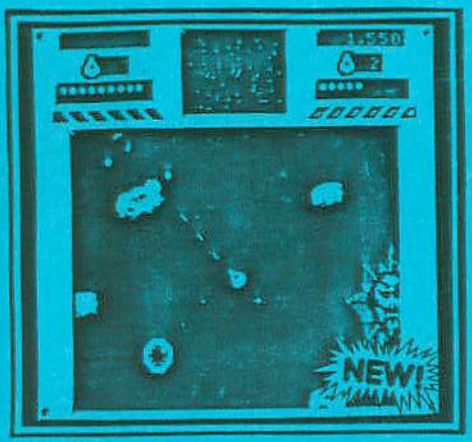
SinistaaR



Sundog Systems proudly presents the first 512K arcade game available for your CoCo III! If you don't have 512K, you will want to get it just for this game! The evil Sinistaars have invaded the galaxy and it falls to you to destroy them. These fiends will attempt to hold you with a constant barrage of drone ships while they muster their strength, and eventually find and obliterate you. Your mission is to mine the myriad asteroids in search of the precious ore which can be refined into sinibombs, your only weapon against the Sinistaars. Many surprises await as you advance through the increasingly difficult stages. Experience the fast-paced action of 512K packed with spectacular graphics, sound effects, and voices! Dozens of stages will keep you coming back for more. Req. 512K CoCo III and disk drive.

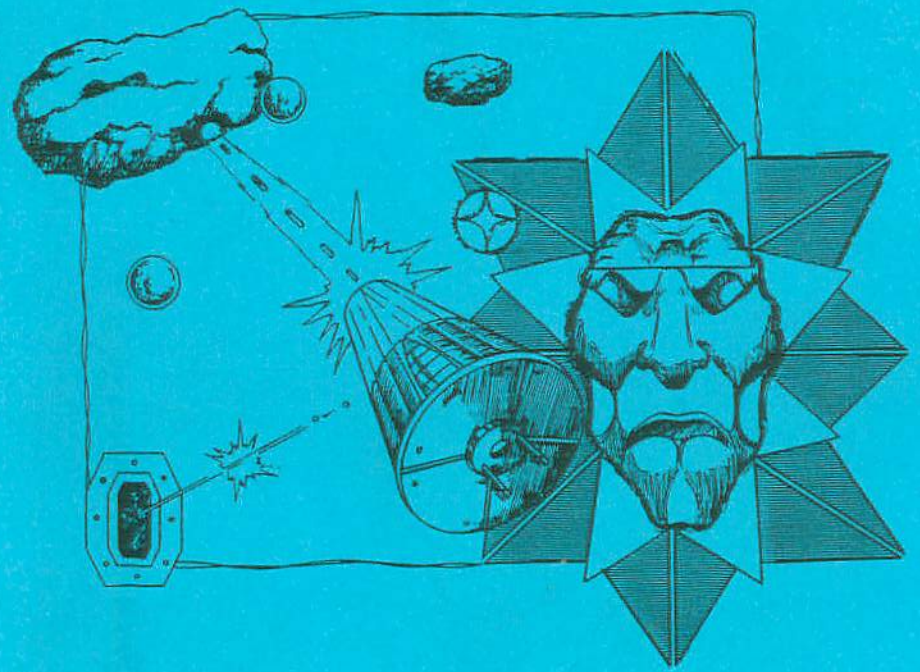
$34.95

Sundog systems

☞ **Warranty:** This program is copy protected. All of our products are sold on an as-is condition. They are guaranteed to load for one year, and Sundog Systems will replace any defective diskettes free of charge during this period. Sundog Systems specifically disclaims all other warranties, expressed or implied.

☞ **Publisher:** *SUNDOG SYSTEMS*
21 Edinburg Drive
Pittsburgh, PA 15235
(412) 372-5674

SinistaaR



512K CoCo 3

Machine Language Arcade Game

Sinistaar *Instructions*

©1989 Sundog Systems

New Ursula was a peaceful twin galaxy. The inhabitants traded and prospered with a minimum of hardship and warfare. Perhaps it was this calm which brought the Sinistaars, bent on nothing less than absolute destruction. But, more likely, it was the power ore so prevelant in the many asteroids of the surrounding space that these fiends desired. It was this ore upon which the populous based their civilization. The New Ursulians were not warriors, and could adequately defend themselves and their treasured ore from the looming menace from the stars. If only they had the power to convert the precious rock into a weapon, the leaders mused, it might be powerful enough to use against the Sinistaars.

The New Ursulians pooled their resources and created one ship. This ship was named Maurader, the combined efforts of a twin galaxy. It had the ability to mine the ore and convert it into something termed a 'sinibomb', that which, in quantities, had the power to destroy the Sinistaars. They recruited the most able pilot in New Ursula, and gave control of the Marauder to you, along with the combined hopes of all those who's lives rest in your hands.

Your mission is to fly into the enemy space, mine the asteroids, collect the power ore, and use the resulting sinibombs to rid the galaxy of the Sinistaars.

Sinistaar is an arcade game for the Color Computer III with 512K, disk drive, and joystick and is an achievement in programming. I want to thank you for purchasing this software instead of pirating it, and thereby supporting future production of quality software for the Color Computer I, II, and III.

THE DISK—There are two disks included in this package. The first is called a "flippy" because one can access both sides merely by flipping the disk in the drive. Each side is labeled. This disk contains sides one and two. The label corresponding to its indicated side will be on the right side of the disk, assuming you insert the disk vertically. This is shown on the label by an arrow pointing to the write-protect notch that is being used. This notch always goes up. To test this, insert Disk One into drive 0 and type `DIR` and press `<ENTER>`. You should see a list of files starting with the file *BOOT/BIN*. If you do not see this file, you have inserted the wrong side. The remaining disk is Disk Three. This is a normal, one-sided disk. When you are playing the game, this disk should remain in the drive, as high scores will be loaded and saved to this disk.

BACKUPS—You cannot make a backup of the first disk. Sinistaar is copy protected, and this disk cannot be copied. You can, however, backup disks two and three to protect your investment somewhat. Copy these disks with the `BACKUP` and keep these in a safe place. If you have problems with the original Disk One within the first year of use, you can return the disk for replacement (refer to the warranty on the back cover).

LOADING—First initiate a cold start (turn the computer off and on again after about 10 seconds) and insert the Game Disk into drive 0. Type `LOADM"BOOT"` and press `<ENTER>`. The game will auto-start and you will be asked if you are using an RGB monitor. If you have the TANDY CM-8 or compatible monitor, type `Y`, otherwise if you are using a color composite monitor or TV set, type `N`. After this, follow the on-screen instructions for the insertion of disks two and three. Keep the third disk in the drive when playing. This disk should not be write protected as high scores will be saved and loaded from it.

Sinistaar *Instructions*

©1989 Sundog Systems

After all information is loaded, the introduction screens will appear. Have a one or two button joystick attached to the right joystick port. Press the 1 or 2 key to indicate and begin a one or two player game.

GAME PLAY—Movement is as easy as pointing the joystick in any of the eight standard joystick directions. You many fire unlimited shots by pressing the first, or primary, joystick button. You can release your generated sinibombs either by pressing the secondary button on the newer Tandy Deluxe Joysticks, or you may use the spacebar on the keyboard as an alternative if you lack this joystick. The `P` key can be used to pause the game at any time. Simply press the fire button to restart.

When piloting your craft, you may collide with many of the various objects found in this space without harm. If you ram an asteroid, you will simply bounce off and temporarily lose control. Certain objects may fire at you, explode, or destroy you if you collide, however. You will have to determine these as you play, but you will find most objects to be harmless.

To mine the power ore from the floating asteroids, simply pick one and fire repeatedly at it. You will usually get one, two or more pieces of raw ore before the asteroid becomes too unstable and explodes. The red drones will also be out mining the asteroids. If you spy one carrying a piece of ore to its master, you can destroy it and pick up the ore that it was carrying. After you pick up a piece of ore, the Maurader will automatically convert it into a sinibomb and store it in the hold. You can only carry 20 sinibombs at a time. The amount you are carrying is displayed in the upper corner of the screen.

SINISTAARS can only be destroyed once they have been totally constructed by the drone ships. He will alert you when he has been constructed. Any sinibombs released against an uncompleted Sinistaar will have been wasted. Sinibombs will automatically seek the Sinistaar, no matter where he is in space. They do not have to be aimed. The status of the current Sinistaar will be displayed at the beginning of a stage, or when your ship has been destroyed. As you progress throughout the various stages, it will require more and more sinibombs to destroy the Sinistaars.

The Scanner of the Maurader can be located in the top center of the screen. It will give you a good indication of the location of objects around you in the current sector. The red box indicates the game screen currently being displayed. You will notice that in later sectors that the Sinistaars will cloak themselves as well as other objects from the scanner. Various colors are used to identify the many objects. You will learn these distinctions with play.

Your current status information can be found in the upper corner. This contains your score, ships remaining, and sinibomb section. Every 10,000 points you will receive an extra player. The current player is shown by the scrolling colored blocks under this section. Good luck!

ACKNOWLEDGEMENT—
Graphic assistance and voice digitization by Glen R. Dahlgren.

Sinistaar is © Copyrighted 1989 by Sundog Systems.
All rights reserved.

New Ursula was a peaceful twin galaxy. The inhabitants traded and prospered with a minimum of hardship and warfare. Perhaps it was this calm which brought the Sinistaars, bent on nothing less than absolute destruction. But, more likely, it was the power ore so prevelant in the many asteroids of the surrounding space that these fiends desired. It was this ore upon which the populous based their civilization. The New Ursulians were not warriors, and could adequately defend themselves and their treasured ore from the looming menace from the stars. If only they had the power to convert the precious rock into a weapon, the leaders mused, it might be powerful enough to use against the Sinistaars.

The New Ursulians pooled their resources and created one ship. This ship was named Maurader, the combined efforts of a twin galaxy. It had the ability to mine the ore and convert it into something termed a 'sinibomb', that which, in quantities, had the power to destroy the Sinistaars. They recruited the most able pilot in New Ursula, and gave control of the Marauder to you, along with the combined hopes of all those who's lives rest in your hands.

Your mission is to fly into the enemy space, mine the asteroids, collect the power ore, and use the resulting sinibombs to rid the galaxy of the Sinistaars.

Sinistaar is an arcade game for the Color Computer III with 512K, disk drive, and joystick and is an achievement in programming. I want to thank you for purchasing this software instead of pirating it, and thereby supporting future production of quality software for the Color Computer I, II, and III.

THE DISK—There are two disks included in this package. The first is called a "flippy" because one can access both sides merely by flipping the disk in the drive. Each side is labeled. This disk contains sides one and two. The label corresponding to its indicated side will be on the right side of the disk, assuming you insert the disk vertically. This is shown on the label by an arrow pointing to the write-protect notch that is being used. This notch always goes up. To test this, insert Disk One into drive 0 and type `DIR` and press `<ENTER>`. You should see a list of files starting with the file *BOOT.BIN*. If you do not see this file, you have inserted the wrong side. The remaining disk is Disk Three. This is a normal, one-sided disk. When you are playing the game, this disk should remain in the drive, as high scores will be loaded and saved to this disk.

BACKUPS—You cannot make a backup of the first disk. Sinistaar is copy protected, and this disk cannot be copied. You can, however, backup disks two and three to protect your investment somewhat. Copy these disks with the `BACKUP` and keep these in a safe place. If you have problems with the original Disk One within the first year of use, you can return the disk for replacement (refer to the warranty on the back cover).

LOADING—First initiate a cold start (turn the computer off and on again after about 10 seconds) and insert the Game Disk into drive 0. Type `LOADM"BOOT"` and press `<ENTER>`. The game will auto-start and you will be asked if you are using an RGB monitor. If you have the TANDY CM-8 or compatible monitor, type `Y`, otherwise if you are using a color composite monitor or TV set, type `N`. After this, follow the on-screen instructions for the insertion of disks two and three. Keep the third disk in the drive when playing. This disk should not be write protected as high scores will be saved and loaded from it.

Sinistaar *Instructions*
©1989 Sundog Systems

After all information is loaded, the introduction screens will appear. Have a one or two button joystick attached to the right joystick port. Press the 1 or 2 key to indicate and begin a one or two player game.

GAME PLAY—Movement is as easy as pointing the joystick in any of the eight standard joystick directions. You many fire unlimited shots by pressing the first, or primary, joystick button. You can release your generated sinibombs either by pressing the secondary button on the newer Tandy Deluxe Joysticks, or you may use the spacebar on the keyboard as an alternative if you lack this joystick. The `P` key can be used to pause the game at any time. Simply press the fire button to restart.

When piloting your craft, you may collide with many of the various objects found in this space without harm. If you ram an asteroid, you will simply bounce off and temporarily lose control. Certain objects may fire at you, explode, or destroy you if you collide, however. You will have to determine these as you play, but you will find most objects to be harmless.

To mine the power ore from the floating asteroids, simply pick one and fire repeatedly at it. You will usually get one, two or more pieces of raw ore before the asteroid becomes too unstable and explodes. The red drones will also be out mining the asteroids. If you spy one carrying a piece of ore to its master, you can destroy it and pick up the ore that it was carrying. After you pick up a piece of ore, the Maurader will automatically convert it into a sinibomb and store it in the hold. You can only carry 20 sinibombs at a time. The amount you are carrying is displayed in the upper corner of the screen.

SINISTAARS can only be destroyed once they have been totally constructed by the drone ships. He will alert you when he has been constructed. Any sinibombs released against an uncompleted Sinistaar will have been wasted. Sinibombs will automatically seek the Sinistaar, no matter where he is in space. They do not have to be aimed. The status of the current Sinistaar will be displayed at the beginning of a stage, or when your ship has been destroyed. As you progress throughout the various stages, it will require more and more sinibombs to destroy the Sinistaars.

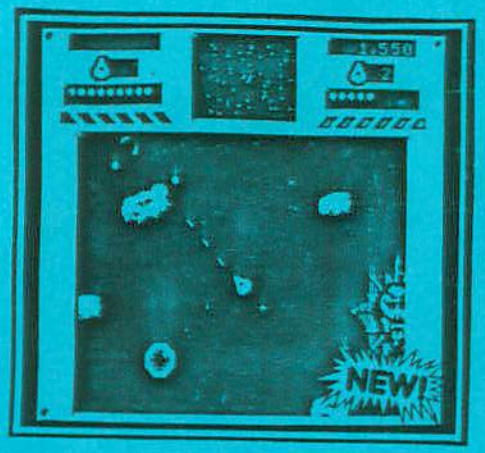
The Scanner of the Maurader can be located in the top center of the screen. It will give you a good indication of the location of objects around you in the current sector. The red box indicates the game screen currently being displayed. You will notice that in later sectors that the Sinistaars will cloak themselves as well as other objects from the scanner. Various colors are used to identify the many objects. You will learn these distinctions with play.

Your current status information can be found in the upper corner. This contains your score, ships remaining, and sinibomb section. Every 10,000 points you will receive an extra player. The current player is shown by the scrolling colored blocks under this section. Good luck!

ACKNOWLEDGEMENT—
Graphic assistance and voice digitization by Glen R. Dahlgren.

Sinistaar is © copyrighted 1989 by Sundog Systems.
All rights reserved.

SinistaaR



Sundog Systems proudly presents the first 512K arcade game available for your CoCo III! If you don't have 512K, you will want to get it just for this game! The evil Sinistaars have invaded the galaxy and it falls to you to destroy them. These fiends will attempt to hold you with a constant barrage of drone ships while they muster their strength, and eventually find and obliterate you. Your mission is to mine the myriad asteroids in search of the precious ore which can be refined into sinibombs, your only weapon against the Sinistaars. Many surprises await as you advance through the increasingly difficult stages. Experience the fast-paced action of 512K packed with spectacular graphics, sound effects, and voices! Dozens of stages will keep you coming back for more. Req. 512K CoCo III and disk drive.

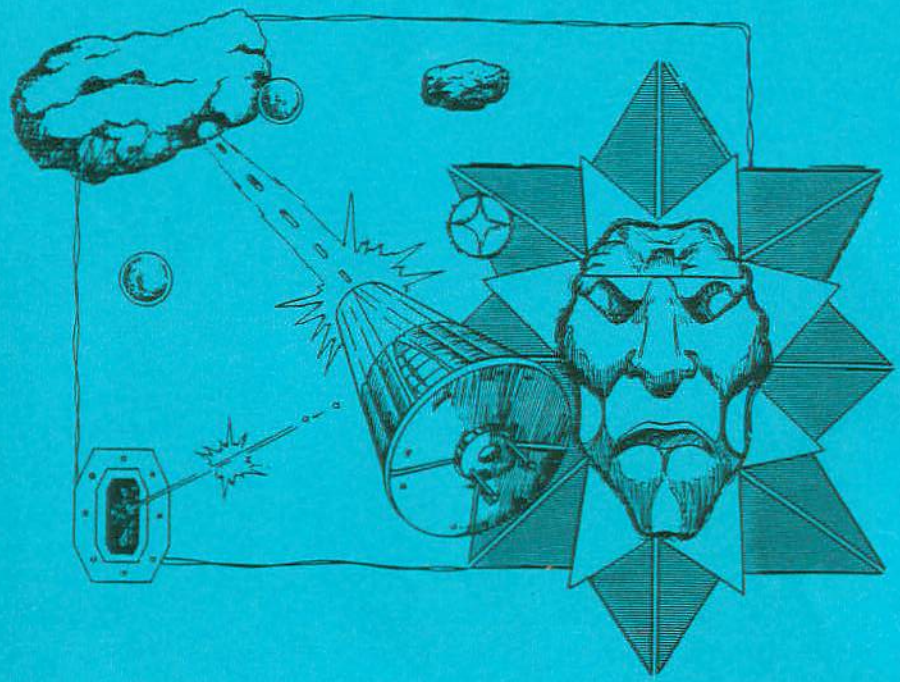
$34.95

Sundog systems

☞ **Warranty:** This program is copy protected. All of our products are sold on an as-is condition. They are guaranteed to load for one year, and Sundog Systems will replace any defective diskettes free of charge during this period. Sundog Systems specifically disclaims all other warranties, expressed or implied.

☞ **Publisher:** *SUNDOG SYSTEMS*
21 Edinburg Drive
Pittsburgh, PA 15235
(412) 372-5674

SinistaaR



512K CoCo3

Machine Language Arcade Game