



Play Manual



THQ



Table of Contents

Sinistar: Unleashed

System Requirements

Quick Start Instructions

Installation

 Note: 3D Accelerator Drivers

 Installing the Game

Configuring the Game

 Video Mode Selector

 Using a Mouse

Playing *Sinistar: Unleashed*

 Starting the Game

 The Main Menu Screen

 Levels

 Sinistar Health/Gate Status Meter

 Views

 Flying Your Ship

 Mining Sinisite Crystals

 Ship Status Meter

 Inventories

 Weapons

 Special Items

 Power-Ups

 Health and Lives

 Targeting Radar

 Crosshairs

 Long-Range Radar

 Pausing the Game

 Scoring

 Exiting the Game

 Game Controls

Configuration Screen

Uninstalling the Game

Play Hints

Intelligence Briefing: The Enemy

 The Sinistar Universe

 The Sporg

 The Distilled Evil

 The Sinistar

Credits

Warranty and Service Information



Sinistar: Unleashed

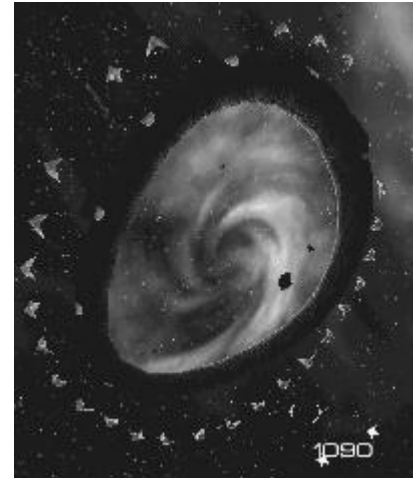
Sinistar: Unleashed blasts you into a hostile universe fraught with danger. A space dwelling species of supreme evil is on the verge of creating the ultimate bio-mechanical weapon: the Sinistar. When they succeed, they will invade our universe, annihilating humanity and all other life. You must destroy these evil beings before they embark on their malevolent crusade. But time grows short....

You must fight your way to the center of the Sinistar cosmos. You pilot the best humanity can build: a ship of awesome power and potential.

Hyper-aggressive enemy warriors swarm on each level of the Sinistar universe. Workers energize a jumpgate with Sinisite crystals, while warriors and turrets guard the gate and attack you.

As you battle through each level, you must gather the crystals that power your destructive arsenal and find power-ups that give you more weapons, more ship upgrades, and more powerful items that you can turn against an increasingly dangerous and clever enemy.

Imagine the excitement of chasing an enemy warrior through a dense asteroid field while delivering tons of radiant ordnance to its hull. Experience the exquisite beauty of a full spread of tactical ion bursts exploding in a frenzy of firestorms. Marvel at the deadly ballet of the Sinistar, as you meet in a duel to the death.



System Requirements

MINIMUM SYSTEM

<i>Processor</i>	233 MHz Intel® Pentium® II
<i>Operating System</i>	Microsoft® Windows® 95 or Windows 98
<i>RAM</i>	32 MB
<i>3D Accelerator Board</i>	Direct3D board or a 3dfx board (Voodoo Graphics®, Voodoo2™, Voodoo Banshee™, or Voodoo3™)
<i>Sound Card</i>	Sound Blaster® 16 or compatible
<i>CD-ROM Drive</i>	4x speed
<i>Other Peripherals</i>	Two-button joystick optional but recommended Mouse optional

RECOMMENDED SYSTEM

<i>Processor</i>	300 MHz Intel Pentium II
<i>Operating System</i>	Microsoft Windows 95 or Windows 98
<i>RAM</i>	64 MB
<i>3D Accelerator Board</i>	AGP 3D accelerator capable of 1024x768x32-bit rendering
<i>Sound Card</i>	PCI EAX or A3D sound card
<i>CD-ROM Drive</i>	12x speed
<i>Other Peripherals</i>	Four-button joystick with rudder control and throttle Three-button mouse optional



Quick Start Instructions

All you need to know to start playing as soon as possible!



The Distilled Evil, a race of space-dwelling creatures, and their slaves, the Sporg, are creating the ultimate bio-mechanical weapons: the Sinistar. If they succeed, they'll unleash them against your universe, in a cosmic rampage of conquest, plunder, and destruction. You must stop them, fighting your way to the center of the Sinistar universe and destroying the ultimate Sinistar there.

On most levels, you pilot your ship through an asteroid field that contains Sinisite crystals. The enemy feverishly works to energize a jumpgate for the arrival of a Sinistar, which is already traveling through hyperspace. Workers mine the asteroids for crystals, which they carry to the gate. Warriors and turrets of various kinds and sizes guard the gate and patrol for intruders. When the gate is fully powered, completely ringed with crystals, the Sinistar erupts from hyperspace and battles you in a duel to the death.

You can attack the jumpgate to delay the Sinistar's arrival on the level. The deadly environment of hyperspace harms the Sinistar, and its health drops the longer it remains in hyperspace. (The meter in the upper right corner of the screen displays the Sinistar's health.) You can slow the gate from being energized by attacking the workers (hindering their progress) and by blasting the gate with Sinibombs (each Sinibomb hit removes five crystals from the gate). **Play Hint:** Do your best to slow work on the gate! An undamaged Sinistar is immensely powerful, and you want hyperspace to do as much damage to it as possible before it arrives.

Three displays show crucial information about your ship. Two, the Weapons and Specials Inventories, appear on the bottom left and right center of the screen and shows your weapons and special items. The Ship Status Meter on the bottom right of the screen shows your current health and crystal levels. **Crystals are your lifeblood!** Your ship requires crystals for health energy and to power most of its weapons. Use your mining laser to blast apart asteroids, releasing the crystals they contain. Fly over a crystal, and your ship will eat it. Maintain a high crystal stockpile at all times! It is very difficult to mine crystals once the Sinistar arrives, so try to have as many as possible at the moment he arrives. **Play Hint:** It takes some experience to become proficient at collecting crystals, and the tutorial levels let you practice this.

Your ship automatically heals itself as long as it has crystals to spend.

Your mining laser costs no crystals and is fired by pressing the joystick Trigger or either Control key on the keyboard. All other weapons use crystals when fired, and these weapons are shown on the Weapons Inventory. You can have up to nine weapons on the inventory; switch among them by pressing the corresponding number key (1-9) and fire the selected weapon by pressing Button 2 on the joystick or the right Shift key on the keyboard.

The Special Items Inventory displays the special items that you've collected. You select and immediately use a special by pressing its corresponding function key (F1-F9).

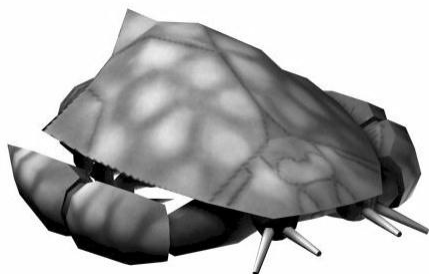
Some asteroids contain power-ups (look for visually different 'roids); blast them apart and fly over the power-ups to pick them up. Enemy cargo transports also carry power-ups; destroy them to release the power-ups they carry.

Your long-range radar appears on the bottom left of the screen, and your Score/Lives Meter appears at the top left. If you run out of lives, the game ends.

See the Game Controls chart for all the keyboard, mouse, and joystick controls.

You win the game by battling your way to the center of the Sinistar universe and destroying the final Sinistar there.

That's it! Good luck!
Check out the rest of the manual for further details and more play hints.





Installation

NOTE: 3D ACCELERATOR DRIVERS

For maximum performance (why would you want less?), make sure you have the latest drivers for your 3D accelerator board. Visit your 3D accelerator's Web site to obtain the latest drivers. If you don't know the Web address, check the Video & 3D Accelerator Links section in the electronic Read Me file for Web addresses of various major video/accelerator companies.

If you use a 3dfx-based accelerator, to run the accelerator in 3dfx mode you must have the Glide3 drivers. The game will not run on earlier versions of the Glide® drivers. You can find the Glide reference drivers at 3dfx via <http://www.3dfx.com/> (go to their Drivers page).

If you use any 3D accelerator other than 3dfx, you must use Direct3D. (You can also run a 3dfx accelerator using Direct3D instead of Glide.) You get the latest version of Direct3D when you install DirectX 6; see above.

INSTALLING THE GAME

Step 1: Place the *Sinistar: Unleashed* CD in your PC's CD-ROM drive.

Step 2: Double-click the *Sinistar: Unleashed* Installer icon and follow the instructions that appear. (The default installation installs *Sinistar: Unleashed* in a folder on your hard drive, creates a *THQ/Sinistar: Unleashed* shortcut in your Start menu, and places a *Sinistar: Unleashed* icon on your desktop.)

Step 3: When the Video Mode Selector window appears on your screen, use this window as described in the Configuring the Game section.

Configuring the Game

VIDEO MODE SELECTOR



You must configure the game's video settings before you play the game. When you install the game, the Video Mode Selector window automatically appears during installation. Use this window as follows:

- **Selected Driver:** Choose the accelerator your computer uses from the Selected Driver drop-down menu. *Note:* If you have a 3dfx board, choose 3dfx Voodoo for the setting, not Direct3D.
- **Selected Device:** Unless you chose Primary Display Device for your Selected Driver, you can skip this setting. If you chose Primary Display Device, then choose Direct3D HAL for this setting.
- **Selected Mode:** Choose the video mode you wish to run the game in.
- **Number of Video Buffers:** Select the number of video buffers to use. You must select a number of video buffers within the capabilities of your accelerator board. If you don't know your board's capabilities, then 2 buffers is usually a safe setting.
- **Save Settings:** When you have selected your video settings, click the Save Settings button. This will save your settings and exit the Video Mode Selector.
- **Exit:** To exit the Video Mode Selector *without saving any settings you made*, click the Exit button.

You can use the Video Mode Selector to change your video settings. To run the selector, exit the game, click the Start Menu, open Programs, THQ, and Sinistar Unleashed, and then select Video Mode Selector from the menu that appears. Use the window as described above.

USING A MOUSE

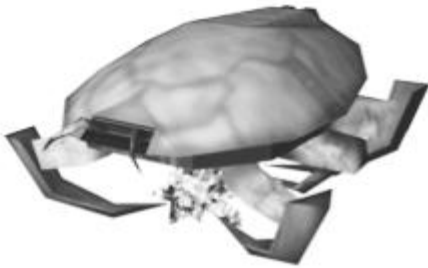
To play the game using a mouse, you must first turn on the Enable Mouse Control option in the game. See the Joystick/Mouse Analog Controls section in the Configuration chapter for how to do this.



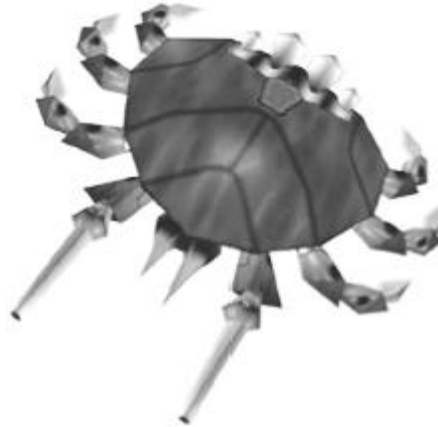
Playing *Sinistar: Unleashed*

The Distilled Evil, a race of space-dwelling creatures, and their slaves, the Sporg, are creating the ultimate bio-mechanical weapon: the Sinistar. If they succeed, they'll unleash the Sinistar against your universe, in a cosmic rampage of conquest, plunder, and destruction. You must stop them, fighting your way to the center of the Sinistar universe and destroying the ultimate Sinistar there.

On most levels, you pilot your ship through an asteroid field that contains Sinisite crystals. The enemy is feverishly working to energize a jumpgate for the arrival of a Sinistar, which is already traveling through hyperspace. Workers mine the asteroids for crystals, which they carry to the gate. Warriors and turrets of various kinds and sizes protect the workers, guard the gate, and patrol for intruders. When the gate is filled with energy, the Sinistar erupts from hyperspace, and battles you in a duel to the death.



An Enemy Worker



An Enemy Warrior

Your ship requires Sinisite crystals for health energy and to power most of its weapons. You can use your mining laser to blast asteroids, releasing the crystals they contain. Fly over a crystal, and your ship will grab it. Some asteroids contain power-ups (look for visually different 'roids); blast them apart and fly over the power-ups to pick them up. Enemy cargo transports also carry power-ups; destroy them to release the power-ups they carry.



Your Ship

The ship's maw or mouth is between the wings facing forward. Burst weapons emanate from the maw. On the ship's upper wings are missile tubes. Thrusters are contained in the tail.

You start with a Mining Laser, a Cutting Laser, and Sinibombs for weapons, plus you can carry up to four special items. As you play, you can temporarily or permanently gain additional weapons like a Lightning Gun and special items like an Orbital Defense, which flies around your ship and fires on enemies.

Pulsing veins on the surface of the ship surface indicate its health. As the ship loses health energy, the color of veins descends through the spectrum to a deep red. Your ship automatically heals itself as long as it has crystals to spend.

Three displays show crucial information about your ship. The two Inventories appear on the bottom center of the screen and show your weapons and special items. The Ship Status Meter on the bottom right of the screen shows your current health and crystal levels. Your mining laser costs no crystals and is fired by pressing the joystick Trigger or either Control key. All other weapons use crystals when fired, and these weapons are shown on the Weapons Inventory. The Special Items Inventory displays the special items that you've collected.

Your long-range radar appears on the bottom left of the screen, and your Score/Lives Meter appears at the top left. You have a limited number of lives. If your ship's health ever drops to zero, the ship explodes. You lose a life and restart the level with whatever crystals, weapons, and specials you had when your ship was destroyed. Your ship automatically heals itself as long as it has crystals. However, the enemy can sometimes deal out damage faster than your ship can heal, so watch out when shots are blazing every which way! If you run out of lives, the game ends.

You can upgrade your ship during play, increasing its capabilities—gaining better speed and maneuverability, an improved mining laser, and greater capacity for special items.

Use any of your weapons to attack the Distilled Evil and Sporg. Use Sinibombs to attack the Sinistar and to destroy crystals around a jumpgate. You can attack the jumpgate to delay the Sinistar's arrival on the level. The deadly environment of hyperspace harms the Sinistar, and its health drops the longer it remains in hyperspace. (The meter in the upper right corner of the screen displays the Sinistar's health.) You can slow the gate from being energized by attacking the workers (hindering their progress) and by blasting the gate with Sinibombs (each Sinibomb hit removes five crystals from the gate). Do your best to slow work on the gate, as an undamaged Sinistar is immensely powerful.

Battle your way through each level until you reach your final confrontation at the center of the Sinistar universe.



STARTING THE GAME

To play the game, you must have your *Sinistar: Unleashed* CD-ROM in your CD-ROM drive.

After you've installed *Sinistar: Unleashed*, double-click the *Sinistar: Unleashed* icon on your desktop to run the game. (You can also run the game from the start menu. Click the Start Menu, open Programs, THQ, and Sinistar Unleashed, and then select Sinistar Unleashed from the menu that appears.) When you run the game, the Main Menu Screen appears; select New Game from the menu to start play.

THE MAIN MENU SCREEN

The Main Menu Screen appears when you run the game. During play, press the ESC key to go to the Main Menu Screen. Gameplay automatically pauses when the Main Menu Screen is open.

On this screen, use the up and down cursor keys to choose:

New Game. Press Enter to begin a new game. On the New Game Screen:

1. Enter a name in the box containing the blinking cursor and press Enter.
2. Use the up and down cursor keys to select how tough a challenge you want: Easy, Normal, Hard or Sinistar (most difficult) and press Enter.
 - **Sinistar** difficulty features intense gameplay similar to a classic coin operated arcade machine. Good luck; you'll need it.
 - **Hard** difficulty is for players who are not sufficiently challenged by Normal difficulty.
 - **Normal** difficulty is for players with some experience in playing *Sinistar: Unleashed* or for new players who have played action, shooter, or flight games.
 - **Easy** difficulty is for players new to *Sinistar: Unleashed* or for players who are not ready yet for Normal difficulty.
3. If in a previous game you've successfully completed the bonus level of a zone, you can skip that zone when starting a new game. (You must use the same name you used in the previous game and cannot select a higher difficulty level than what you played in that game.) Use the up and down cursor keys to select the zone you want to start with, and press Enter to begin play.

On the New Game Screen, you can press ESC at any time to return to the Main Menu Screen.

Saved Games. Press Enter to display the Games Screen. Use the cursor keys to scroll through this list and highlight the game you want. Press Enter to load the game. Press Delete to delete a game you no longer want to save. Press

ESC to return to the Main Menu. *Note:* 1) You can sort the saved games list by category; simply use the right and left cursor keys to select a category and the scores are automatically sorted. 2) The lists uses color coding to show the difficulty level of the game: Green for Easy, Yellow for Normal, Orange for Hard, and Red for Sinistar.

Tutorial. Press Enter to play the tutorial levels in the game. From the Tutorial Screen, use the up and down cursor keys to select a tutorial level and press Enter to play it. You can practice mining crystals, fighting stationary turrets, battling mobile warriors, and dueling a Sinistar. Press ESC to return to the Main Menu Screen when you're finished with the Tutorial Screen.

High Scores. Press Enter to display the High Scores Screen. Use the cursor keys to scroll through this list. Press Delete to delete the high score list and start a new list. Press ESC to return to the Main Menu when you're finished with this screen. *Note:* 1) You can sort the high score list by category; simply use the right and left cursor keys to select a category and the scores are automatically sorted. 2) The lists uses color coding to show the difficulty level of the game: Green for Easy, Yellow for Normal, Orange for Hard, and Red for Sinistar.

Intro Movie. Press Enter to play the intro movie.

Credits. Press Enter to display the Credits Screen. Press ESC to return to the Main Menu Screen when you're finished with this screen.

Configuration. Press Enter to open the Configuration Screen. See the Configuration section for details on configuring the game's options and controls.

Exit. Press Enter to exit the game.

Press ESC during play to go to the Main Menu Screen. You can select options on the menu, like Configuration to change the game's controls or audio settings. When you are ready to resume play, simply press ESC from the Main Menu Screen.

Saving Games

Whenever you complete a level, the Scoring Screen appears, totaling your score for the level. At the bottom of the screen are two options. Use the cursor keys to highlight an option and press Enter to use it:

- **Save and Continue** saves the game and continues play with the next level.
- **Save and Quit** saves the game and quits play of the current game, returning you to the Main Menu Screen. The saved game will appear in the list of saved games.

While playing a level, selecting Exit, Saved Games, Tutorial, or New Game from the Main Menu Screen will cause you to forfeit the level, exiting and saving the game you're playing. The level ends, you lose one life, and the game is saved (if you have any lives left). You will be asked to confirm that you want to do this. Use the cursor keys to highlight your decision and press Enter to confirm it: Yes to exit and save the game, No to cancel and return to the Main Menu Screen. *Note:* 1) You only exit a game when you select Exit, Saved Games, Tutorial, or New Game. Selecting other options (like Configuration) on the Main Menu Screen while playing a game does not exit it. 2) If you lose your last life, the game is over and your saved game file for the game is automatically deleted.

LEVELS

The Sinistar Universe is divided in three Sporg zones (Levels 1-12) and three Distilled Evil zones (Levels 13-24). Each zone contains four levels. Most levels contain jumpgates and a Sinistar. Every fourth level is a special level and confronts you with other enemies and phenomena.

The first three levels in each zone are gate levels. On these levels, the enemy tries to energize a jumpgate, so that a Sinistar can arrive from hyperspace. Your goals in these levels are to attack the gate and destroy the Sinistar. If your ship is destroyed on one of these levels, you lose a life and start the level over again as long as you have any lives left.

The fourth level in each of the first five zones is a bonus level. Each bonus level has its own goal, which is announced at the start of the level. You have one chance to accomplish the goal. Succeed or fail, you then go on to the next level. If your ship is destroyed on a bonus level, you lose a life and go on to the next level (if you have any lives left).

Level 24 is the final level. Battle your way to the Sinistar's lair and to your final confrontation with the ultimate Sinistar.

SINISTAR HEALTH/GATE STATUS METER

The Sinistar Health/Gate Status Meter appears in the upper right of the screen. The circular area in the center of the meter displays the Sinistar's health. Like your ship's health display, the level in the circle drops as the Sinistar's health decreases.

The ring on the outside of the meter shows the current energy state of the Jumpgate. When the ring is completely filled, the gate is energized and the Sinistar arrives from hyperspace.



VIEWS

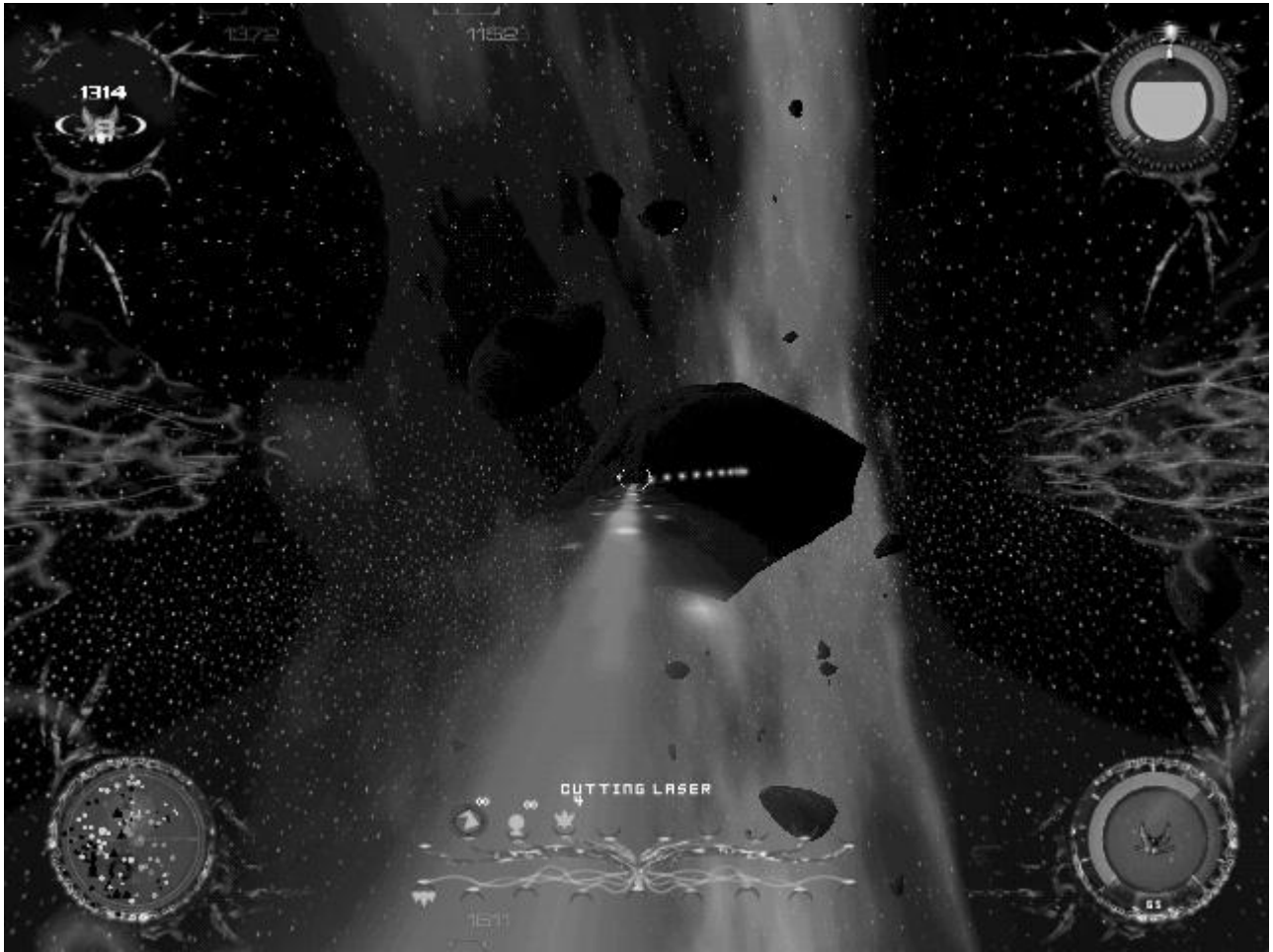
There are three views in the game: 3rd Person, 1st Person, and Zoom Views, and you can switch among them as you like. Press = to toggle zoom up a view; press - to zoom down.

3rd Person View



In 3rd Person View, your ship is centered near bottom of screen, and you view it from a perspective above and behind the ship. On the screen, you see what is in front of your ship—asteroids, crystals, the jumpgate, workers, turrets, warriors, the Sinistar.

1st Person View



In 1st Person View, your perspective is at the front of the ship, and you see what the ship itself is seeing. (In 1st Person View, your ship's wingtips become translucent so you can see through them.)

Zoom View



From 1st Person View, you can enter Zoom View, seeing a close up view of distant objects directly in front of your ship.

FLYING YOUR SHIP

Use the ship's thrusters to control the speed of your ship. Push the joystick's Throttle all the way forward (or press and hold down the / key) to move at maximum normal thrust. Pull the Throttle all the way back (or release the / key) to stop and hang motionless in space.

Use the joystick or keyboard to maneuver your ship. Pull the stick back (or press X) to pitch your ship up (to climb); push forward (or press W) to pitch down (dive). Push the stick left and right (or press A and D) to turn ("yaw") your ship left and right. Twist the stick left and right (or press Q and E) to roll left and right. Physics affects your ship—for example, your ship's speed affects its maneuvering, and you can make tighter turns at low speeds than at high speeds.

Press and hold down the Spacebar key to use the clutch. Normally, when you change the facing of your ship, you are changing its flight direction. When using the clutch, you can change the facing of your ship while keeping the course you were flying before using the clutch. This is useful, for example, when you want to keep your present course yet face backward to fire on enemies pursuing you.

MINING SINISITE CRYSTALS

You can mine asteroids to release the crystals they contain. Use your primary weapon, the mining laser, to blast asteroids—get an asteroid in your crosshairs and press the joystick Trigger (or either Control key) to fire the mining laser. As you blast an asteroid, some crystals it contains may be released. You can smash an asteroid completely to pieces and release all of its crystals through repeated firings. You can also mine asteroids using your other weapons,



although keep in mind all other weapons cost crystals when you use them.

Yellow crystals are worth three units of power; blue crystals are worth six. Fly your ship over crystals tumbling through space, and your ship will absorb them, storing them for later use. Your ship can use any crystals except those that have been transformed to energize the jumpgate (you can see these transformed crystals around the gate).

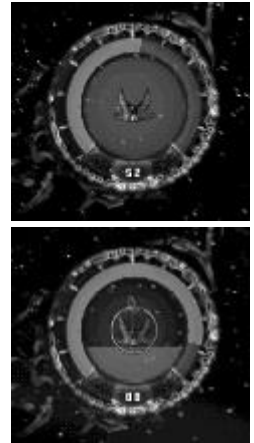
SHIP STATUS METER

Your ship's Status Meter is displayed on the lower right of the screen.

Ship Status Indicator: The circular area with an icon representing your ship displays your ship's health and any specials you are using:

- **Health:** The color and amount of background shading filling the space behind the ship icon indicate your ship's overall health. As your ship's health decreases, the level of shading drops and the color changes—just like the veins on the ship itself do to display the ship's health.
- **Specials:** When you use a special, an icon appears next to the ship icon for as long as the special is in effect. For example, when you use a Shields special, a blue circle rings the ship icon while shields are active and disappears when the shields deactivate.

Crystal Storage Ring: The ring around the status indicator displays the crystals the ship has stored up. The number at the bottom of the ring displays the exact number of crystals you have available.



INVENTORIES



Your ship's Weapons Inventory and Special Items Inventory are displayed at the bottom left and right center of the screen.

The Weapons Inventory contains nine slots for the various secondary weapons the ship may have. (If the ship has a secondary weapon, the weapon's icon appears in its slot. Otherwise, the slot is empty.) Each weapon is assigned a key; press its key to select the weapon (see Weapons below for further details). When you select a weapon, its name appears below the inventory. If you have enough crystals to fire a weapon, its icon appears in gold; if you don't have enough crystals to use it, its icon appears in bluish gray.

Secondary weapons can be permanent or temporary, as shown by their icons in the Weapons Inventory:

- **Temporary Weapons:** If the icon has a number above it, the number shows the number of shots the weapon has. Each time you fire the weapon, the number is reduced by the number of shots you fire. (Some weapons can be fired continuously or charged to varying levels, so you don't necessarily fire one shot at a time.) If you entirely use up a weapon, it disappears from your inventory.
- **Permanent Weapons:** If the icon has no number above it, the weapon is permanent. If you have crystals to spend, you can use it any number of times without using it up.

Note: If you have a temporary weapon and receive another of the same type, it is refilled to its maximum shots. If the weapon is already at its maximum shots, you cannot pick up another weapon of the same type!

The Special Items Inventory contains slots for the various items the ship may have. Your ship starts with four slots and gains more slots as it is upgraded. Each slot is assigned a key; press its key to use the special (see Special Items below for further details).

Each slot can hold only one special. When you use the special, its icon disappears, and the slot is empty again.

Note: If all your slots are filled with specials, you must first use one before you can pick up a new special.

WEAPONS

Your ship has one primary weapon (its mining laser) and has slots for nine secondary weapons. There are four categories of weapons:

- **Unguided energy weapons** deliver their power to their targets via beams or blasts of energy. Energy weapons are effective against all targets except the jumpgate and the Sinistar (which are impervious to energy weapons). Energy weapons are unguided, firing straight forward from the ship. You must maneuver your ship to get a target into the weapon's killing zone. (You can also use any energy weapon, not just your mining laser, to blast asteroids.)
- **Guided missiles** deliver their punch via physical delivery systems. Like energy weapons, missiles are effective against all enemies except the jumpgate and the Sinistar. Missiles are guided weapons that lock onto a target when they are fired, homing in on it. (A missile will normally not target an asteroid but will detonate if it does strike one.)
- **Lightning weapons** zap their targets with bolts of electricity. The bolts strike conductive targets and can arc across multiple targets. Lightning weapons are ineffective against the jumpgate and the Sinistar.
- **Sinibombs** are special, crystal-packed missiles that can break through a jumpgate's or Sinistar's defenses and do damage. Sinibombs are guided weapons and lock onto a jumpgate or Sinistar when they are fired, homing in on it. (A Sinibomb will not target anything else but will detonate if it does strike an obstacle like a warrior or asteroid on the way to its target.) Sinibombs fired at the jumpgate destroy crystals around the gate.

The primary weapon, the mining laser, is always available and never costs crystals to fire. Press the Trigger (or either Control key) to fire it. It is an unguided energy weapon.

You can select a secondary weapon by pressing its key:

Key	Weapon	Crystal Cost	Range	Icon
1	The Sinibomb is a guided crystal weapon. A Sinibomb has short range, so get in close to a jumpgate or Sinistar before firing it!	High	Short	
2	The Cutting Laser is an unguided energy weapon that can cut its targets into pieces. The beam fires continuously as long as you hold down the trigger and have crystals available spend. You can fly your ship to sweep the beam across targets (including asteroids), blowing them up when you do enough damage to them.	Medium	Short	
3	Long-Range Missiles are guided weapons. When you fire Long-Range Missiles, each missile tube on the ship fires a single missile that can travel a long distance.	Low	Long	
4	Short-Range Missiles are guided weapons. When you fire Short-Range Missiles, you release a spread of missiles that can travel a short distance.	Low	Short	
5	The Concussion weapon is an unguided energy weapon. Its shot bursts when it strikes a target or reaches its maximum range, damaging all objects in its blast zone.	Medium	Long	
6	The Lightning Gun is a lightning weapon. It is extremely powerful but only strikes targets that are within a 30° firing field in front of the ship. The weapon fires continuously as long as you hold down the trigger and have crystals available to spend.	High	Medium	
7	The Charging Photon weapon, like the Concussion weapon, fires an energy shot that bursts, creating a photon shock wave that strikes targets in its blast zone. The weapon charges up while the firing button is held down, and its damage ability increases as its charge increases. When the weapon is fully charged (or when you release the trigger), the beam shoots out. This weapon can deliver the most powerful punch of all your weapons.	Very High	Long	
8	The Mind Control is an unguided energy weapon. When it strikes its target, the warrior permanently changes side and fights for you against its former masters. Mind Control affects only the smaller warriors; workers, larger warriors, and the Sinistar are not affected by it.	Very High	Medium	
9	The Lightning Storm is a lightning weapon that can strike all targets around your ship (it has a 360° firing field). The weapon fires continuously as long as you hold	High	Very Short	

	down the trigger and have crystals available to spend.			
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Secondary weapons always cost crystals to fire. Press joystick Button 2 (or the right Shift key) to fire the secondary weapon you’ve selected—the weapon will fire if you have sufficient crystals for it. If you have enough crystals to fire a weapon, its icon appears in gold; if you don’t have enough crystals to use it, its icon appears in bluish gray.

Two controls can help you select secondary weapons:

- **Next Weapon:** Press] or joystick Button 3 to select the weapon to the right of the currently selected weapon.
- **Previous Weapon:** Press [or joystick Button 4 to select the weapon to the left of the currently selected weapon.

SPECIAL ITEMS



Your ship starts with slots for four special items, and the number of slots can increase up to nine as you upgrade your ship. When you pick up a special, its icon appears on the Special Items Inventory. To use a special in a slot, press the number key corresponding to the slot:

1	2	3	4	5	6	7	8	9
Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Slot 6	Slot 7	Slot 8	Slot 9

You can also use a special item by pressing its key:

Key	Item	Icon
H	The Full Health special heals your ship to full health.	
B	Boosters temporarily increase your ship’s speed and maneuverability. Boosters multiply your current speed by a factor, so you get maximum effect when flying at maximum throttle. You can use only one Boosters special at a time.	

M	Shields surround the ship for several seconds and negate the damage you would take due to enemy fire and collisions. You can use only one Shields special at a time.	
K	The Cloak hides your ship for several seconds from detection by the enemy. As long as your cloak is up, the enemy cannot find you. If you fire a weapon while cloaked, your ship immediately decloaks.	
O	The Orbital Defense is a drone that orbits your ship and automatically aims and fires its laser on enemies. You can use only one Orbital Defense special at a time.	
T	The Turret is an engineless sentry that you can drop off. It can rotate in place but cannot move, and it will fire its laser weapon on enemies within its range. You can drop off as many Turret specials as you have available.	
U	The Crystal Depot attracts crystals, which orbit the depot until you pick them up (just fly over them like other crystals). Create the depot, blast apart nearby asteroids, and the asteroid's crystals will go orbit the depot. The Crystal Depot is useful to cache crystals until you need them (although be warned that enemy workers will attempt to raid your depot).	

POWER-UPS

Some asteroids contain power-ups (look for visually different 'roids); blast them apart and fly over the power-ups to pick them up. Enemy cargo transports also carry power-ups; destroy them to release the power-ups they carry.

There are many types of power-ups:

- **Temporary Weapons** and **Permanent Weapons**. Fly over the weapon power-up and it is added to your Weapons Inventory. *Note:* If you have a temporary weapon and pick up another of the same type, it is refilled to its maximum shots. If the weapon is already at its maximum shots, you cannot pick up another weapon of the same type!
- **Special Items**. Fly over the special item power-up and it is added to your Special Items Inventory. *Note:* If all your slots are filled with specials, you must first use one before you can pick up a new special.
- **Ship Upgrade**. Fly over the ship upgrade power-up and your ship immediately is upgraded.
- **And More!**



HEALTH AND LIVES

Pulsing veins on the surface of the ship indicate its health. As the ship loses health energy, the color of veins descends through the spectrum to a deep red. Your ship automatically heals itself as long as it has crystals to spend. However, the enemy can sometimes deal out damage faster than your ship can heal, so watch out when shots are blazing every which way!

You have a limited number of lives. The Score/Lives Meter in the upper left corner of the screen displays the number of lives you have remaining on top of the ship icon. If your ship's health ever drops to zero, the ship explodes. You lose a life and resume play with whatever crystals, weapons, and specials you had when your ship was destroyed. If you run out of lives, the game ends.



TARGETING RADAR



The Targeting Radar displays targeting information directly in the 3rd Person, 1st Person, and Zoom Views. The Targeting Radar displays color-coded reticules next to the targets it finds, and the numbers next to the reticules show the range to the object. The colors have specific meanings, as shown below:

<i>Color</i>	<i>Reticule</i>	<i>Description</i>
White	Current Target	White shows the location and range of the object your ship is currently targeting.
Red	Enemy Threats and Jumpgate	Shades of red show the location and range of threatening enemies (like warriors and the Sinistar) and the jumpgate.
Yellow	Enemy Workers	Shades of yellow show the location and range of enemies workers.
Blue	Friendly Ships and Turrets	Shades of blue show the location and range of friendly ships (like a warrior that has joined your side after being hit by a mind control shot).

You can toggle the targeting radar between two modes. Press:

- P to toggle the radar target between Target Nearest mode and Target Most Central mode. Target Nearest mode targets the enemy that is closest to the center of the screen. (The radar starts the game on this setting.) Target Most Central mode targets the enemy that is nearest to your ship.

CROSSHAIRS

Targeting crosshairs help you aim shots from your unguided weapons. Targeting crosshairs appear directly in the 3rd Person, 1st Person, and Zoom Views. The crosshairs will target all objects except shots, missiles, and Sinibombs.

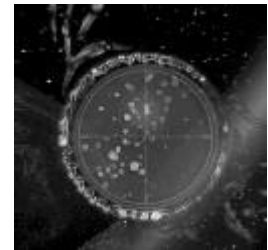
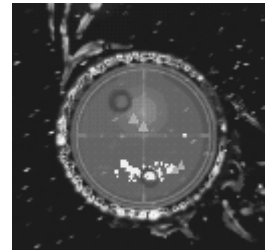
LONG-RANGE RADAR

The Long-Range Radar display appears in the lower left corner of the screen. The display shows what the Long-Range Radar detects. Radar blips (icons) for detected asteroids and crystals appear in white and gray; blips for detected enemies appear in various shades of red (for enemy threats) or yellow (for enemy workers), with the Sinistar and jumpgates appearing as large red blips. Blips for friendly ships (like mind-controlled warriors) appear in blue. The pale circular area just above the center of the display is your ship's field of view. When a blip enters this area, it is also in view on the screen.



The Long-Range Radar has several modes:

- **Tactical Display** shows enemies but not asteroids or crystals. The size of the traces on the screen indicate the distance of objects: the smaller the trace, the further away the object is. The quadrants on the radar indicated the relative position of the objects to the ship.
- **Forward-Facing Display #1** is oriented to the direction your ship faces. Objects behind you show as bright blips with black shadows (asteroids are white with black shadows, enemies are bright red or yellow with black shadows). Objects in front of you show as dimmer blips without shadows (asteroids are gray, enemies are dim red or yellow). The radar quadrants display whether objects are to the left or right of your ship and whether they are “above” or “below” your ship. For example, a gray blip in the upper left quadrant is an asteroid in front of your ship, to the ship's left, and above the ship, while a bright red blip with a black shadow in the lower right quadrant is an enemy in behind, to the right of, and below your ship.
- **Forward-Facing Display #2** works like the full forward-facing display, except that it doesn't show blips for asteroids or crystals.
- **Top-Down Display #1** is like the forward-facing display but is oriented looking “down” on your ship. Blips for objects ahead of you appear in the top two quadrants of the display; objects behind you in the bottom two quadrants. Similarly, objects to the right of you appear in the right quadrants and vice versa for the objects on your left. Objects above you show as bright blips with black shadows (asteroids are white with black shadows, enemies are bright red or yellow with black shadows). Objects below you show as dimmer blips without shadows (asteroids are gray, enemies are dim red or yellow). For example, a gray blip in the upper left quadrant is an asteroid in front of your ship, to the ship's left, and below the ship, while a bright red blip with a black shadow in the lower right quadrant is an enemy in behind, to the right of, and above your ship.
- **Top-Down Display #2** works like the full top-down display, except that it doesn't show blips for asteroids or crystals.



The following key controls the long-range radar:

- **L** cycles through the modes.

The following keys affect all modes except the tactical display:

- **Left Arrow** zooms in the radar, showing a smaller volume of space in more detail.
- **Right Arrow** zooms out the radar, showing a larger volume of space in less detail.

PAUSING THE GAME

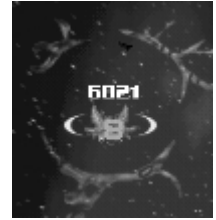
To pause the game, press the Pause key. Press the Pause key again to resume play.

SCORING

As you play, your current score appears on the Score/Lives Meter.

The Scoring Screen appears at the end of each level, totaling your score for that level, and at the end of the game, showing your final score.

The Main Menu Screen lists the top ten scoring games. To see the scores of all games played, select the High Scores option on the Main Menu.

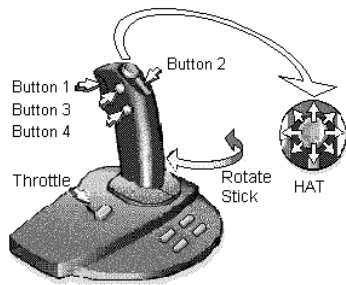


EXITING THE GAME

To exit the game, press ESC to go the Main Menu Screen, use the down cursor key to highlight Exit, and press Enter. Remember that if you exit a game while playing a level, you lose a life. See Saving Games in the Main Menu Screen section.

GAME CONTROLS

<i>Movement Controls:</i>	<i>Joystick:</i>	<i>Keyboard:</i>	<i>Mouse:</i>
Turn Left	Move stick left	A	Move mouse left
Turn Right	Move stick right	D	Move mouse right
Climb (Pitch Up)	Pull stick back	X	Move mouse forward
Dive (Pitch Down)	Push stick forward	W	Move mouse back
Roll Left	Rotate stick left	Q	
Roll Right	Rotate stick right	E	
Throttle	Throttle or Slider	/	
Clutch		Spacebar	
<i>Strafing Controls:</i>			
Strafe Up	Hat up	↑	
Strafe Down	Hat down	↓	
Strafe Left	Hat left	Z or ←	
Strafe Right	Hat right	C or →	
<i>Fire Controls:</i>			
Fire Mining Laser Weapon	Button 1 (Trigger)	Left Control or Right Control	
Fire Selected Secondary Weapon	Button 2	Right Shift	
Select Sinibomb		1	
Select Cutting Laser		2	
Select Long-Range Missiles		3	
Select Short-Range Missiles		4	
Select Concussion		5	
Select Lightning Gun		6	
Select Charging Photon		7	
Select Mind Control		8	
Select Lightning Storm		9	
Select Next Weapon	Button 3	]	
Select Previous Weapon	Button 4	[	
<i>Special Items Controls:</i>			
Use Boosters		B	
Use Cloak		K	
Use Crystal Depot		U	
Use Full Health		H	
Use Orbital Defense		O	
Use Shields		M	
Use Turret		T	
Use Special in Slot 1-9		F1-F9	
<i>Long Range Radar Controls:</i>			
Cycle Radar Display		L	
Radar Zoom In		, (comma)	
Radar Zoom Out		. (period)	
<i>Other Controls:</i>			
Zoom View Up		= or PgUp	
Zoom View Down		- or PgDn	
Toggle Most Central/Nearest Targeting		P	
Self Destruct		End	
Pause		Pause	
Main Menu Screen		Esc	



Note: Different joysticks have different button layouts. Check your joystick manual to determine your joystick's actual layout.



Configuration Screen

You can enter the Configuration Screen from the Main Menu. On the Configuration Screen, use the up and down cursor keys to choose:

- **Game Options.** Press Enter to open the Game Options Screen. Use the up and down cursor keys to select an option, and press Spacebar to toggle the option on or off. The *Enable Crosshairs* option toggles the crosshairs on and off. If you have the *First Person View* option off (the default), you start play in Third Person View. When on, you start play in First Person View. Note: (The game also remembers which view you last used and uses that view when you play again, regardless of your First Person View setting.)

When you are done with this screen, press ESC to return to the Configuration Screen.

- **Key and Button Controls.** Press Enter to open the Controls Screen, which sets the keyboard, joystick button, and mouse button controls. On this screen, use the up and down cursor keys to select a game control and press Enter to edit it (the control's key or button will turn red). You can clear the current key or button for a control by pressing Backspace. To assign a new key or button for a control, highlight it, press Enter, and then press the key or button you want. To set a second key or button for a control, enter it again and press the second key or button you want. (You can set up to two keys/buttons per control.)

The *Mouse Tight Turn* toggle allows you to make sharp turns when using the mouse by clicking and holding down a control (we recommend the right mouse button).

For the *Reset to Default* option, press Enter to reset all key and button controls to their default settings.

When you are done with this screen, press ESC to return to the Configuration Screen.

- **Joystick/Mouse Analog Controls.** Press Enter to open the Joystick/Mouse Analog Controls Screen. On this screen, use the up and down cursor keys to select a control and press Enter to edit it (the control will turn red). Move the joystick or mouse in the way you want for this control, and then press Enter to confirm your choice.

For the *Invert Pitch* option, press Spacebar to toggle the direction of the pitch on your joystick. For example, if your joystick uses its Y axis for pitch (the default setting) then when Invert Pitch is off, pressing forward on the joystick causes your ship to dive (pitch down), while pulling back causes it to climb (pitch up). When Invert Pitch is on, pressing forward dives your ship; pulling back climbs.

For the *Enable Mouse Control* option, press Spacebar to toggle this option on or off. When off, you cannot use the mouse to fly the ship. When on, you can use the mouse to fly the ship (as well as a joystick, if you use one). When Mouse Look is on, a pointer appears on the screen. The mouse moves this pointer, and the ship automatically changes its orientation (by pitching and yawing) to face the pointer. Use the throttle and clutch to move.

For the *Enable Force Feedback* option, press Spacebar to toggle this option on if you have a force feedback joystick and you want to use force feedback while playing.

The *Force Feedback Gain* slider controls the strength of the force feedback. Highlight the slider and press the left and right cursor keys to change the strength. Move the slider left to lower the strength; right to increase it.



For the *Ship Maneuverability* option, press Enter to activate the slider and use the left and right cursor keys to change the maneuverability of your ship: press the left cursor key to decrease maneuverability; press the right cursor key to increase maneuverability. This affects the ability of your ship's thrusters to turn the ship. (To restore the default maneuverability, highlight the Reset Maneuverability option and press Enter.)

For the *Select Joystick Configuration* option, press Enter to display a screen of joysticks with their controls configured for the game. Use the cursor keys to highlight a joystick and press Enter to use its control configuration in the game.

When you are done with this screen, press ESC to return to the Configuration Screen.

- **Sound.** Press Enter to open the Sound Screen. On this screen, use the up and down cursor keys to switch among the *Sound Effects* and *Music* sliders, and press Enter to select the highlighted slider. When a slider is selected, use the left and right cursor keys to change the volume: press the left cursor key to reduce the volume; press the right cursor key to increase the volume.

The Sound Drivers menu lists the sound drivers your PC can use with the game. Use the up and down cursor keys to select a driver and press Enter to use that driver.

When you are done with this screen, press ESC to return to the Configuration Screen.

- **Video.** Press Enter to open the Video Screen. On this screen, use the up and down cursor keys to switch among the choices. When the *Gamma Intensity* slider is highlighted, use the left and right cursor keys to adjust your monitor's gamma. When the *Use Small Textures* control is highlighted, press Spacebar to toggle it on and off. When off (the default), the game uses large textures, which have the greatest visual quality but can reduce performance on some systems. If you experience performance problems, toggle this option on, which increases performance while reducing visual quality.

This screen also contains a reminder that you must use the separate Video Mode Selector program to change your video settings (see the Configuring the Game section). Remember to exit the game before using the Video Mode Selector, as your changes won't take effect if the game is running.

When you are done with this screen, press ESC to return to the Configuration Screen.

When you are done with the Configuration Screen, press ESC to return to the Main Menu Screen.



Uninstalling the Game

You can uninstall *Sinistar: Unleashed* as follows: Click the Start button on the Windows toolbar, point to Programs, THQ, Sinistar Unleashed, and click on Uninstall Sinistar.

(You can also uninstall *Sinistar: Unleashed* using the Add/Remove Programs feature in Windows. Click the Start button on the Windows toolbar, point to Settings, and click on Control Panel. When the Control Panel window appears, double-click on Add/Remove Programs. In the Install/Uninstall tab, select *Sinistar: Unleashed* from the list of program names and then click the Add/Remove button.)



Play Hints

ACES ALLEY: ADVICE FROM THE PLAYTESTERS

- The first key to *Sinistar: Unleashed* is mining crystals. They can be hard to pick up at first, but once you master this skill it becomes much easier to keep pace with the game and to defeat the tougher levels. On the hardest levels, the ability to collect crystals while under attack is a vital skill.
- Be ready for the Sinistar. Try to fill up on crystals as early as possible, and then try to maintain a high crystal count at all times.
- The clutch is your ship's most powerful ability; use it often. Drifting backwards with the clutch and shooting at pursuing enemies (a tactic known as the "retrograde") is an extremely effective maneuver.
- When dogfighting the enemy, remember that you can make tighter turns if you are moving slower.
- Speed is life. When in doubt, move at top speed.
- Always try to end a level with as many crystals as possible. Entering a new level with few crystals can make the early stages of that level very hard.
- Turrets, especially the high-powered ones, can be a real annoyance. Take them out whenever you have the chance.
- Different weapons are better in different situations. Try to use the right weapon for the job.
- Stay inside the asteroid field. If you stray too far out, you can bring yourself to the attention of other hostile powers in the Sinistar universe.
- Sinibombs can remove crystals from the gate and thus delay the entry of the Sinistar. You can also delay the entry of the Sinistar by destroying workers (since they bring crystals to the gate to energize it).
- Keep in mind that shots from energy weapons and missiles do not harm the Sinistar. Only Sinibombs damage the Sinistar.



Intelligence Briefing: The Enemy

At great sacrifice, human scouts in ultra-fast unarmed ships have penetrated portions of the Sinistar universe. From their transmissions and from the accounts of the few survivors, Intelligence has prepared the following briefing for you.

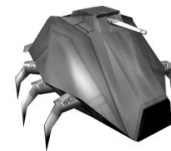
THE SINISTAR UNIVERSE

The Sinistar universe is layered in zones, and you must fight your way through each level to reach the center. The outer layers are the Sporg zones—the Sporg are a space-going species enslaved by the Distilled Evil. The inner layers comprise Distilled Evil zones. Sporg zones tend to be well lit and rocky; what little is known about Distilled Evil zones indicates they are dark and icy.

THE SPORG

The Sporg are a space-going species that the Distilled Evil conquered ages ago. The Distilled Evil redirected Sporg evolution to transform them into a species of genetically obedient slaves, although a degree of intelligence was lost in the process. Sporg warriors tend to be numerous and very aggressive, although they can lack cleverness or subtlety in combat.

The Sporg **Guardian** (right) is a slow, sluggish warrior used for basic guard duties in the outer fringes of Sporg space. It is a determined foe, at times almost suicidal in the attack. It is armed with a powerful laser that it can fire in bursts.



The Sporg **Squadron Warrior** (left) is a small warrior, quick and agile. It maneuvers in typical Sporg fashion: well in positive pitch and rolls, but yaws badly and has limited negative pitch. It has two forward-firing, short-range energy weapons. Squadron Warriors are capable of formation flying and prefer to make

mass squadron attacks.

The Sporg **Strike Warrior** (right) is very fast and agile, and has boosters that can further increase its speed and maneuverability. The warrior has powerful, rapid-fire weapons. Strike Warriors often prefer to fight individually.

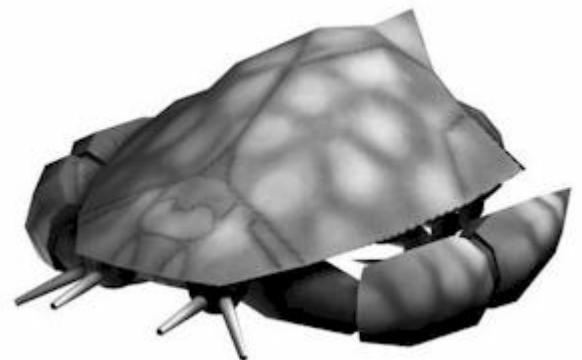
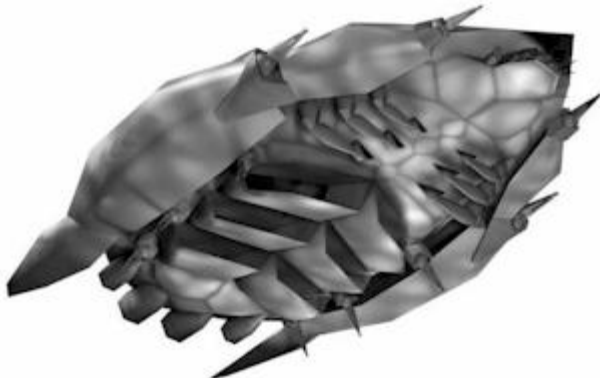


The Sporg **Heavy Fighter** (left) is the ace warrior of the Sporg zones, faster, more maneuverable, and more heavily armed than any other Sporg warrior. It carries energy weapons and has the ability to fire missiles. It tends to operate as a stalker and can attack with missiles at long range. It will often attempt to avoid close-range combat, forcing you to chase it down to destroy it.



The Sporg **Attack Carrier** (right) can carry and launch Sporg Squadron Warriors. It can carry up to eight Squadron Warriors and can launch them up to four at a time. The huge Carrier is moderately fast, and its powerful gun turrets make it a tough opponent in its own right.

The Sporg **Battlecruiser** (left) is a giant version of a Sporg Attack Carrier. It can carry up to 32 Squadron Warriors and six Strike Warriors and can launch many of them at a time. The Battlecruiser is heavily armed with 12 gun ports.



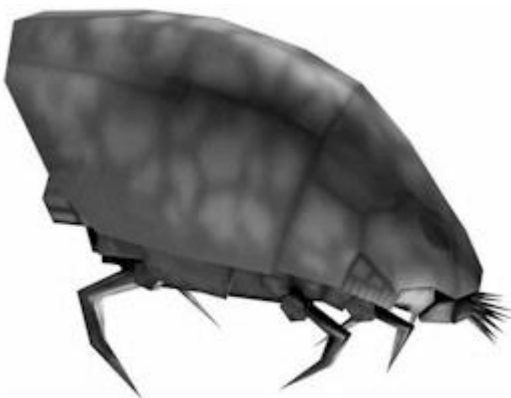
In addition to the maneuverable warriors, the Sporg have a series of independent turrets. These turrets have no propulsion and are stationary relative to the asteroid field (but can rotate). The **Light Turret** (below left) is easily destroyed and lightly armed with a single laser. The **Medium Turret** (below center) is armed with dual lasers, has better fire control, and is tougher to destroy than the Light Turret. The **Heavy Turret** (below right) is tough and heavily armed with three lasers.



Sporg workers mine the asteroids for Sinisite crystals and carry them back to the jumpgate, to energize it. Workers are unarmed, except for the powerful Harvester. The basic Sporg **Slave Miner** (left) is an unarmed worker. It is slow, not very maneuverable, and easily destroyed. The worker can mine asteroids, gather crystals, and transport the crystals to a jumpgate. A second **Slave Miner** (right) is faster and stronger than the basic Slave Miner.



The **Transport** (left) is a massive, unarmed worker. It can carry cargo and is slow and sturdy.



The **Harvester** (right) is a powerful armed worker. It can grind up entire asteroids, storing their crystals for the Sinistar. The Harvester can draw asteroids to it with its tractor beam. It is believed the tractor beam can be used as a powerful weapon.

THE DISTILLED EVIL



No scouts have ever returned from Distilled Evil space, and their few garbled transmissions provide scant details. Indications are that the Distilled Evil and their allies tend to be less numerous than the Sporg, but are more robust and are often much more cunning and crafty. In combat, the Distilled Evil often shun the mass attacks many Sporg favor and instead may attack from



behind, in hit-and-run surprise actions. Analysis indicates that the two pictures show a warrior and a worker, although it is not clear which is which.

THE SINISTAR

Intercepted Distilled Evil messages, after immense decryption efforts, have yielded a few clues about the Sinistar. The Distilled Evil are using advanced cybernetics technology and genetic engineering to build ultra-powerful, bio-mechanical, idealized versions of themselves: the Sinistar. Well over a dozen have been built or are nearing completion, each embodying specific Distilled Evil genetic potentials to their maximum. The Sinistar are designed to use the Sinisite crystals that are prevalent in the Sinistar universe; these crystals give the Sinistar immense power and special, energy-repulsive abilities. As the Sinistar are finished and their jumpgates are energized, they will launch themselves into our universe on a warpath of cosmic death and conquest.



Credits

GameFX Technology

Fearless Leader	C. Noah Davis
Producer	Mark Tsai
Lead Programmer	John Burkhardt
Lead Artist	Kurt Bickenbach
Lead QA	Steve Harris
	Patricia A. Pizer
Product Manager	Rachel Silverstein

Programmers

Rafael Baptista
Torsten Berger
C. Noah Davis
Sébastien Dominé
Srinadh Godavarthy
Roger Gonzalez
Brian Jacobson
Karl Meissner
Eric P. Twietmeyer
John Wei
Matthias M. Wloka

Design Supervisors

Steve Meretzky
C. Noah Davis

Game Design

Marc Michalik
Walter Wright

Content Design / Art

David C. Bryant
Edwin Fong
Gareth Hinds
Benjamin Smith II
Rich Sullivan
Brian White
Walter Wright

Technical Writing

John M. Astell

Music & Sound

Mashi Hasu
Ruediger Huber
John Benshop

Quality Assurance

Greg Gibson
Mike Michalik
Donn Nauert

Testers

David Arranaga
Eric Braxton
Chad Campbell
David Killeffer
Dave Konieczny
Christian Lee
Michael Lee
Jason Lewis
Ari Licht
Gregg Nakawatase
Chris Parsons
Matt Richenburg
Todd Silverman
Angel Sisson
Mike Sparks
Clint Stevenson
Brian Turner
Jason Webber
Jerry Zak
Mike Zoglio

THQ Production

Greg Donovan
Greg Gibson
Scott Krager
Kirk Somdal

THQ Executive

Brian Farrell
Germaine Gioia
Adrienne Lauer
Alison Locke
Steve Ryno
Tiffany Ternan
Tim Walsh

Voices, Sinistar

David C. Bryant
C. Noah Davis
Roger Gonzalez
Steve Harris
Mashi Hasu
Brian Jacobson
Marc Michalik
Mike Michalik
Patricia A. Pizer
Benjamin Smith II
Mark Tsai

Voice, Interface

Jannine Williams



Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 225-5167 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 49013. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damage of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the Product was purchased in the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 225-5167 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if, (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters, and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is submitted to THQ. Make checks payable to THQ Inc. and return the Product along with the original proof of purchase to the address listed above.

Warranty Limitations

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Sinistar: Unleashed

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