

FIVE BOYS



THE OFFICIAL BEYOND NEWSLETTER

Welcome to the first Beyond news-let-ter! This issue features hints and tips on Shadowfire, plus some great special offers on Beyond games.



SHADOWFIRE HINTS & TIPS
We hope you will find these useful. Thanks go to Steve Cain of Denton-Designs, Keith Campbell of Computer & Video Games, the Beyond team and Beyond player **Anthony Torok** (Anthony wins a Shadowfire T-shirt.) And watch out for the Shadowfire Tuner a utility which lets you bend all the rules!

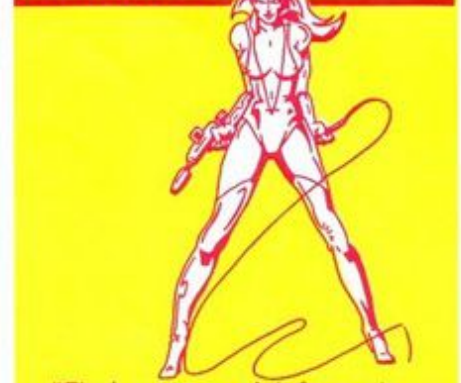
Shadowfire hints & tips 1
THE OBJECTIVE
The objective is achieved by completing three tasks, probably in this order:
1) Locate Kryxix and move Zark into the same location.
2) Capture General Zoff using Manto and the transporter.

3) Eliminate or capture all of Zoff V's crew.

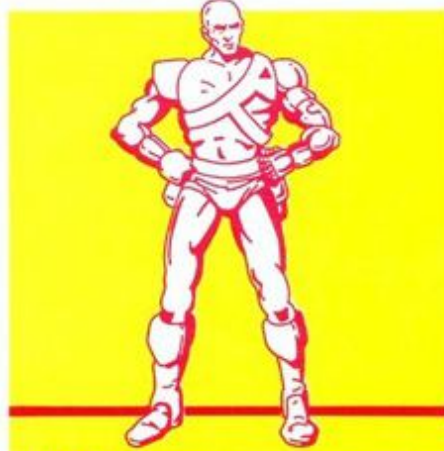
STRATEGY
Keith Campbell reckons it is best to tackle the game in stages before you attempt a final mission. Here's what he says:

"The layout of Zoff V can be mapped just as in an ordinary adventure, so a good plan is to first reconnoitre Zoff V. Beam aboard a good man, well armed, and move him around for as long as he can survive, whilst you draw a map.

"Guards roam the ship, so make a note of where you come across them, *and the time on the clock*. This may prove useful when you go for real - it may be that they make routine patrols around the ship? If this proves to be the case, then you will be able to anticipate their arrival at your location, or avoid them altogether!



"Find out as much information as you can. Remember, your mission is to rescue Kryxix, capture Zoff and the starship. So the key information is the location of Kryxix and Zoff. Once they are found, it may be best to quit the game and start afresh having planned an effective strategy for the rescue attempt, for Kryxix will be in the same location every time you play."



TACTICS
OPENING MOVES
Steve Cain says: "By splitting the team into two groups you can find more objects and eliminate more of the Zoff V crew."

(EDITOR: It's probably best to divide the team like this: Maul, Zark and Torik. Syulk, Manto and Sevrina. Make sure you give Maul's team a keycard otherwise they won't be able to open doors!)



No.1

ZOFF'S LAIR

An alarm is triggered when a character moves in front of the door to Zoff's lair. This summons numerous patrols and gives Zoff a chance to flee. The key to success here is as follows:

- 1) Zoff's lair lies behind a room with five doors. Four doors are guarded, the final door (SE) leads to Zoff and is protected by the alarm.
- 2) Eliminate the sentries at each door, but do not approach the door leading to Zoff yet.
- 3) Eliminate any passing patrols – they won't be able to act as reinforcements when you go for Zoff.



- 4) Space the remaining Enigma Team members about the door to Zoff's lair. Open the door and eliminate the two defending marshalls.
- 5) Move Zark into the room to locate Kryxix. While Zark moves switch to Manto. Move him back towards the fighter bay and the narrow service corridor (see cheat sheet). Station Manto here and ready the transporter. This is the route Zoff will take when he flees.
- 6) Move Zark into Kryxix's location. The ambassador will now move with him. Next move Zark into Zoff's location, this action triggers the general's cowardly escape run.
- 7) Switch to Manto. As soon as the general appears in the menu of Manto's transporter, beam the general safely aboard the Enigma craft.



THE BEAM BACK

This is a smart tactic developed by Anthony Torok:

"If you find the team in a battle they seem to be losing, beam them all back aboard the Enigma craft. Drop all weapons and objects for a fast recovery. When the team have recovered some of their energies, rearm them and beam them back. You will find they are attacked by the same enemy, but they won't have recovered as fast as the Enigma Team!"

(EDITOR: To succeed with this tactic have Manto drop the transporter. Next activate the transporter and beam everyone – including Manto – up to the Enigma Craft.)

CAPTURING CREW FROM ZOFF V

Some enterprising players have suggested that some Zoff V crew members can be eliminated by capture. This is a very dangerous tactic involving considerable risk to Manto. Quite simply you wait until a crew member wanders into the same location as Manto, at which point he can be safely beamed up to the Enigma Craft.

WATCH THE CURSOR

Another tip from Keith Campbell:

"When changing from screen to screen, you will notice that until the new screen is drawn, you are unable to select an icon. However, you are able to move the cursor, so to avoid wasting time, you should adopt the practice of moving the cursor to the area on the screen where your next selection will be made, in advance of it being drawn!"

CASUALTIES

You can afford to lose one or two characters and still achieve the game's objective. The following may help you to decide who is expendable and who isn't:

TORIK: In the early stages of the mission he is a good scout.

SEVRINA: Vital until you find the master keycard.

ZARK: The only character who can communicate (and move) Kryxix.

SYLK: Vital in the early firefights. Could be sacrificed during the preparations to storm Zoff's lair.

MAUL: Same comments as Syylk.

MANTO: Indispensable.

THE SECRET PASSAGE

A secret passage is located somewhere in the Blue zone (see general hints & tips no. 14.) Look for a room where a direction arrow indicates movement through a solid wall. You will need Sevrina, the master keycard or a red keycard to open the door. The secret passage leads into the red zone and to Zoff's HQ. Use it to avoid too many skirmishes.

SCOUTING

Anthony Torok, beams Manto aboard Zoff V alone, making sure he keeps the transporter with him. He says:

"When Manto is attacked, drop the transporter and beam the rest of the team aboard Zoff V. After the battle everyone, except Manto, should be beamed back onto the Enigma craft to recover. Occasionally, you should beam Manto back as well to recover lost energy."



CHEAT SHEET

OK, for all of you who can't quite get into the game, here's a guide. All directions assume North (N) to be at the top of the view screen:

- 1) Choose fighter bay (red) as the starting location.
- 2) Move the character or characters S twice, then SE and E.
- 3) At this point you will be attacked by a patrol.
- 4) When the patrol is eliminated pick the lock of the door to the South.
- 5) Once the door is open move S twice. You should find yourself at a junction with exits leading E, W, N and SW. Go East and be

ambushed by a trooper lurking to the North East.



- 6) Eliminate the trooper and move NE twice.
- 7) Now move E until you find a locked door, behind which lurks another trooper. This sentry is tough, you will need all of the team to defeat him.
- 8) Move beyond the door and continue East. You will probably be ambushed again.
- 9) Soon you should find yourself confronted by a Marshall. At this point you have the option of raiding the ROBOT ARMOURY which lies close by. (CLUE: You can reach the armoury by moving a character W then N once.)
- 10) If you raid the armoury take a rocket launcher, the heaviest weapon in the game. When you eliminate the Marshall you should find a door leading SE.
- 11) Pick the door lock and advance into the room. This is ZOFF SECURITY. You are now close to Kryxix and Zoff (see Zoff's Lair.)

GENERAL HINTS & TIPS

- 1) You may find a green smoke bomb and a green gas mask. These have no effect in the game!
- 2) Always rest your character after a bout of fighting. This involves not moving and dropping all weapons carried. In the Spectrum version characters tend to tire/wound quickly. However, they recover faster than in the Commodore version.
- 3) Enigma team members cannot move into the same location as an enemy. However, the enemy (including General Zoff) can move into the same location as a member of the team. Use this knowledge to capture enemy personnel foolish enough to move into the same location as Manto. Simply beam them aboard the Enigma craft. (See Zoff's lair - Tactics.)
- 4) Grenades and gas work best when used in the same or adjacent location to a

character. Select same location as the target and the retreat option.

- 5) Shadowfire, is a race against time. You could try keeping the slowest character, MAUL, aboard the Enigma craft until you need him. When the team are victorious beam him back.
- 6) The rules book gives a description of some of the weapons found in the game. Most effective is the rocket launcher which can be found in the robot armoury close to Zoff's lair. (see Cheat Sheet.) Remember, it is most effective at long range, so don't let the enemy come too close!



- 7) Capturing General Zoff is about the game's hardest task. We've given you a Steve Cain tip, but you can also make use of the time delay device which is hidden aboard Zoff V. Give the device to Manto. As soon as Zoff tries to make his escape have Manto activate the device. Manto will be the only character in the game able to move, use the time to prepare the transporter and ambush Zoff in the narrow corridor which leads to the fighter bay. (see Zoff's Lair.)
- 8) When moving the Enigma Team always move the slowest character first and the fastest last, that way they always arrive together!
- 9) Remember, you can usually acquire additional weapons from a defeated enemy. If you made use of the advance option in the battle sequence, check the character's objects screen before he moves on - there may be something useful to pick up.
- 10) You'll defeat the enemy more quickly and suffer less damage to the team if you fight from several different locations at once. (Obviously, this is easier said than done! - Ed.)
- 11) Avoid drawn out battles. It's better to pick off individual enemy characters. This know-

ledge is vital when you reach Zoff's HQ (See Zoff's lair.)

- 12) There are 50 characters in the game:
Enigma Team - Maul, Manto, Zark, Sevrina, Syyk & Torik.
Zoff V Characters - Kryxix, Zoff & Churl plus 41 Zoff V crew members.
- 13) All of Zoff V's crew, plus Zoff & Churl must be captured (beamed aboard the Enigma Ship) or eliminated to win. (Watch out! Some of the Zoff V crew hide in obscure places - Ed.)
- 14) As you move around Zoff V you will notice the different coloured doors, these correspond to different zones:
Green = Starboard
Magenta = Port
Blue = Churl's command section
Red = Zoff's security area



WATCH OUT FOR FUTURE GAMES FROM BEYOND

Mike Singleton is slaving away (so he says) on Eye of the Moon the final part of the Midnight trilogy. All we can tell you about this great game is that it will feature 131000 screen views and 'ideas never before attempted in home computing'. Then there's Elindor an adventure game by Nick Eatock and Simon Welland. It features landscaping, artificial intelligence and more in an adventure world as large as Midnight. Denton Designs are about to begin work on the sequel to Shadowfire. This will be an animated adventure featuring the Enigma team and their old enemy General Zoff. Finally, we have Spy vs Spy II - The Island Caper. This looks incredible and even more cartoon-like in its animation! ▶

