SHADOWFIRE

INTRODUCTION

Welcome to the world's first-ever icon-driven adventure: Shadowfire — rescue from Zoff V.

MISSION BACKGROUND

At this time starships can jump from star to star using their hyper-drives. They are unable to jump into a planet's orbit. General Zoff, traitor to the Empire exploits this situation. His skyfortress, Zoff V, lurks behind the perilous asteroid belts which ring planet Norgol. There he plots the conquest of the Empire's peaceful worlds.

However, plans for a new kind of starship do exist. They propose a craft called Shadowfire, able to jump from planet to planet. If Zoff had the plans he could ravage any part of the empire. If the Emperor had the plans he could destroy Zoff.

Unfortunately, Ambassador Kryxix has the plans, hidden in a micro-disc embedded in his spine. The ambassador is held captive aboard Zoff V. In a few short hours Zoff's inquisitors will discover the plans, unless the Empire's Enigma team can rescue Kryxix.

Enigma is a shadowy organisation dedicated to the Emperor's service. Its operatives are the cream of the Empire's legions, the worst of its criminal scum or the latest development in cybernetics. Its mission controllers are dedicated. That is why you have been chosen to head this mission. The Empire commands! Your team awaits!

GAME OBJECTIVES

You have one hour and forty minutes to accomplish the Shadowfire mission. Using the abilities of the Enigma team you must locate and rescue Ambassador Kryxix, apprehend and capture General Zoff, then capture or destroy the starship Zoff V. You can accomplish these tasks in any order!

The mission opens with the Enigma craft moored alongside Zoff V. Your first task is to beam some or all of your team aboard using the abilities of the droid Manto.

� TO LOAD SHADOWFIRE

Spectrum/Spectrum Plus (cassette): Type LOAD"" then press ENTER on the keyboard. Next press PLAY on your cassette player.

CBM 64: Tape users press SHIFT/RUN STOP and press PLAY on your recorder. Disk users type LOAD "*",8,1 and press RETURN.

Amstrad tape users press CTRL and small ENTER and press PLAY on the recorder. Disk users type RUN"DISC and press ENTER.

▒▒ KEYBOARD FUNCTIONS AND ENTERING COMMANDS

Spectrum :	Up	Down	Left	Right
Top row	Use any key to enter your commands			
2nd row	All keys	—	—	—
3rd row	—	All keys	—	—
4th row	—	—	Alternate keys	Alternate keys

Commodore :	Up	Down	Left	Right
Top row	←	—	—	—
2nd row	all other keys	CTRL	—	—
3rd row	RETURN	all other keys	RUN/STOP	—
4th row	—	→	Alternate keys	Alternate keys

Use any top row key to enter your commands.

Amstrad :	Up	Down	Left	Right
	Use the cursor arrow and copy keys			

■ SELECTING JOYSTICK

Use the cursor cluster to position the cross-hairs over the joystick icon and then press the copy key.

■ JOYSTICK CONTROL

Use the joystick to move the cursor over the icon of your choice, then press the fire button to ENTER your command.

■ GAME START/SAVE MENU

After choosing the means to control the Enigma characters, you will be presented with the game start/save menu: Simply select the new game option to begin the mission, this triggers the real time countdown clock.

■ AMSTRAD USERS

After choosing the means to control the Enigma characters, you should select the square quit screen icon, this will take you to the game start/save screen: select the new game option to begin the mission.

■ GAME SAVE OR LOAD

Select the appropriate cassette icon.

Icon Description	Icon Use/Meaning
Cassette load	— Load a saved game
Cassette save	— Save game position
Rubber	— Delete file name character
C.R.	— Carriage return (and filename)
Clock (old game)	— Return to current game
Clock (new game)	— Start new game

Some of the above icons will not appear on all computer formats. The Amstrad version will load/save to tape or disk automatically.

ENIGMA TEAM SCREEN

Here are displayed the surviving members of the Enigma Team. Move the cursor over the character of your choice and enter your command. You will be presented with the chosen character's status screen.

The team members are, from left to right:

Syylk
■ Insectoid: Age unknown: Status — Second in command.
Background: Recruited after heroic service in the Empire's legions. A ruthless and fearless fighter. However, has pathological hatred of Zoff who enslaved his home world. This could prove a weakness.
Hint: Excellent fighter. Always wears battle armour. Physically strong.

Sevrina Maris
■ Human: Age 22: Status — Specialist.
Background: A persistent and deadly malfactor, with a criminal record ranging from arms smuggling to organised mayhem. Recruited direct from the death cell on Kerol, upon Torik's recommendation. Fiercely independent and loyal only to herself. Caution advised.
Hint: Excellent markswoman and locksmith.

Manto (Amstrad — above)
■ Transport droid: Status — Transporter.
Background: Only member of the team with transporter ability. Has limited self-defense capabilities, must be protected.
Hint: The transport function is vital to the success of your mission.

Maul

■ Weapons droid: Status — Combat.
Background: Designed to carry many different weapon systems. Self-defense capabilities excellent. However, not yet tested in combat.
Hint: Slow moving but well protected.

Zark Montor

■ Human: Age 38: Status — Team Leader.
Background: Recruited to the Enigma organisation after outstanding service in the Empire's legions. Battle injuries have left him with many plastoid internal organs and a strong cybernetic arm.
Hint: Thorough knowledge of weapons. Expert in un-armed combat. Translator.

Torik

■ Avian: Age 32: Status — Specialist.
Background: Notorious gun-runner and galactic free booter. Recruited from the prison cell on Thalus. Associate of Sevrina Maris. Resourceful, capable and cunning individual.
Hint: Thorough knowledge of explosives and weapons. Scout.

MISSION BRIEFING:

If this is your first SHADOWFIRE mission select the character MANTO.

CHARACTER STATUS SCREEN

Each Enigma character has four screens: Status, Objects, Movement and Battle. This is the first. The icons show:

Icon Description	Icon Use/Meaning
Running figure	— Agility: this bar shows the speed of movement possible for each character.
Strong arm	— Strength: the green bar indicates the strength (or weakness) of a character. It may change length during the mission.
Heart	— Stamina: this bar is most likely to decrease during the mission! It shows the physical endurance of each character.
Scales	— Weight: when a character picks up an object a green bar will appear. If the object is too heavy the bar will turn red. Simply drop an object(s) to restore the bar to green.

HINT: Strength, Speed, Agility and Weight are all connected. Some characters are stronger, some faster, some have more Stamina and some can carry more. (Consider the hints under each of the character's PROFILES elsewhere in this manual.) Weakened characters may recover during the mission.

Icon Description	Icon Use/Meaning
Green monitor	— Gives access to the character's Movement Screen.
Yellow monitor	— Gives access to the character's Object Screen.
Red monitor	— Gives access to the character's Battle Screen.
Arrow/Screens	— Quit: Select this icon when you have completed a task and wish to return to a previous screen. This icon can also be used to cancel a command.

MISSION BRIEFING:

Select Manto's yellow monitor and enter his Objects Screen.

OBJECTS SCREEN

You enter this screen by selecting the Yellow Monitor icon on any screen connected with the character in play. This screen enables you to command a character to manipulate objects.

This screen belongs to the Manto character at the start of the mission. At left are the objects in the same location as Manto. In the middle are the objects carried by the character (there will be none at the start of the mission). Along the bottom a bar will register the weight of objects carried.

On the right of the screen are the icons which allow you to manipulate objects:

Icon Description	Icon Use/Meaning
Finger on Button	— Activate: To arm a weapons system, start a transporter pad, begin a self-destruct sequence, etc.
Gun-knife exchange	— Ready for use: This icon lets you select which object a character will hold ready for immediate use. Move the cursor over the icon desired on either the left or middle sections of the screen and press ENTER. The object will appear below this icon. Hint: Make sure you use this icon when you arm a character, otherwise you will be obliged to use bare hands in combat!
Hold briefcase	— Pick-up: An object. Move the cursor over this icon and press ENTER, then select the object of your choice and press ENTER. The item will appear in the middle of the screen as an object carried by the character.
Drop briefcase	— Drop: An object. Move the cursor over this icon and press ENTER, then select the object carried and press ENTER. The item will re-appear on the left of the screen as an object in the same location as the character.

The remaining icons on this screen are Green Monitor (Movement Screen), Red Monitor (Battle Screen) and Quit.

Hint: Tools are normally activated using the following icons: Activate/Objects icon. However, specialist objects may require an additional command icon, eg: The Self Destruct unit (see Objects briefing). Such objects are activated using the following icons: Activate/Command icon.

Weapons are automatically activated in combat situations, but only if the character has a weapon held at the ready. Apply the following sequence of icons to the weapon of your choice which is already carried by the character Ready for use: Object icon. The chosen weapon will then appear below the Ready for use icon.

MISSION BRIEFING:

Your first task is to beam some or all of the Enigma team aboard Zoff V. Ensure characters to be beamed down are armed! If you perform the following commands on Manto's Objects Screen you will establish a transporter link:

(1) Pick-up/Enter   (2) Transporter/Enter
(3) Activate/Enter   (4) Ballistic control/Enter

You will be presented with a choice of three locations. From top to bottom: Fighter Bay, Shuttle Bay (Top) and Shuttle Bay (Bottom). Choose one and press Enter. Manto will be sent aboard Zoff V.

The commands necessary to beam the other members of the Enigma team aboard Zoff V are as follows:

(1) Drop/Enter   (2) Transporter/Enter
(3) Activate   (4) Transporter/Enter

A selection of characters will be presented in the middle of the screen. Move the cursor over the character of your choice and press ENTER. That character will be beamed aboard Zoff V.

Hint: Make sure the characters you beam down are armed!

MOVEMENT SCREEN

You enter this screen by selecting the Green monitor icon on any screen related to the character in play. This screen enables you to command a character to move to another location in the game.

At left are a number of arrows. The filled arrow(s) show possible directions for the character to move. In the middle of the screen is a text description of the character's current location. At right are three other icons: Red monitor (Battle screen), Yellow monitor (Objects screen) and Quit.

To command a character to move simply place the cursor over any of the filled arrows and press enter.

Hint: You can only move a character in the direction(s) indicated by a filled arrow. Occasionally, a character may refuse to respond. Either they are faced by a locked door and require a keycard (see Objects briefing) or they are about to be attacked.

BATTLE SCREEN

You enter this screen by selecting the Red Monitor icon on any screen related to the character in play. This screen enables you to command a character to do battle.

At left will be displayed characters standing in the location selected. In the middle of the screen are the attack/retreat indicators. On the right are the icons which allow you to command a character to fight or retreat:

Icon Description	Icon Use/Meaning
Right arrow	— Attack: This icon commands a character to do battle. If they are successful they will advance into the enemy's location.
Left/right arrow	— Defend: This icon commands a character to stand fast and do battle.
Left arrow	— Retreat: This icon commands a character to retire to the next location.
Square with detail	— Location scan: This icon enables you to look into a character's current location or adjacent locations. Then you can count or identify other characters. They appear on the left of the screen.

The eight directional arrows are used to choose the direction of attack.

■ MISSION BRIEFING:

The following commands, when issued through a character's Battle screen will enable you to control a battle situation:

Attack/Enter   Direction/Enter

The character's status icon will turn magenta, indicating they are attacking. The battle continues until either your character or their opponent is slain.

Hint: Different weapons have different strengths (see Objects briefing). Battles are resolved in the same location as a character or between adjacent locations. The computer will tell you if a battle cannot be resolved.

■ THE MISSION COMMAND SCREEN

A three section Mission Command Screen appears above the character screens at all times. The screen illustrated below is typical:

Status icons   View screen   Character in play

Status icons: these change colour according to a character's status:

Inactive: ready for command	— White
Moving	— Blue
Attacking	— Magenta
Defending	— Cyan or Brown
Retreating	— Yellow
Picking lock (Sevrina)	— Green
Character weak	— Colours become more intense or blink
Character dying	— Black

View Screen: when you select a member of the Enigma Team the blind opens. The character's view screen icon will be displayed in the middle of this window. If the icon does not flash the character is alone in the location. Otherwise a series of icons will flash on and off, showing the various characters in the location.

Character in play: This shows the character currently in play.

OTHER CHARACTER ICONS INCLUDE:

Ambassador Kryxix: Locate the ambassador and beam him off Zoff V — at any cost. (Appears as a green icon on the view screen.)

General Zoff: Self-styled dictator of the Cosmos. The Empire will reward the mission controller who can save Kryxix and apprehend this renegade. (Appears as a magenta icon on the view screen.)

Sky Fortress Captain Churl: Zoff's second-in-command. (Appears as a white or grey icon on the view screen.)

Marshall: Zoff V is controlled by both humanoid and robotic officers. Marshall icon on Command view screen.

Squad Leader: Known as 'Targs'. Both humanoid and robotic may be encountered. Squad Leader icon on Command view screen.

Trooper: Known as 'Eugs'. Both humanoid and robotic may be encountered. Trooper icon on Command view screen.

OTHER WEAPON AND OBJECT ICONS INCLUDE

Projectile Pistol: A light weapon suitable for battles occurring in the same location as a character.

Lazer Rifle: A medium weapon suitable for battles occurring in the same or adjacent location as a character.

Rocket launcher: Extremely effective when fired into an adjacent location.

Smoke bomb: This weapon and the GRENADE are most effective when used in the same location as a character.

Time delay unit: When the character carrying this object activates it, they become the only feature of the game not held in a time lock.

Tool kit: Enables Sevrina to open locked doors.

Key Card: Colour coded. Allows any member of the Enigma team to open locked doors.

Self-destruct card: Used to activate the Zoff V self-destruct unit.

Self-destruct unit: When activated the unit begins a four minute (real time) count down to the complete destruction of Zoff V.

Transport beacon: Can only be operated by the droid Manto. The beacon can only be activated after it has been dropped in a location.

CREDITS

SHADOWFIRE