

Command the super heroes in this graphic adventure

# SHADOWFIRE



**BEYOND**

COMMODORE  
64/128™ disk

00967

  
MINDSCAPE

# SHADOWFIRE

## OPERATORS MANUAL

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### (t1) - 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!

## (t2) - 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 your team aboard using the abilities of the droid Manto.
- # We recommend you briefly read this booklet before undertaking the mission. The instructions which appear under the heading Mission Briefing will help you to begin play fast. You may also be aided by the game's self-display facility. This begins after the first screen is reached. You can exit the self-display mode at any time simply by pressing any key.

## (t2) - Loading instructions

---

- # Commodore 64 (Cassette): Press SHIFT & RUN on the computer, then PLAY on your cassette player. (DISC) Type LOAD "\*",8,1 then press RETURN. Spectrum/Spectrum Plus (Cassette): Type LOAD"" then press ENTER on the keyboard. Next press PLAY on your cassette player.

## (t3) - 1.Getting started

---

- # During loading you will see the colourful Shadowfire title screen. After loading you will be presented with a selection menu. You can choose any of the following means to control the Enigma characters:

Commodore: Keyboard F1, Digital joystick F3, Analog joystick F5,  
Light pen F7.

Spectrum: Keyboard 1, Kempston 2, Protek 3, Sinclair 4, Fuller 5.

## (t4) - 2.Keyboard functions and entering commands

---

### COMMODORE KEYBOARD

	Up	Down	Left	Right
Top row	<-	-	-	-
2nd row	All other keys	CTRL	-	-
3rd row	Return	All other keys	Run/stop	-
Bottom row	-	CBM/Cursor	Alternate keys	Alternate keys
		->		
Space bar	-	-	-	Space bar

-----  
Use function key F7 or any Top row key to enter your commands

### SPECTRUM KEYBOARD

Top row	Use any key to enter your commands			
2nd row	All other keys	-	-	-
3rd row	-	All keys	-	-
Bottom row	-	-	Alternate keys	Alternate keys

### ANALOG JOYSTICK (Commodore only)/DIGITAL JOYSTICK (eg:Kempston).

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

### LIGHT PEN (eg:Stack) Commodore 64 only

- # Use the pen to move the cursor over the icon of your choice, then press the command button on the light pen's barrel or any key to ENTER your command.

### (t5) - 3.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.

#### GAME SAVE OR LOAD

# I. Select the appropriate cassette icon.

+ ICON -----+	+ ICON -----+
-----	-----
\ /	/ \
CASSETTE	CASSETTE
+-----+	+-----+
SAVE GAME IN PROGRESS	LOAD A SAVED GAME

# II. Select medium for data transfer.

+ ICON -----+	+ ICON -----+
-----	-----
CASSETTE	DISKETTE
+-----+	+-----+
	(CBM64 only)

# III. Enter your file name eg: SHAD 1, by selecting appropriate letters with the cursor. (Make certain this is a unique name!). Use the RUB icon to make spelling corrections:

+ ICON -----+	+ ICON -----+
-----	-----
RUB, hand	
with rubber	C R
+-----+	<-----
RUB	+-----+
	CARRIAGE RETURN

# IV. Activate the loading or saving program with the CARRIAGE RETURN icon:

#### CARRIAGE RETURN ICON

- # V. If disc was the selected medium the transfer is completed. If cassette is the medium you will be prompted on screen to press the appropriate cassette keys.
- # VI. If you have been loading an old game, return to the game start/save menu. Here select the Old game option. You will then re-enter the Shadowfire mission.
- # In the event of cassette save/load failure press Run/Stop (CBM64) or Break (Spectrum).

### (t6) - 4.Enigma team screen

---

# Here are displayed the surviving members of the Enigma Team. Move the cursor over the character your choice and enter your command. You will be presented with the chosen character's status screen. (Commodore users will note two arrows in the top right hand corner of the screen. Select the up arrow to turn the background music on. The down arrow turns the music off).

```
+-----+
| MISSION BRIEFING: If this is your first Shadowfire mission select the |
| character Manto. He is the character at the top of the Commodore display |
| or third from the left in the Spectrum display. |
+-----+
```

## (t7) - 5.Character status screen

---

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

```
+ ICON -----+
|-----|
|  a person  |
|  running  |
|-----+
+-----+
```

AGILITY: This bar shows the speed of movement possible for each character.

```
+ ICON -----+
|-----|
|  a muscle  |
|-----+
+-----+
```

STRENGTH: The green bar indicates the strength (or weakness) of a character. It may change length during the mission.

```
+ ICON -----+
|-----|
|  a heart   |
|-----+
+-----+
```

STAMINA: This bar is most likely to decrease during the mission! It shows the physical endurance of each character.

```
+ ICON -----+
|-----|
|  a scale   |
|-----+
+-----+
```

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 [ >t12 - The enigma team - character profiles ] ). Weakened characters may recover during the mission.

# You will note three different coloured monitor icons on the right of the screen:

```
+ ICON -----+
|-----|
|  a green   |
|  computer  |
|-----+
+-----+
```

GREEN MONITOR:  
Gives access to the character's Movement Screen.

```
+ ICON -----+
|-----|
|  a yellow  |
|  computer  |
|-----+
+-----+
```

YELLOW MONITOR:  
Gives access to the character's Objects screen.

```
+ ICON -----+
|-----|
|  a red     |
|  computer  |
|-----+
+-----+
```

RED MONITOR:  
Gives access to the character's Battle screen.

```
+ ICON -----+
|-----|
|  +-----+ |
| +---+---+ | | |
|+++ | |,<+---+|
|+++ | |,<+---+|
| +---+---+ | |
|  +-----+ |
|-----+
+-----+
```

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. |
+-----+
```

(t8) - 6.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.
- # The screen illustrated below, 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 -----+
|-----|
|"left corner"|
|  a finger  |
| pressing a |
|  switch   |
|-----+
+-----+
```

ACTIVATE: To arm a weapons system, start a transporter pad, begin a self-destruct sequence, etc.

```
+ ICON -----+
|-----|
|HAND GUN  |
|  ||      | \  |
|  \ /     |  || |
|           | KNIFE|
|-----+
+-----+
```

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 they will be obliged to use bare hands in combat!

```
+ ICON -----+
|-----|
|      +|+  |
|      /_ \ |
| +---+---+ |
| ||||| |
|-----+
+-----+
```

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.

```
+ ICON -----+
|-----|
|      +|+  |
|      /_ \ |
|      +-+  |
| +---+---+ |
|-----+
+-----+
```

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/Object icon. However, specialist objects may require an additional command icon, eg: The Self Destruct unit (see Objects briefing [t14 - 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:                                           |
+-----+

```

+ ICON -----+ + + /_\ +--+--+--+ +-----+ Pick-up/Enter	+ ICON -----+  -----,-----    . , , . .       _ , _ .     +-----+     ++++++   +-----+ Transporter/ Enter	+ ICON -----+  -----,-----    a finger     pressing a     switch   +-----+ Activate/Enter	+ ICON -----+  -----,-----    some sort of     a panel with     a lever   +-----+ Ballistic control/ Enter
-----------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------

# You will be presented with a choice of three locations. From top to bottom: Fighter Bay, Shuttle Bay (Top) & 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:

+ ICON -----+ + + /_\ +--+ +--+--+--+ +-----+ Drop/Enter	+ ICON -----+  -----,-----    . , , . .       _ , _ .     +-----+     ++++++   +-----+ Transporter/ Enter	+ ICON -----+  -----,-----    a finger     pressing a     switch   +-----+ Activate/Enter	+ ICON -----+  -----,-----    . , , . .       _ , _ .     +-----+     ++++++   +-----+ 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!

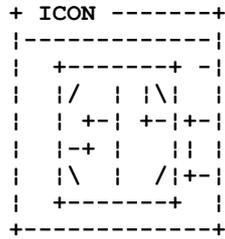
## (t9) - 7.Movement screen

---

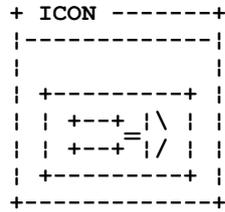
- # You enter this screen by selecting the Green monitor icon on any screen related to the character in play. This screen enables you to command a character to move to another location in the game.
- # The screen illustrated below, belongs to the Manto character during the opening moves of a mission. 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 [t14 - Objects briefing]) or they are attacked.

(t10) - 8.Battle screen

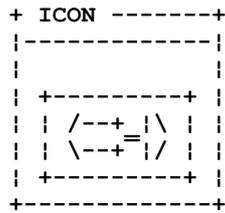
- # You enter this screen by selecting the Red monitor icon on any screen related to the character in play. This screen enables you to command a character to do battle.
- # The screen illustrated below [not added!], belongs to the Manto character during the opening moves of a mission. At left will be 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:



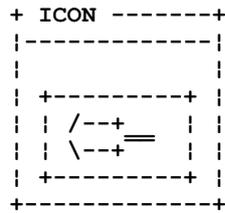
LOCATION SCAN: This icon enables you look into a character's current location or adjacent locations. Then you can count or identify other characters. They appear on the left of the screen.



ATTACK: This icon commands character to do battle. If they are succesful they will advance into the enemy's location.



DEFEND: This icon commands a character to stand fast and do battle.

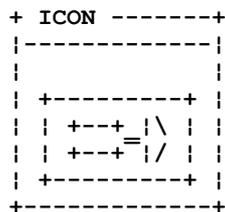


RETREAT: This icon commands a character to retire to the next location.

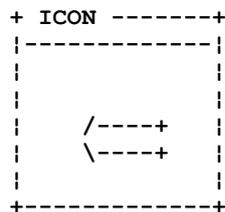
- # The remaining icons on this screen are Green monitor (Movement screen), Yellow monitor (Objects screen) and Quit.

```

+-----+
| 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 Purple (CBM64) or Magenta (Spectrum), 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 [t14 - 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.

(t11) - THE MISSION COMMAND SCREEN

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

```

      Status icons      View screen      Character in play
+-----+-----+-----+
|+-----+-----+-----+
||+---+---+---+ ---| |||||      | ||||| |
||+---+---+---+ ---| |||  |..  <| ||||| |
||      .  _____  ||  |00   |0|| | a picture of |
||.      .|97:57| ||  | \ /   |0|| |your character|
||+-----+-----+ |||  |      <| ||||| |
||+-----+-----+ |||||      | ||||| |
+-----+-----+-----+

```

STATUS ICONS: These change colour according to a character's status:

	Commodore	Spectrum
Inactive: ready for command	White	White
Moving	Blue	Blue
Attacking	Purple	Magenta
Defending	Orange	Cyan
Retreating	Yellow	Yellow
Picking lock (Sevrina)	Green	Green
Character weak	Colours become grey	Colours become more intense
Character dying	Black	Black

VIEW SCREEN: When you select a member of the Enigma Team the iris (Commodore) or blind (Spectrum) 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.

## (t12) - THE ENIGMA TEAM - CHARACTER PROFILES

---

# As mission controller it is your responsibility to ensure that the objective of your mission: The rescue of ambassador Kryxix is achieved - at any cost. Consider the following data and act accordingly. The success of your mission and your future promotion depend upon it.

### 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: Through knowledge of weapons. Expert in un-armed combat. Translator.

### SYLK

# 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 death cell on Kerol, upon Torik's recommendation. Fiercely independent and loyal only to herself. Caution advised.  
HINT: Excellent markswoman and locksmith.

### TORIK

# Avian: Age 32: Status - Specialist.  
BACKGROUND: Notorious gun-runner and galactic free booter. Recruited from the prison cell on Thalus. Associate of Severina Maris. Resourceful, capable and cunning individual.  
HINT: Through knowledge of explosives and weapons. Scout.

### MAUL

# Weapons droid: Status - Combat.  
BACKGROUND: Designed to carry many different weapon systems. Self-defence capabilities excellent. However, not yet tested in combat.  
HINT: Slow moving but well protected.

### MANTO

# Transport droid: Status - Transporter  
BACKGROUND: Only member of team with transporter ability. Has limited self-defence capabilities, must be protected.  
HINT: The transport function is vital to the success of your mission.

(t13) - ZOFF'S TEAM

-----  
| 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 or purple 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.

+ ICON -----+  
|-----|  
|+-----+|  
| | - +-----+ - | |
| |+---++---++---+|  
| | ++ ++ | |  
| | ++ ++ | |  
| |+---++---++---+|  
| | - +-----+ - |  
|+-----+|  
+-----+

-----  
<| Marshall icon on Command view screen |  
-----

-----  
| Squad leader: Known as 'Targs'. Both humanoid and |  
robotic may be encountered.

+ ICON -----+  
|-----|  
|+-----+|  
| |+-/---\--+| |
| | /\ | |  
| | \ / | |  
| |+-\---/+--+|  
|+-----+|  
+-----+

-----  
<| Squad Leader |  
icon on Command view screen

-----  
| Trooper: Known as 'Eugs'. Both humanoid and robotic |  
may be encountered.

+ ICON -----+  
|-----|  
|+-----+|  
|+----+ | |  
|+----+ | |  
|+----+ | |  
|+----+ | |  
|+-----+|  
+-----+

-----  
<| Trooper icon on Command view screen |  
-----

-----+  
| MISSION BRIEFING: Beware the Phantom. Zoff's invisible pet alien roams |  
| the starship attacking characters at random. |  
-----+

#### (t14) - Equipment selection : Objects briefing \_\_\_\_\_

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 LAUCHER: Extremely effective when fired into an adjacent location.

SMOKE BOMB: This weapon asn the GRENADE are most effective when used in the same location as 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 four minute (real time) count down to the complete destruction of Zoff V.

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

#### (t15) - Final briefing \_\_\_\_\_

# We, at Enigma Control, believe this mission is suicidal. However, in the name of the Emperor you are commanded to attempt the mission's objective. Should Kryxix be rescued further orders will be issued to you.

#### (t16) - Future "Add-ons" \_\_\_\_\_

##### SHADOWFIRE - THE OFFICIAL HINTS AND TIPS ON PLAY SHEET

The official Beyond guide to playing Shadowfire will be published on June 1st 1985. It will contain hints and tips on playing the world's first icon driven adventure from Beyond, Denton Designs, Tony Bridge of Popular Computing Weekly, Keith Campbell of Computer&Video Games and John Ransley of Commodore User. For your copy send a large SAE to:

BEYOND (Shadowfire Hints&Tips), 3rd Floor, Lector Court, 151 Farringdon Road, London EC1R 3AD.

##### SHADOWFIRE TUNER

And another world first: A software add-on which will enable you to: Alter the Enigma team's strengths and weaknesses, re-locate weapons and objects, map Zoff V and more! We hope to publish this play-aid in August 1985 - watch the computer press for details.

-----  
THE FIRST ADVENTURE GAME (WITHOUT TEXT!)

An ambassador with vital plans,  
is held captive aboard a  
starship. You have six  
characters and one hundred  
minutes of real time to rescue  
him.

Compatible with Commodore 64 or  
Spectrum 48K

Uses icons not text to issue commands

Real time, high speed adventure

Amazing graphics - and music too!

SHADOWFIRE, IS A NEW KIND OF ADVENTURE GAME. YOU CAN USE KEYBOARD,  
JOYSTICK OR LIGHT PEN TO ENTER COMMANDS. AND THERE ARE NO RIDDLESOME  
TEXTS. INSTEAD YOUR COMMANDS ARE ISSUED THROUGH ICONS (PICTURE SYMBOLS).  
THAT MEANS NON-STOP ACTION. YOU'LL THRILL TO THE GRAPHICS, BE INSPIRED  
BY THE THEME MUSIC (CMB64 ONLY) AND GASP AT THE RELENTLESS PACE.

Produced for Beyond by Denton Designs  
-----

## SHADOW FIRE

**Producer:** Beyond  
**Memory required:** 48K  
**Retail price:** £9.95  
**Language:** machine code  
**Author:** Denton Designs

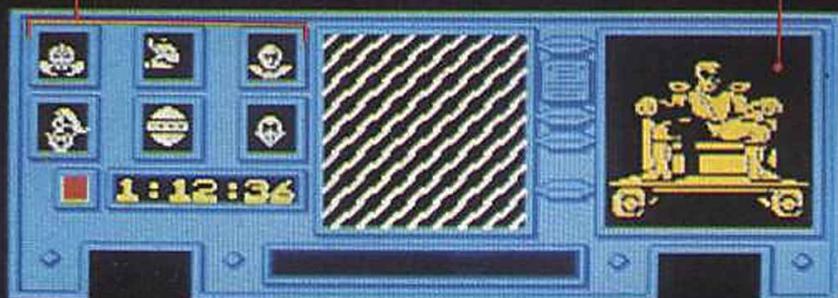
The distinction between adventure and arcade has definitely taken a battering recently, and *Shadowfire* is going to worsen the situation! Denton Designs have here devised and designed an entirely novel game which uses icons instead of text and thus brings the adventure right into the arcade player's lap.

*Shadowfire* is a new kind of starship capable of jumping from planet to planet orbit, and is therefore a rather powerful weapon. The plans for this new ship are on a microdisc embedded in the spine of Ambassador Kryxix who, sadly, has been captured by General Zoff, a traitor to the Empire, and is held captive on Zoff's ship, the Zoff5. It is only a matter of time (100 minutes in fact) before Zoff's interrogation team discover the plans for *Shadowfire* which will put Zoff in a position to rule the Empire.

Six small icons indicating the present status of the characters: white is inactive; blue is moving; attacking is magenta; defending is cyan; yellow is retreating; green is picking lock; character dying is black.

The **TEAM SCREEN** where characters to be controlled are selected.

Icon of the Emperor showing that no character is presently in play.



The six icons for selecting the characters.

Icon to return to previous screen.

The **STATUS SCREEN**, and SEVRINA is having some difficulty with the weight of her equipment.

Vivscreen showing map of the Zoff5. Characters present in a location flash alternately.



Agility (speed o. movement) indicator.

Stamina indicator.

Weight carried. In this case, because Sevrina's strength is low, the bar has turned red, indicating she is carrying too much.

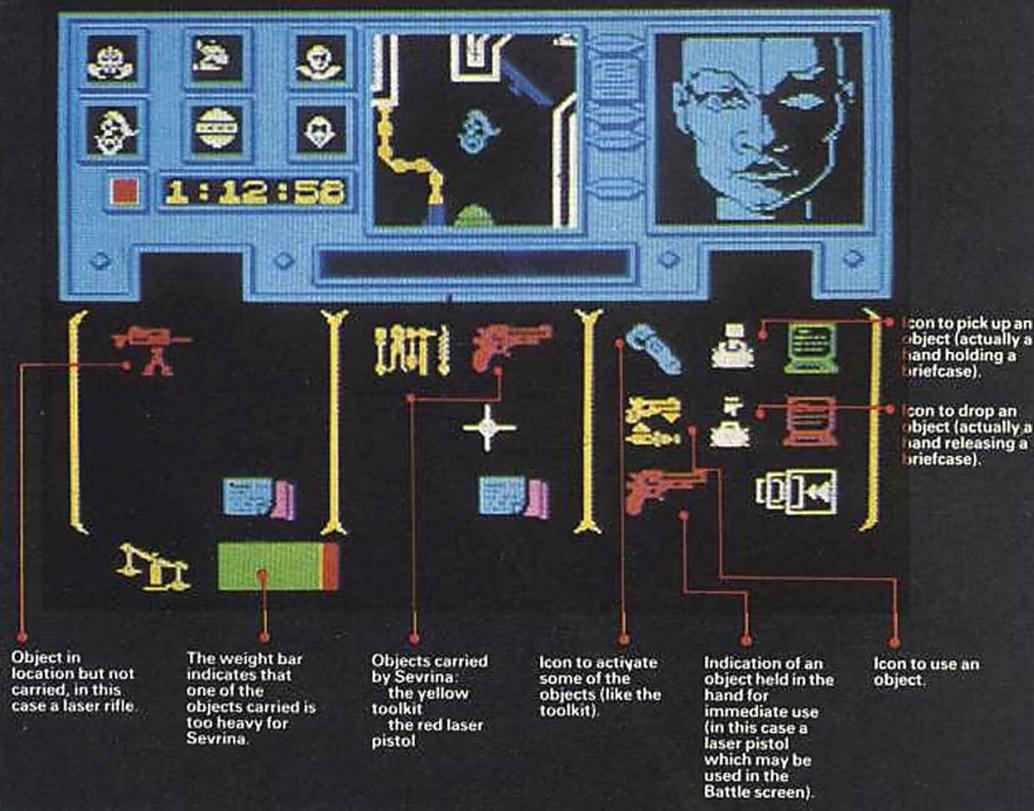
Quit to Movement screen.

Quit to Battle screen.

Cancel command or return to a previous screen.

Quit to Objects screen.

Checking out what is too heavy for SEVRINA can be done by going to the OBJECTS SCREEN.



Enigma is an organisation dedicated to the Emperor's service, a mix of heroes, criminal scum and cybernetic engineering. They are the only people who have a chance of getting on board Zoff's ship, rescuing Ambassador Kryxix, capturing Zoff and either taking or destroying the Zoff5. The game is played against the clock in real-time with you controlling the Enigma Team.

There are six members in the team. The leader, **Zark Montor** is a human, **Syilk** is an insectoid, a ruthless fighter who has a pathological hatred for Zoff (a weakness perhaps?), **Sevrina Maris** is a female human with a criminal record and a specialist in picking locks — she tends to be loyal only to herself (a problem), **Torik** is a bird-like creature, a gun runner and freebooter — good with explosives and due to his flying abilities, the fastest mover and a good scout, **Maul** is a weapons droid designed to carry many different weapons systems, slow moving but well protected, and finally there is **Manto**, a transport droid with very little self protection capability.

*Shadowfire* has strong elements of strategy because handling the characters well depends very much on utilising their best strengths at the right time and minimising the effects of any weaknesses they may exhibit. Strategy also comes into the way the characters are moved about the Zoff5 once they are on board, using Torik as a scout, but remembering that he is vulnerable to attack, using Sevrina to get through locked doors and Zark or Syilk where tough action is demanded.

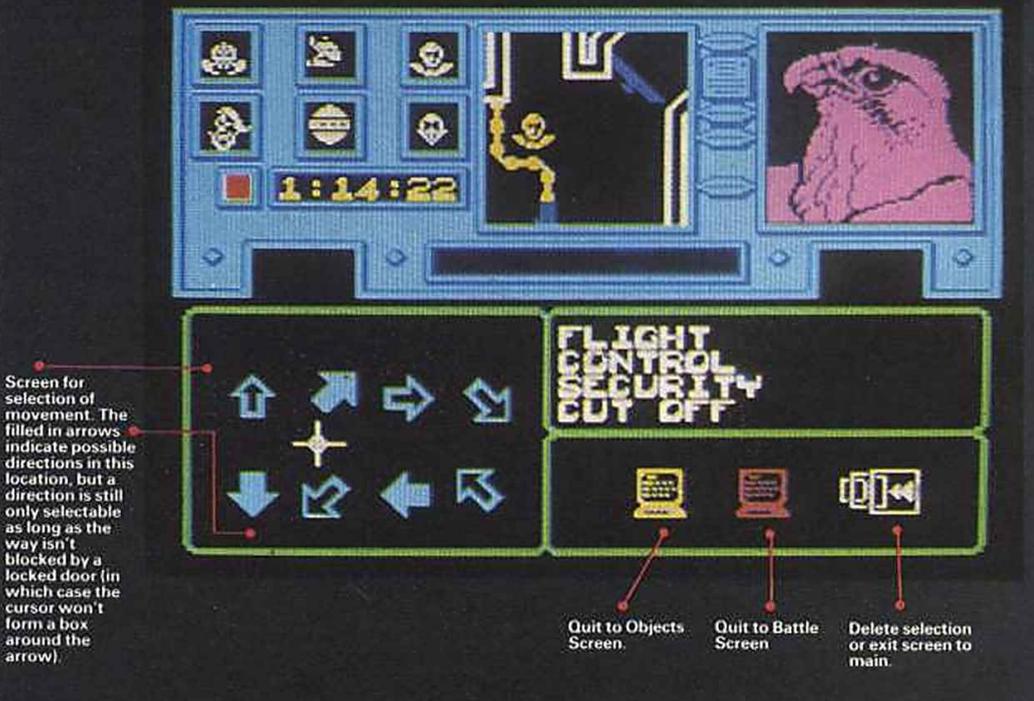
The screen display is complicated — a better idea of the interrelation may be got from looking at the various screen pictures on these pages than from the written word. Basically there are five main screens, each broken up into sections. The Team screen displays a graphic of the six characters and it is here that a character to control is selected. The Status Screen displays the attributes of the selected character, with icons indicating agility (movement possible), strength, stamina and weight carried. Green bars indicate the amount of attribute. The Objects Screen allows manipulation of

weapons and equipment; there are three subscreens which show objects in the same location as the selected character, a middle screen shows objects carried, and one on the right contains the icons by which the objects may be manipulated.

The Movement Screen also has three subscreens, the largest contains arrows for the eight directions with filled-in arrows representing possible directions for that location. The middle screen informs you of the character's present location, and the

right contains icons for changing screen. The Battle Screen's three subscreens show characters in the same location including friend and foe, an eight-directional compass in the middle and at the right a series of activating icons which allow

The MOVEMENT SCREEN with birdman TORIK on his scouting travels.



# S · H · A · D · O · W · F · I · R · E

attack with a selected weapon. The three attack icons command a character to do battle and if successful advance into the enemy's location; stand fast and do battle; or retire to a safer location. Some weapons are useful when used within the same location, while others may be fired into an adjacent location — all of which calls into question the strategical role of the weapons used, forcing the player to ensure that characters are suitably armed or near a supply of interchangeable weapons.

The entire game may be joystick driven. The cursor is placed over an action icon like 'pick up' or 'drop' which is activated using the fire button, then moved to the object icon desired. All the various main screens are accompanied by a top set of three screens, the left showing the status of all six characters (see screen picture captions), the centre showing a map of the

selected location, and the right showing a large picture of the selected character. An information 'printout' panel displays text which is of use to the player. On each screen a set of coloured monitors allow movement between the various screens (see pictures).

## CRITICISM

● 'Shadowfire is a very difficult game to describe or put into any category, perhaps the best thing to say is that it's brilliant. At first the icons seem a bit daunting but after some practice they are really simple to use. The graphics are good especially those in the character screen (incidentally the graphics on the Spectrum are much clearer than those of the CBM 64). The game is quite tough to play and will take some time before it is totally mastered. What makes it extra special

is the fact that each character has its own peculiar abilities so making each one play an important role in the success of your mission. Strategy, as in *Lord of Midnight*, is important in *Shadowfire*. It is best just to play a few games to familiarise yourself with the general surroundings of the ship before you seriously contemplate completing the game. Looking at the CBM 64 version and the Spectrum version I would say that the Spectrum version is superior having clearer graphics (not mucked up by too much colour like the CBM) and it is a harder game to play. Overall *Shadowfire* is an excellent game which will appeal to almost anyone, especially people who liked *Lords of Midnight* or *Alien*.

● 'Having six characters to control is good, because in a way it gives you six lives, yet you have to treat them as a team to suc-

ceed at all. On the other hand it also means having to take care of all six, which can be a bit involving at times, and has you dashing between characters with the joystick. There is a lot of on-screen information — very good — and the graphics are superb. *Shadowfire* is a complex game which will take some time to play right through, especially as it takes a while to get the hang of the icons and how to use them quickly, but I think it will have a wide appeal.'

● 'When I start on a game like this, I like to know that there is a strongly worked out background, because involvement with the characters and their aims seems important. Just reading the accompanying colour instruction book is enough to let the player know that details are all worked out, present and correct. Indeed, as the game progresses (or games!), you begin to know the characters under your control quite well, each with an independent attitude to the tasks in hand. This takes *Shadowfire* well into the realms of strategy and role-playing. In looks, this game is simply stunning. The fluency of the graphics and the way the screens 'iris in' and 'iris out' is slick and effective. Special mention must be made of the character screens, which are wonderful, detailing each person or thing in great detail. Icon control may be new to computer games, but as a control method it must surely be here to stay, and its use, plus the game design, the characterisation, the skills required and the extraordinary graphics all add up to *Shadowfire* being state of the art without doubt.'

## COMMENTS

**Control keys:** up/down 2nd row/3rd row, left/right alternate bottom row, fire, any key top row

**Joystick:** Kempston, Sinclair 2, Cursor type, Fuller

**Keyboard play:** simple and very responsive

**Use of colour:** brilliant

**Graphics:** stunning

**Sound:** a bit limited

**Screens:** an endless supply

**Special features:** icon driven — and the Spectrum and CBM64 versions come on one cassette

**General rating:** a state of the art game of the 'modern' sort (ie hard to define exactly), and an absolute must for any serious (or not so serious) Spectrum owner. Highly recommended.

Use of computer	95%
Graphics	94%
Playability	92%
Getting started	90%
Addictive qualities	93%
Value for money	89%
Overall	96%

The BATTLE SCREEN; some minutes into the game and ZARK MONTOR confronts the enemy.

