal, located in the hallway leading towards the pod. This terminal gives you an email system, which advances the plot and provides useful information about black market items, the locations of cryogens, and messages from Banville.

You can also access detailed information about the game's planetary systems, including a breakdown of stock market items and prices on each planet. A feature also lets you examine the types of ships you may encounter and there is a Banville app that tracks your progress and the current list of required supplies. You can also set the wallpaper background by clicking the checkered icon at the upper right corner of the screen. **There may be some debug / beta apps here, such as character animations. These will not be in the final game.**

# WINNING THE GAME

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Sundog was designed by its original creators to be an open field where the player could kick around in a pocket universe. Where most of Sundog's contemporary games (and likewise many games today) are "railroad games" that force the player to progress in a linear, point-by-point trajectory, Sundog is designed so the player can deviate from, or completely ignore, the game's objectives. Many players of the original Sundog never completed the game, as they happily navigated the small cluster of stars known as the Draheh Region, making money, upgrading the ship, and shooting pirates.

This being said, there are goals that must be met to win the game. Specifically, you need to deliver supplies and cryogens to satisfy Banville's demands over the course of nine construction phases. This is your obligation imposed by your uncle's passing, and enforced by Magram and the nefarious law firm, Spinner, Crest, & Tatuatha. If you complete the contract and deliver all required materials to Banville, then Magram will sign the Sundog's title to you and thus grant you freedom from your previous life of subterranean servitude in the glass mines.

As the nine construction phases progress, the requests for stocks and cryogen become more demanding. The colony will give you a little money at the start of each phase, but you will need to augment that with your own funds. Eventually, you will need to explore the entire Draheh Region in search of the required stocks and cryogens, including the very inhospitable and mysterious planet of Enliah.

**So, that's about it. Thanks again for playing the game, and we hope it satisfies your expectations! Feel free to drop us a line to tell us about your experience.**



# CREDITS and THANKS

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## Sundog: Resurrected Legacy

published by  
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# Special Thanks

The following are former members of the Sundog Resurrection Project who made contributions to the Project in time, programming, advice, conceptual design, project management, and/or other general design contributions. While code, graphics, and other tangible contributions from these members did not end up in the final game due to the changing software/OS branches, various reboots of the project, and multiple programmers developing their own code during the course of this project's byzantine evolution, these members helped shape the game's concept and design into the final product seen today. Thus, each of these members is owed a debt of gratitude for keeping the project alive at the time they were involved and for infusing the game with their energy, ideas and concepts.

**Without these members, Sundog Resurrection would not exist.**

*(In alphabetical order...)*

|                   |                           |
|-------------------|---------------------------|
| Andreas Wahlin    | Jeremy Hitchcock          |
| Arnaud Cheritat   | Jeremy Yoder              |
| Bill Thomas       | Jim York                  |
| Bradley Hendricks | John Stokes               |
| Brandon Little    | Joseph Baxter             |
| Brian Savoie      | Les Thompson              |
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| David Richardson  | Paul Landes               |
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| Gordon Beacham    | Sean Carley               |
| Graham Cantin     | Sebastian E. Ferreya Pons |
| Ian Hadfield      | Solo_Anakin               |
| James Allen       | Tim OConnor               |
| Jamie White       | WareWolf                  |
| Jeff Neilson      |                           |

# CLASSIFIED ADVERTISEMENTS

| FULL TIME HELP WANTED  | SERVICES OFFERED   | MISCELLANEOUS  |
|--|--|--|
| <p>BARTENDER needed for weekend nights in a popular Drahew pub. Must have Jondd Regional Bartending accreditation and at least two standard years experience.<br/>Wave <a href="#">JWL::3B64HRPW</a> for more information and hourly rate.</p>             | <p>SHIP POWER WASHING. Got nebula oxidation on your freighter? Our techs will make your old hooptie look like a million credits! Trustworthy, excellent references. Wave Alenial for an appointment and free estimate.<br/><a href="#">KQI::5F92JOMA</a></p>   | <p>A childless, financially secure couple on Glory II seek to adopt an AI droid to complete their family. Preferably a droid who has developed personality idiosyncrasies and a child-like sense of wonder. Serious offers only.<br/><a href="#">UAK::1G34KIRF</a></p>   |
| <p>SPACE TRUCKING CAREERS! Don't let a dead-end terrestrial career ground your life! We can help. Wave <a href="#">TRK::3U15KRJA</a> for more info. NO EXPERIENCE NEEDED!</p>  | <p>LEGAL REPRESENTATION. Injured in orbit? The Law Firm of Spinner, Crest, &amp; Tatuatha will aggressively fight to get what you want, even if you have no right to it! Don't let other law firms tell you NO: we will always take your retainer and say YES! Success not guaranteed.<br/><a href="#">SCT::2L65MACS</a></p> | <p><b>THUMBS UP</b><br/>to the Lasfer Orbital Traffic Control operator who dispatched a drone to my location when I was under attack! You saved my butt. Thanks!</p>   |
| <p>FRAEGORIAN GLASS MINES need more replacement workers for this rewarding subterranean career. All expenses paid, room and board provided! Longevity bonus awarded for every two years. <a href="#">GMI::6E66SLVT</a></p>                                 | <p><b>ITEMS FOR SALE</b></p>   | <p><b>THUMBS DOWN</b><br/>to the street thugs on W'orrad who robbed me of my money and a nano-hive while I was walking to the starport from the local pub.<br/>I hope you guys eat dirt!</p>   |
| <p>EARN 5000 CREDITS A DAY!<br/>Work from home! Asteroid Mining Insurance Agents needed. Leads provided - no cold calls! All training included. Send a wave to Dwayne Dibbley for more information:<br/><a href="#">RED::3M91DWRWF</a></p>                 | <p>PET CELLAR GRU, has all shots and licenses. Not declawed or defanged but is generally pleasant when medicated. Good with children. Does show aggression in the presence of darkness or adventurers. 1200 Cr. OBO.<br/><a href="#">IFO::4A62ZORK</a></p>   | <p>SINGLE HUMAN MALE looking for SHF in the Judul system. Must be on the younger side, between 75 and 145 local years. Hair color and epidermal modification not important. Must enjoy symphonic rock, holo-games, and bad sci-fi movies. Wave <a href="#">IKW::5Q25DREN</a> and if my mom answers, just ask for Phil.</p> |
| <p><b>SELF-HELP / EDUCATIONAL</b></p>  | <p>TRANS-STAR PINTO-CLASS FREIGHTER. Low lightyears, multi-band wave, good condition. Fuel tanks overhauled. AI-Interface speaks 12 languages. Only 1,890,000,000 credits!<br/><a href="#">THP::3T27SOHN</a></p>   | <p>WANTED: Venturi Injector. Ok if used, but must work. Willing to pay 5000 cr or to trade for a Force Triaxon. Also interested to buy real, non-replicated cheese (Wensleydale, preferably).<br/><a href="#">MQU::1P91JDQF</a></p>  |
| <p>ADDICTED TO PEP-TABS? Pepper-Popper Anonymous can help with our proven 12 step program and support system. Results guaranteed. PPA meetings held weekly. Wave <a href="#">PPA::2P83JAYQ</a> for confidential information. Quitting can be achieved!</p> | <p>HEADBANGING GAMMA SQUIDS' WORLD TOUR! Selling tickets fast - See them live in concert NOW before they lose their popularity! Wave <a href="#">HGS::2W16KCOR</a> now!</p>  | <p>HEALTH NOTICE: Veined sponges from the Jondd Region, Ferr System have tested positive for the Botchethyliscus Virus, which causes blood jelly ischemia. All veined sponges have been pulled from the shelves in the Ferr system and no longer sold. -J.R. Culinary Health Dept.</p>                                     |
| <p>FIND PEACE WITHIN. The Monastery of the Perpetual Freefall can help guide you to restoring balance in your life.<br/>Book a short-stay or a full term.<br/><a href="#">MPF::7G77JKAU</a></p>  | <p>TURKEY - FOR SALE TO GOOD HOME. Fully cooked, partially eaten. Only eight days old. Both drumsticks still intact. 30 credits OBO. Serious offers only.<br/><a href="#">WTF::8D61HAUK</a></p>  | <p>PLASMA GUITAR LESSONS. Why only air-guitar when you can rock out for real! Free first lesson, additional lessons negotiable. Student must have health insurance. Plasma burns very likely. <a href="#">PGL::1N31METL</a></p>  |
| <p>MAKE MORE MONEY BEGGING! Our easy, effective training seminar will help you maximize your potential profits!<br/>Seating limited - wave us to reserve a ticket!<br/><a href="#">WBV::3H96BBOR</a></p>   | <p>LOTS OF CRAP FOR SALE: Glucose Cave Crystal, Disruptor, Field Stabilizer, Ratchet Solenoid and Ballistic Vest (Level V). Need to sell fast! Trying to buy ticket to Tcana for reasons.<br/><a href="#">HTF::4G85OUH</a></p>   | <p>WANTED: Drinking buddy for a crate of Interstellar Gurgle Smashers. Buddy must, and I repeat, <b>MUST</b> be medically trained in emergency resuscitation and stomach pumping.<br/><a href="#">KAV::2H27L0OF</a></p>  |

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