

# SUNDOG—FROZEN LEGACY

FTL Games

Science Fiction role-playing game

## Description

In this souped-up version of *Galactic Trader*, you play Zed, a newcomer to the world of galactic commerce with a contract to supply a new colony. Once you've mastered your space ship's controls and maintenance, you can head for one of the eighteen planets and fifty-seven cities you'll be dealing with. Of course you'll encounter space pirates who'll rob you if they can. You can arm your ship, but guns and the cloaking device you can employ burn your fuel at a ghastly rate. The emphasis here is on buying low and selling high, and concentrating on getting the goods the new colony needs.

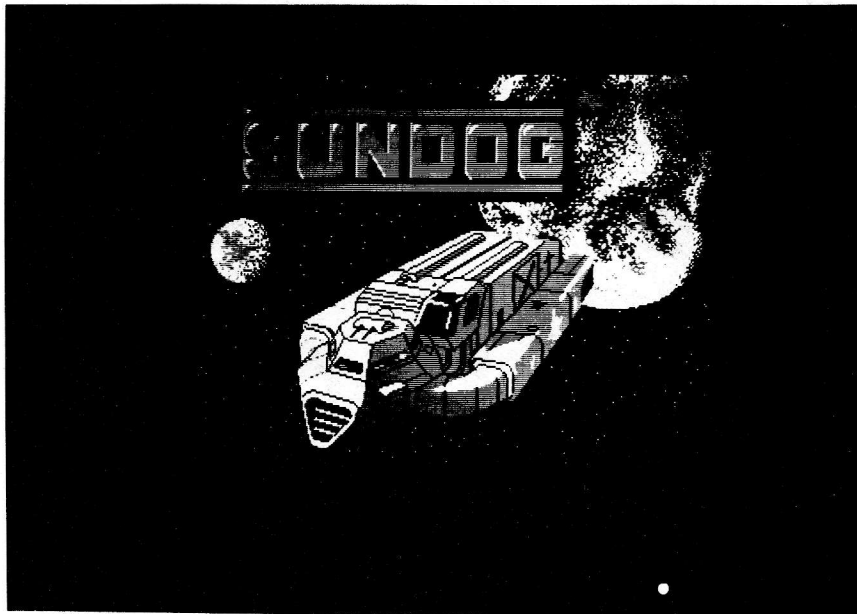
## Playability

*Sundog* is totally joystick controlled on the Apple. You use the joystick much like a mouse to select commands. Astral navigation, using your warp drive, and general maneuvering are all pleasantly realistic, although game play can be slow. The graphics are good, and you can save one game to the game disk (although you have to endure a long reboot cycle to recall it).

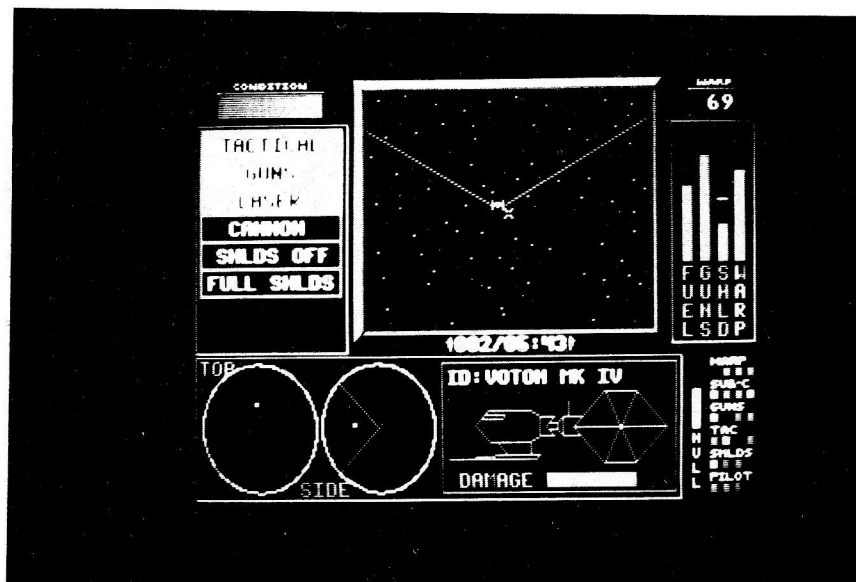
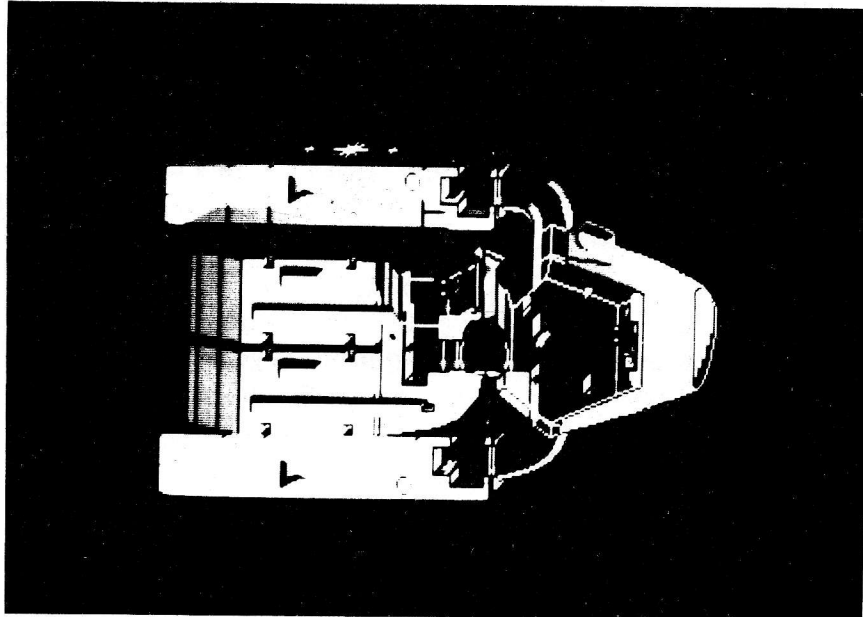
## Compatibility and Price

\$39.95 Apple II series, Atari 520ST

**Note:** *Sundog* is not a mappable game since travel is by coordinate navigation and locations are not individually significant.



# SUNDOG



## SUNDOG

*Sundog* requires a good deal of patience, but it sort of grows on you. At the outset, you are told nothing about how to operate or maintain your spaceship. When you set up your character, go heavy on Charisma and Luck. Once in your ship, explore it and replace as many of the missing components in the six panels as you have Shunts for. Do this by touching a defective component with your joystick and putting it in the trash basket. A Shunt won't take the place of a Control Nodule in the first position, however.

Buy a load of fuel. Check to see if your ship needs repairs, and make all that are needed. Go to the Bank and withdraw all the money available. Buy some extra food at one of the Restaurant/Bars and store it in your ship. Do not take any trade goods, but rather set course for Worened. Do this by selecting Set Warp, touching Worened with the cursor, and pushing the button. Then touch Liftoff. Once in orbit, touch Sublight, and select a plus sign on the periphery that is close to the location of the planet you wish to visit. (Use the maps to find out this information). When you are on the plus sign, touch Do Warp. After Warping, touch Sublight again.

Once on Worened, go to the bank and get all the money they'll give you. Then go find a Restaurant/Bar and ask for Information. Buy a Cloaker and a Ground Scanner. Put the Cloaker in the Force Shield panel in place of a Cryofuse. Put the Ground Scanner in for one of the Scanners of the Pilotage panel. Now you can operate among all of the cities of the planets. Note that without a Ground Scanner, there are a number of cities that you just can't get to. Worened is one of the few places where you can get these objects, and without them you are in for a very short game.

You can start operations on Worened. Buy as many trade goods as you can afford and fly to another city by selecting Navigate and City to City. Sell what you have, as this is your only means of earning money to finance the game. Check to see if that warehouse has any Cryogens in it. If so, take note of the type of goods that are for sale at each city—it'll be invaluable information later on. Complete visiting all cities. Don't buy any trade goods at the last city, rather, take the Cryogens you have back to Jondd. One of your last actions should be visiting a bank and withdrawing all the funds that you have accumulated. Fancy banking methods are available, but my preference is for straight cash transactions.

On Jondd, take a load of food with you (you will be eating a lot as you travel about in the outback) and leave whatever city you're in. Look at the surrounding countryside by driving your vehicle to the edge of the city and beyond. Look for the other city, Banville Center. The five cities of Jondd are spread out so that you generally can only see one at a time. If you don't see an uncharted city, take a load of trade goods to the next charted one and peek outside it. Chances are that you will spot the extra city, but if not you'll have to go exploring until you do. Once you find it, it will appear on your spaceship's Ground Scanner and you will be able to land there directly. Visit the warehouse there and learn what type of goods are required, or you can look at the table which follows the listing of the cities in this book.

The first two phases of the latest version of the game can be satisfied from the planet of Jondd. This is also a good chance to build up your cash reserves by trading among the five cities. Remember to look in each city's warehouse for Cryogens. When you get a full load of two Cryogens, take them to Banville Center and store them there.

Now it's on to the real business at hand. Buy trade goods, load up on fuel, and head for another planet. From here on out it's simply a matter of finding the goods that Banville Center requires, buying them, and transporting them back. You will be beset by Space

Pirates countless times. When you hear the alarm, select Tactical. The best strategy for dealing with them is to wait until they get close to your ship (your ship continues to move in this time interval) and select Communicate. Refuse to deal with them, and Bluff. Sometimes, about fifteen to twenty percent of the time, they will let you go. Generally, they won't, so select Cloaker from your menu, which makes you invisible. As soon as they reach the center of the screen they will start departing, and you should deselect the Cloaker as soon as possible, as it is a real fuel hog. The Space Pirates will leave you alone if you are only transporting Cryogens or have an empty ship.

You can fight the Space Pirates and the robbers in town, but I always had poor luck with them. If you wish to tackle them in space, be sure to buy a Concentrator on Worened for your Gun Panel, and an Autoslew for your Tactical Panel. I had very little luck dealing with the Space Pirates and found that not taking them on in combat was the best way of playing the game.

If you are efficient in your moves, you can complete building the city in as little as thirty-four days. Good luck.

### Cities and Trade Goods

\* = Starport City

SYSTEM	PLANET	CITY	TRADE GOODS
Jondd	Jondd	Drahew*	Antimatter
		Obburg	Art Objects
		Esposito	Biochips
		Darvilton	Cadcans
		Dranning	Chronographs
		Lightening*	Clothing
		Ft. Ligon	Congear
		Ft. Savon	Droids
		Ifwerl/Tennow*	Exotic Metals
		Storel	Fruits/Vegetables
Lafser	Tcana	Lagosal*	Furs/Silks
Glory	GloryI	Abran	Gems/Crystals
		Abundan	Gold
		Paran	Grains/Cereals
		Corian	Handweapons
		Fielno*	Meats
		Gennewa	Nullgravs
		Jemba/Loth	Organics
		Dark*	Pharmaceuticals
		Shoothan*	Radioactives
		Knuth	Rare earths
Shoot	Shoot	Temlonton	Seeds/Sprouts
		Waslat	Spices/Herbs
		N'Waslat*	Silichips
		New Tenal	Stock Embryos
		Wildera	Stimulants
		N. Shooth	Sunsuns
		Tranel	Synthesizers
		Edrired	Wood/fibers
New Shoot	New Shoot		

KolManDaa	Hell Kala	Sheol* Man* Daa New Davya Chalne'ij N'ljones* J'behjon N'Kander Sheshco* Aylika Zadansa Alran Malesti* Illdono Pelako D'esgid Ferring* Lonax Barnun Bantin Industron* The Mines Icebox* Plepa* Tuie Arlenair* Velanie Essoit
Sosai	D'helro	
Worened	W'orrad	
Jadul	Krakorus	
Ferr	Ferr	
	Ferrwyck	
Enlie	Snowball Enliah	
Hepah	Hepah	

### Control Panels

	Top Group			Bottom Group		
	Bot. Guns	Top Warp	Right Engines	Bottom Pilotage	Top Tactical	Right Force Fields
Control Node	X	X	X	X	X	X
Cryofuse	X		X			X
Photon Bridge	X	X			X	
Plasma Tube	X					
Flux Modulator		X	X			2
S/T Distorter		X	X			
J-Junc Module				2	X	
Scanner				X	X	

### Other Useful Articles

Autoslew	Tactical Display	Brainboost
Cloaker	Shields	Brawnboost
Concentrator	Ship's Guns	Charmboost
Ground Scanner	Pilotage	Dexboost

### Requirements for Sundog I

Phase I	Phase IV	Level VIII
Woods/Fibers	Cryogens (2)	Cryogens (3)
Cadcans	Gold	Nullgravs
Rare Earths	Spices/Herbs	
Exotic Metals	Organics	Level IX
Sunsuns	Nullgravs	Cryogens (4)
Synthesizers		Spices/Herbs
Silichips	Phase V	Chronographs
	Cryogens (2)	
Phase II	Antimatter	
Cryogens (1)	Chronographs	
Exotic Metals	Gold	
Cadcans		
Gems/Crystals	Phase VI	
Radioactives	Cryogens (3)	
	Nullgravs	
Phase III		
Cryogens (1)	Level VII	
Radioactives	Cryogens (2)	
Antimatter	Antimatter	
Silichips	Chronographs	
Congear	Gold	

### Requirements for Sundog II

Phase I	Phase V	Phase VIII
Grains/Cereals	Cryogens (2)	Cryogens (2)
Fruits/Vegetables	Droids	Radioactives
Seeds/Sprouts	Fruits/Vegetables	Rare Earths
Stock Embryos	Pharmaceuticals	Exotic Metals
	Meats	Spices/Herbs
Phase II	Clothing	Synthesizers
Cryogens (2)		Pharmaceuticals
Spices/Herbs	Phase VI	
Sunsuns	Cryogens (3)	
Woods/Fibers	Silichips	Level IX
Meat	Sunsuns	Cryogens (1)
	Handweapons	Chronographs
Phase III	Biochips	Droids
Cryogens (4)		Clothing
Synthesizers	Phase VII	Furs/Silks
Congear	Cryogens (2)	Art Objects
	Fruits/Vegetables	Radioactives
Phase IV	Gold	Antimatter
Cryogens (1)	Gems/Crystals	
Cadcans	Organics	
Biochips	Silichips	
Nullgravs	Stimulants	
Grains/Cereals		
Chronographs		
Silichips		