

# BEYOND

CHALLENGE SOFTWARE



Runs on  
Spectrum 48K or  
Commodore 64

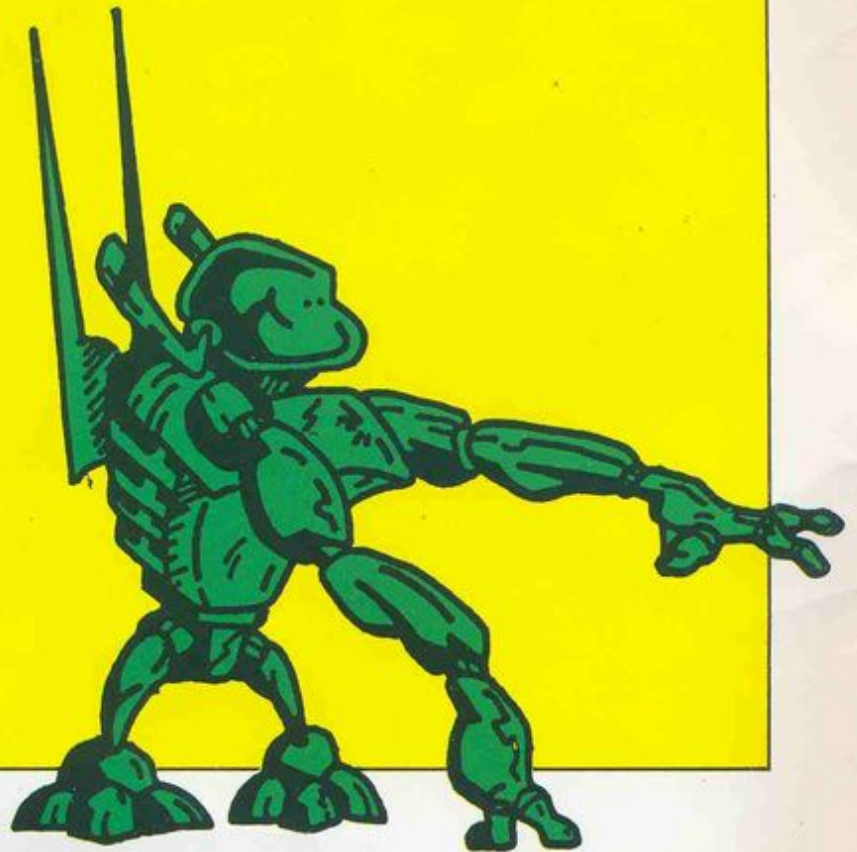


# SHADOWFIRE

By Denton Designs

# SHADOW/FIRE

> OPERATORS MANUAL



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## Credits

Design: Denton Designs Ltd., who are: Steven Cain, Dave Colclough, Karen Davies, Graham Everett, John Gibson, Fred Gray, John Heap, Ally Noble and Colin Parrott.  
Thanks are also due to Ian Weatherburn, Simon Butler and Chas Davies.

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## 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.

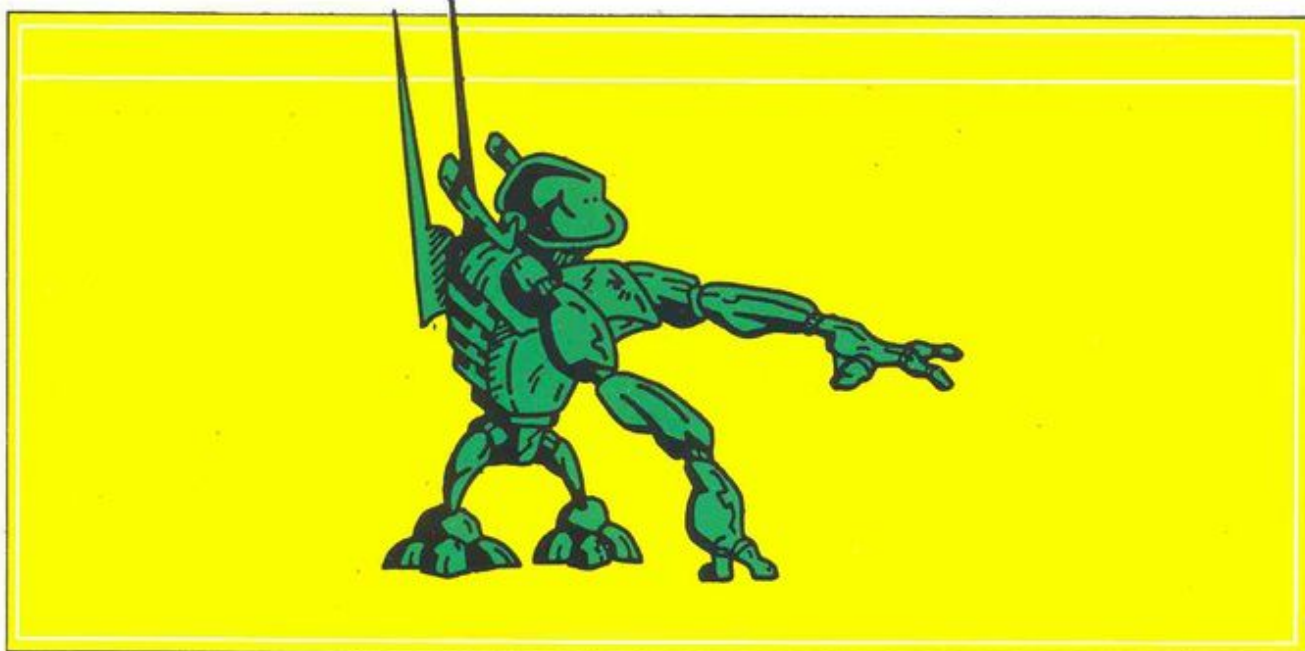
Unfortunately, Ambassador Kryxix has the plans, hidden in a micro-disc embedded in his spine. The ambassador is held captive aboard Zoff V. In a few short hours Zoff's inquisitors will discover the plans, unless the Empire's Enigma team can rescue Kryxix.

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**.



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.

## 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.

## 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.

## 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 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**

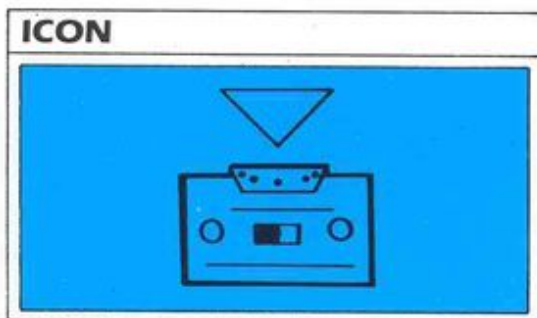
■ Use the pen to move the cursor over the icon of your choice, then press the command button on the light pen's barrel or any key to ENTER your command.

### 3. Game start/save menu

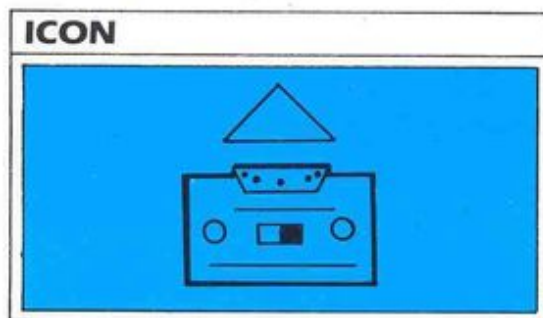
■ After choosing the means to control the Enigma characters, you will be presented with the game start/save menu: Simply select the **New game** option to begin the mission, this triggers the real time countdown clock.

#### Game save or load

■ I. Select the appropriate cassette icon.

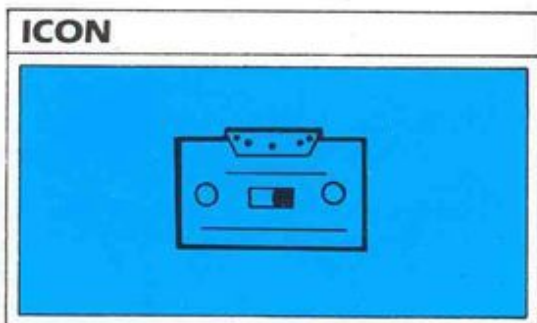


**Save game in progress**

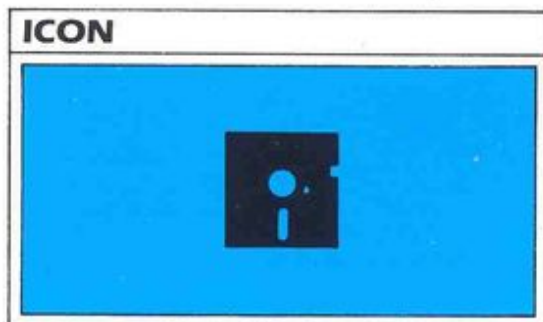


**Load a saved game**

■ II. Select medium for data transfer.



**Cassette**

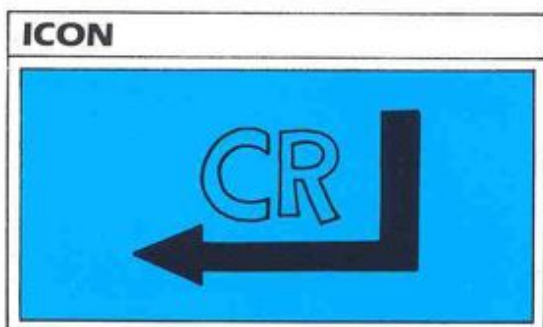


**Disc (CBM 64 only)**

■ 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:



**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 (CBM 64) or Break (Spectrum).



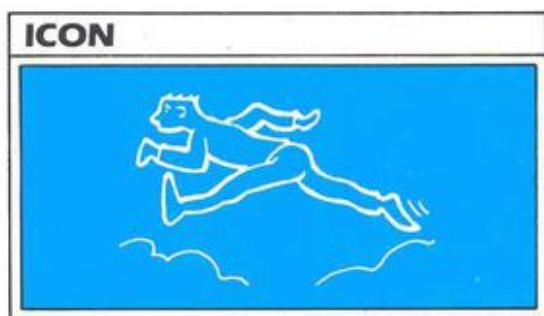
## 4. Enigma team screen

■ 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. (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).

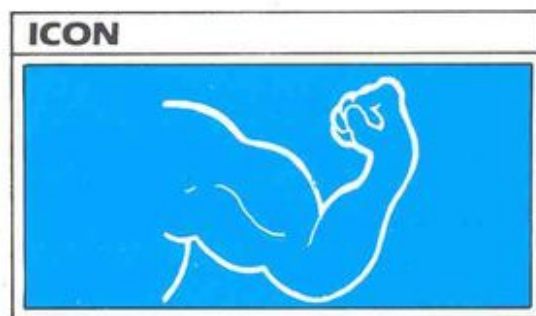
**Mission briefing:** If this is your first **Shadowfire** mission select the character **Manto**. He is the character at the top of the Commodore display or third from left in the Spectrum display.

## 5. Character status screen

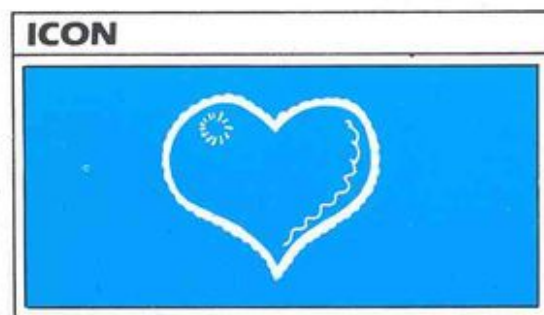
■ Each Enigma character has four screens: Status, Objects, Movement and Battle. This is the first. The icons show:



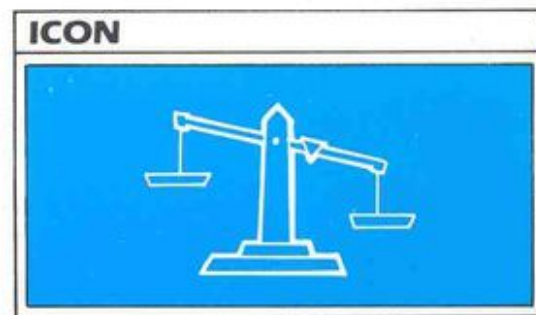
**Agility:** This bar shows the speed of movement possible for each character.



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



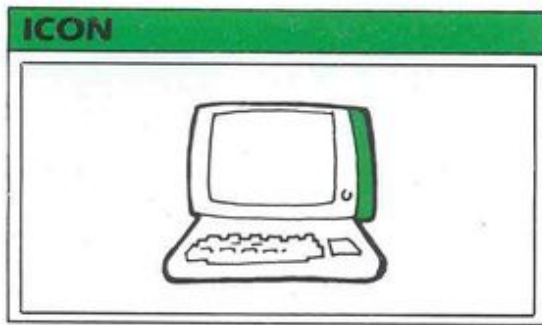
**Stamina:** This bar is most likely to decrease during the mission! It shows the physical endurance of each character.



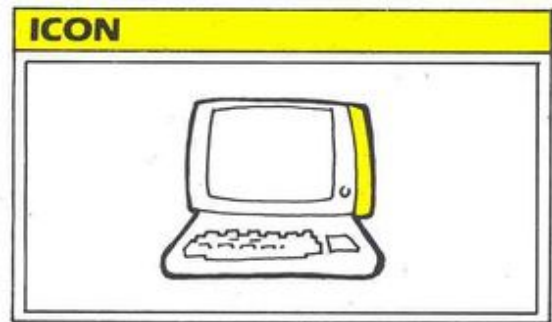
**Weight:** When a character picks up an object a green bar will appear. If the object is too heavy the bar will turn red. Simply drop an object(s) to restore the bar to green.

**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.

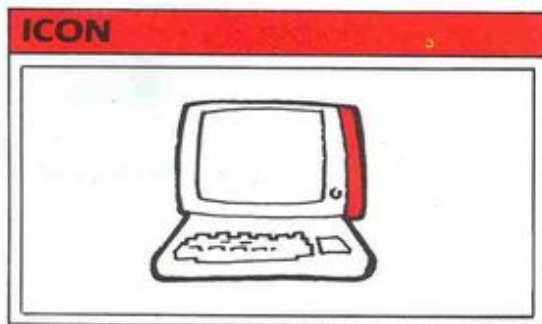
- You will note three different coloured monitor icons on the right of the screen:



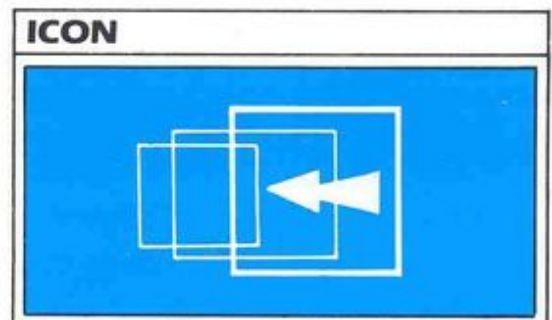
● **Green monitor:** Gives access to the character's Movement Screen.



● **Yellow monitor:** Gives access to the character's Objects screen.



● **Red monitor:** Gives access to the character's Battle screen.



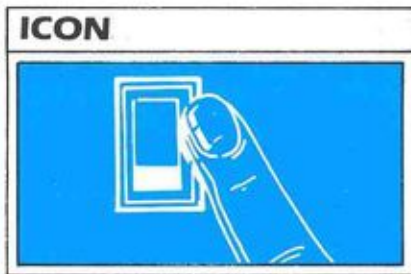
**Quit:** Select this icon when you have completed a task and wish to return to a previous screen. This icon can also be used to cancel a command.

**Mission Briefing:** Select **Manto's yellow monitor** and enter his Objects screen.

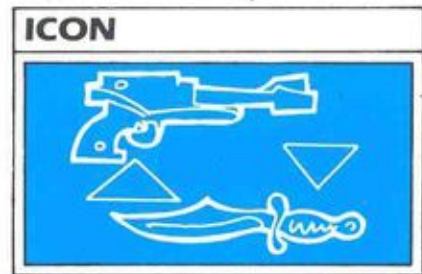
## 6. Objects screen

- 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:



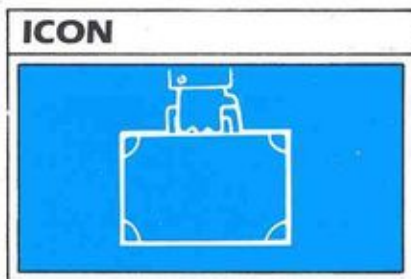


**Activate:** To arm a weapons system, start a transporter pad, begin a self-destruct sequence, etc.

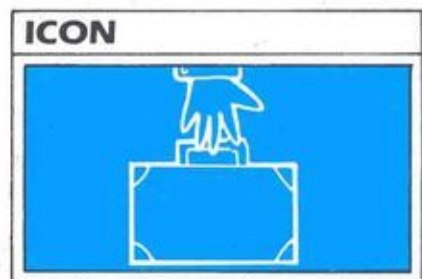


**Ready for use:** This icon lets you select which object a character will hold ready for immediate use. Move the cursor over the icon desired on either the left or middle sections of the screen and press ENTER. The object will appear below this icon.

**Hint:** Make sure you use this icon when you arm a character, otherwise they will be obliged to use bare hands in combat!



**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:** 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.

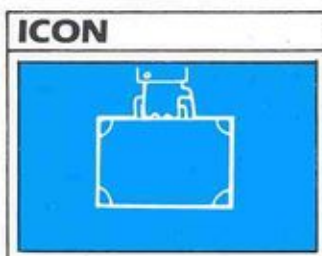
■ The remaining icons on this screen are **Green monitor** (Movement screen), **Red monitor** (Battle screen) and **Quit**.

■ **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**). Such objects are activated using the following icons:

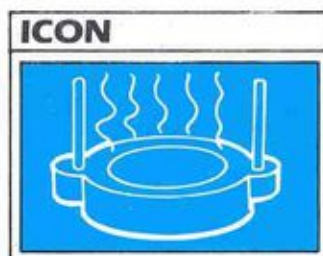
**Activate/Command icon.**

■ 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.

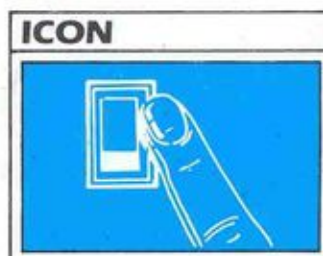
**Mission Briefing:** Your first task is to beam some or all of the Enigma team aboard Zoff V. Ensure characters to be beamed down are armed! If you perform the following commands on **Manto's** Objects screen you will establish a transporter link:



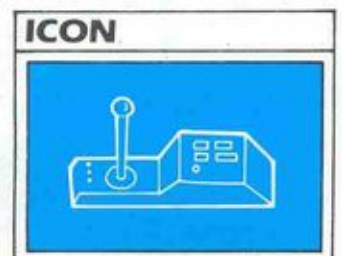
**Pick-up/Enter**



**Transporter/Enter**



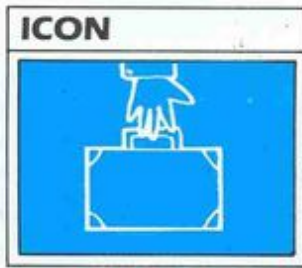
**Activate/Enter**



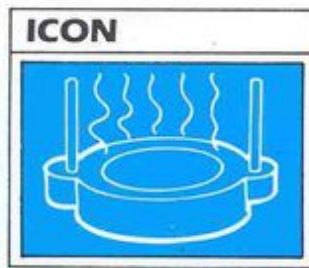
**Ballistic control/Enter**

■ 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.

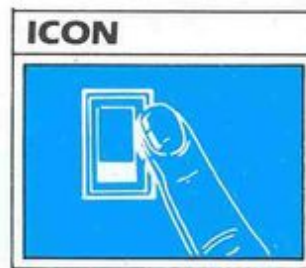
■ The commands necessary to beam the other members of the Enigma team aboard Zoff V are as follows:



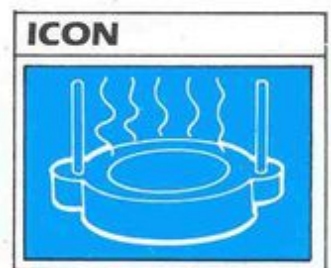
**Drop/Enter**



**Transporter/Enter**



**Activate/Enter**



**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!

## 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**.

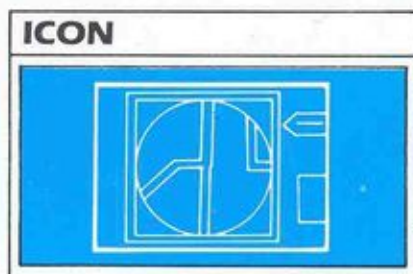
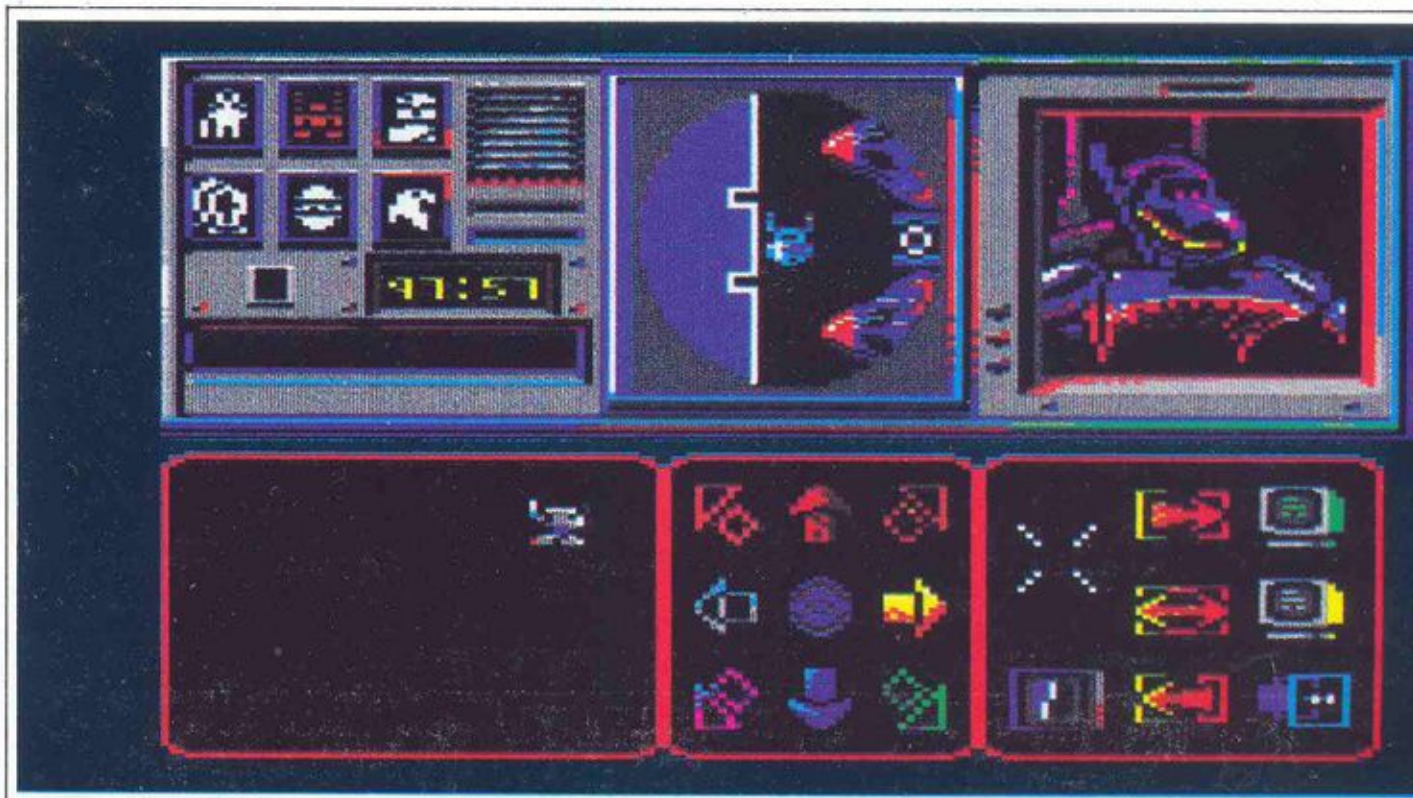


■ To command a character to move simply place the cursor over any of the filled arrows and press enter.

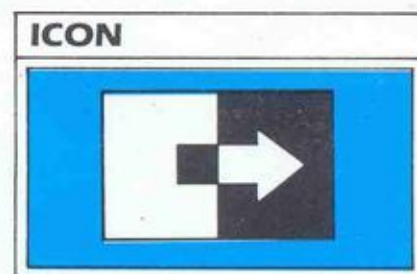
■ **Hint:** You can only move a character in the direction(s) indicated by a filled arrow. Occasionally, a character may refuse to respond. Either they are faced by a locked door and require a keycard (see **Objects briefing**) or they are about to be attacked.

## 8. Battle screen

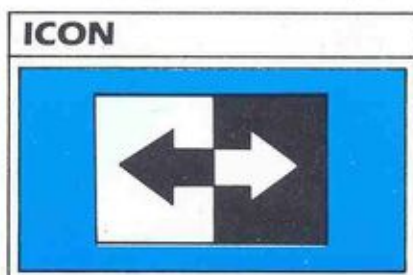
- You enter this screen by selecting the **Red monitor** icon on any screen related to the character in play. This screen enables you to command a character to do battle.
- The screen illustrated below, belongs to the **Manto** character during the opening moves of a mission. At left will be displayed 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:



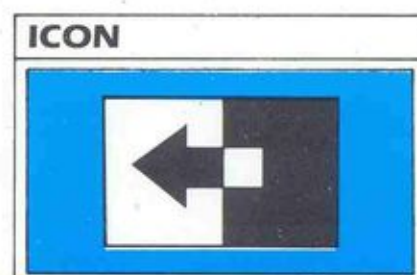
**Location scan:** This icon enables you to look into a character's current location or adjacent locations. Then you can count or identify other characters. They appear on the left of the screen.



**Attack:** This icon commands a character to do battle. If they are successful they will advance into the enemy's location.



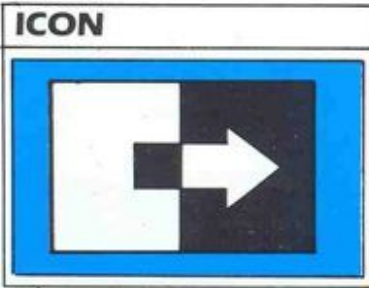
**Defend:** This icon commands a character to stand fast and do battle.



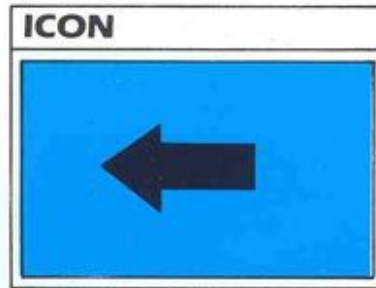
**Retreat:** This icon commands a character to retire to the next location.

- 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** (CBM 64) 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**) 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:

	<b>Commodore</b>	<b>Spectrum</b>
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.

### The enigma team – character profiles

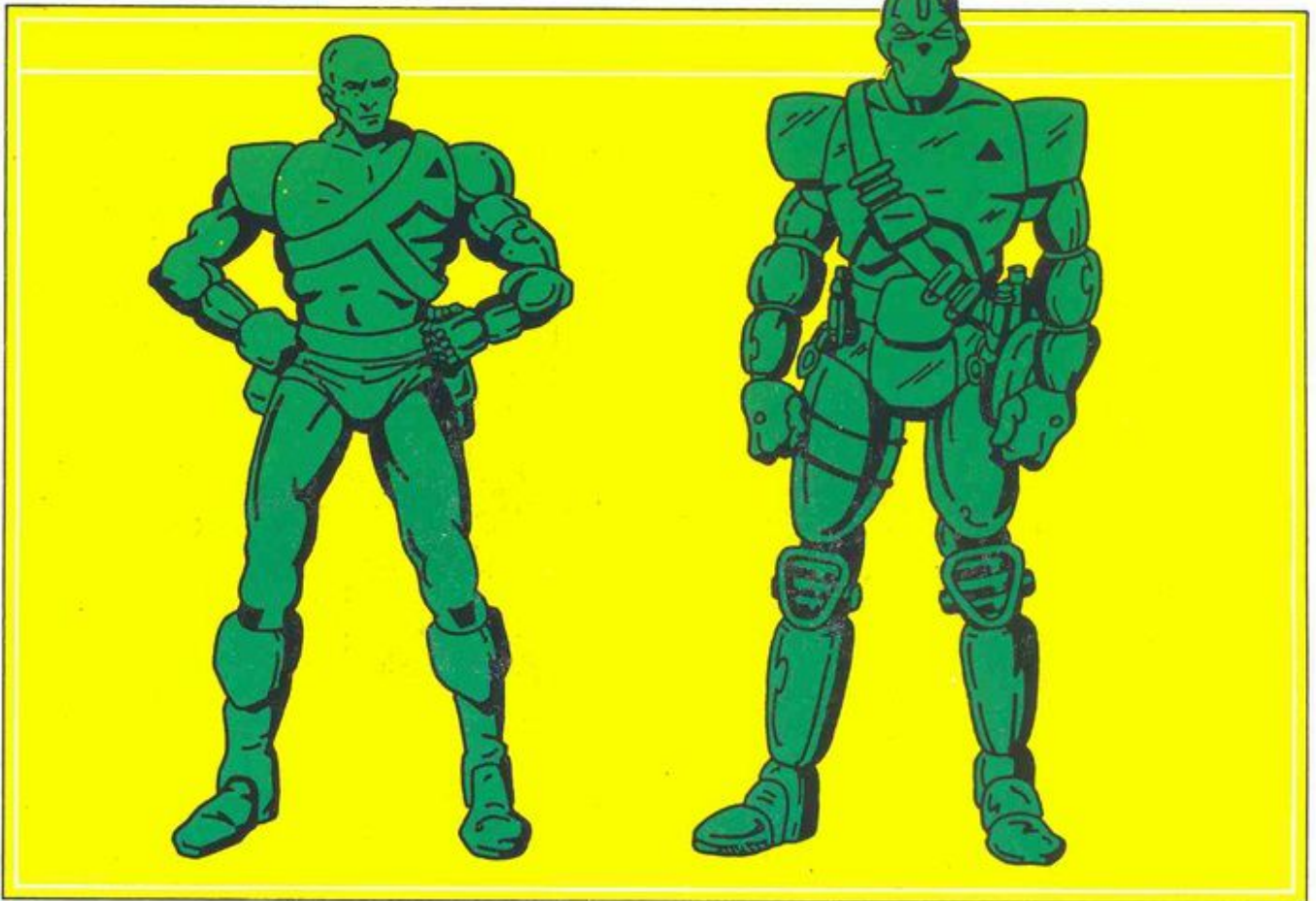
■ As mission controller it is your responsibility to ensure that the objective of your mission: The rescue of ambassador Kryxix is achieved – at any cost. Consider the following data and act accordingly. The success of your mission and your future promotion depend upon it.

#### 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.



#### Syulk

■ 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.

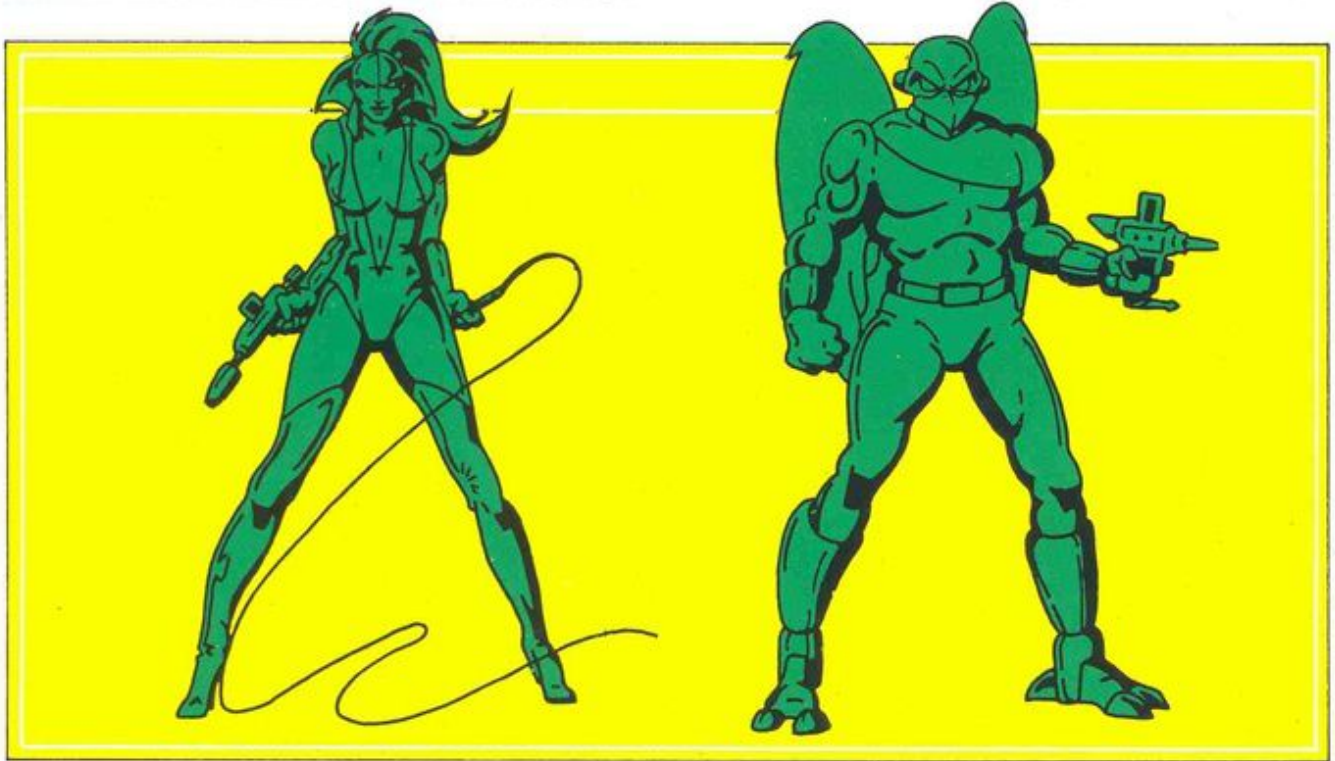
**Hint:** Excellent fighter. Always wears battle armour. Physically strong.

### 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.

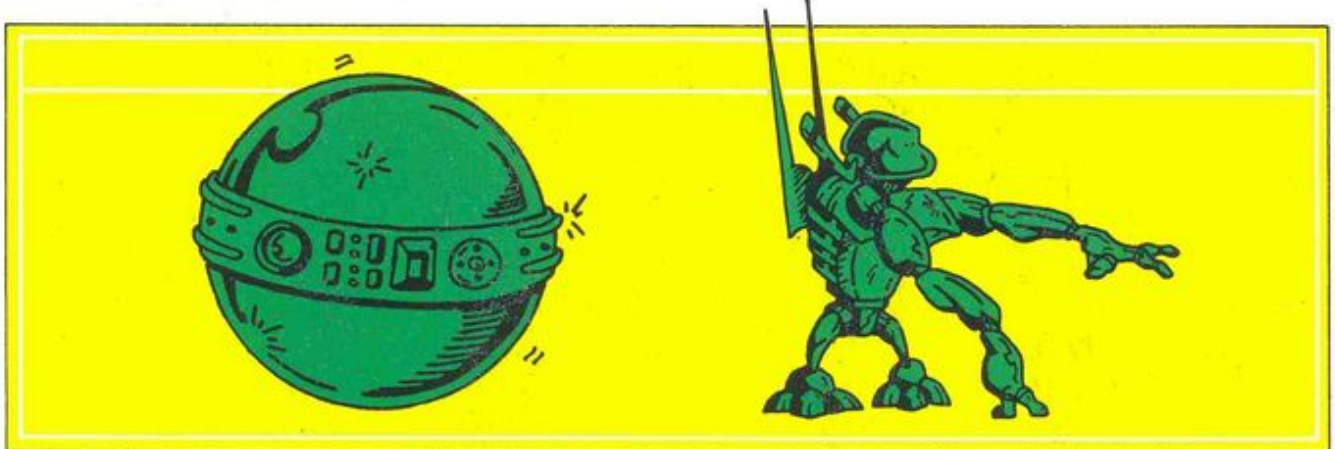


### Torik

■ 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-defense 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-defense capabilities, must be protected.

**Hint:** The transport function is vital to the success of your mission.

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

▶ **ICON**



**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).

▶ **ICON**



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

▶ **ICON**



**Marshall:** Zoff V is controlled by both humanoid and robotic officers.

▶ **ICON**



Marshall icon on  
Command view screen

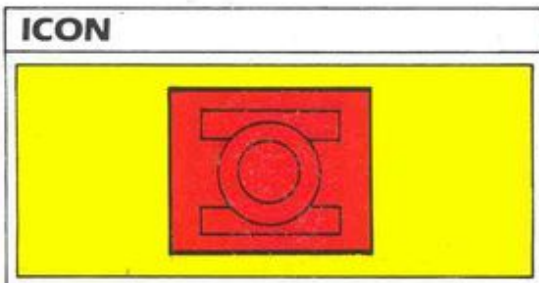
▶ **ICON**



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

▶ **ICON**

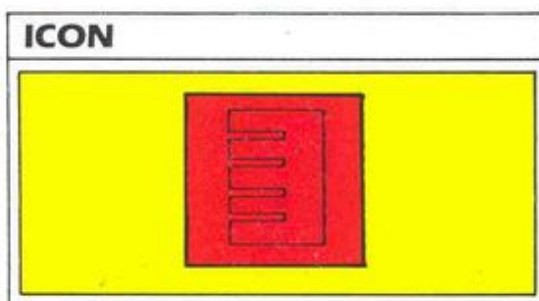




Squad Leader  
icon on Command view screen



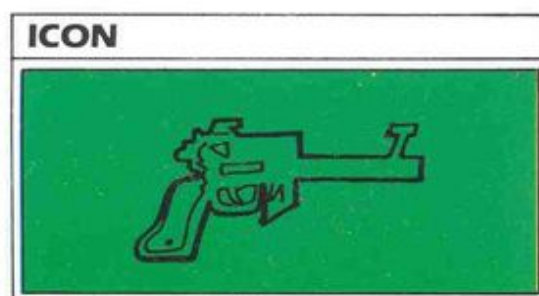
**Trooper:** Known as 'Eugs'. Both humanoid and robotic may be encountered.



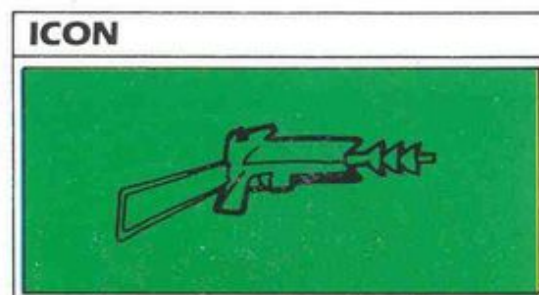
Trooper icon on Command  
view screen

**Mission briefing:** Beware the Phantom. Zoff's invisible pet alien roams the starship attacking characters at random.

### Objects briefing



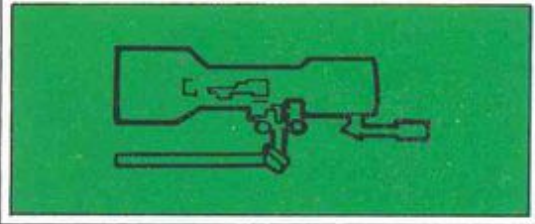
**Projectile pistol:** A light weapon suitable for battles occurring in the same location as a character.



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

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

▶ **ICON**



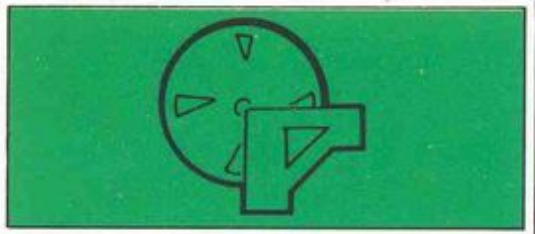
**Smoke bomb:** This weapon and the GRENADE are most effective when used in the same location as a character.

▶ **ICON**



**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.

▶ **ICON**



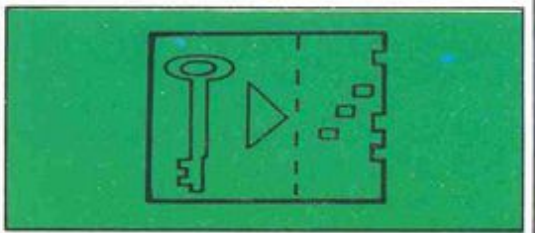
**Tool kit:** Enables Sevrina to open locked doors.

▶ **ICON**



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

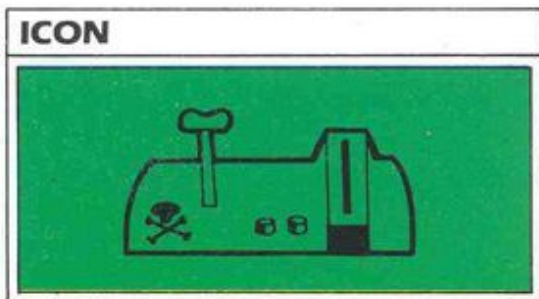
▶ **ICON**



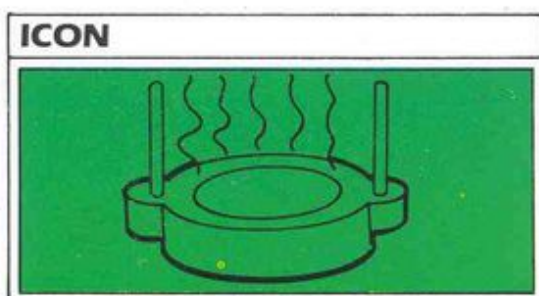
**Self destruct card:** Used to activate the Zoff V self-destruct unit.

▶ **ICON**





**Self destruct unit:** When activated the unit begins a 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.

## Final briefing

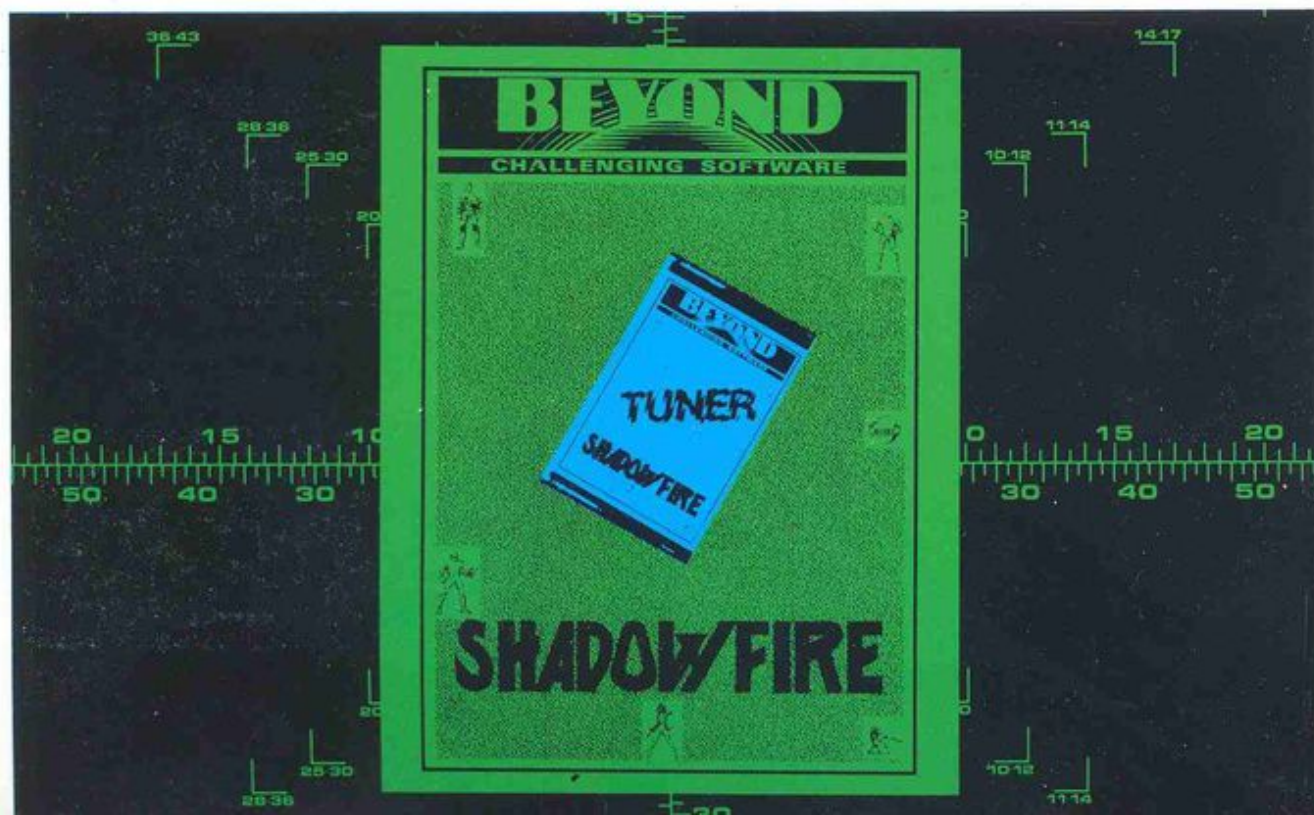
■ We, at Enigma Control, believe this mission is suicidal. However, in the name of the Emperor you are commanded to attempt the mission's objective. Should Kryxix be rescued further orders will be issued to you.

## 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.



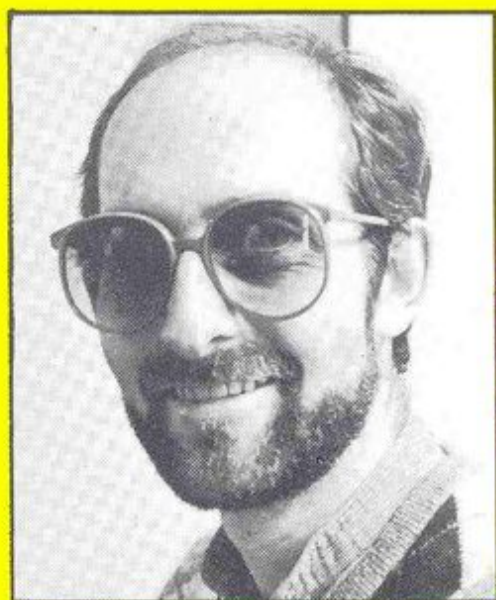
# POPULAR Computing WEEKLY

If you enjoyed pitting your wits against General Zoff in 'Shadowfire' and you'd like to carry on adventuring, you should be reading **Popular Computing Weekly**.

**Popular Computing Weekly** is the best selling weekly computing magazine with the latest news on software, hardware, games, adventures and programming for Spectrum, Commodore, Amstrad, QL, Atari and BBC micros.

Every week in **Popular Computing Weekly**, Tony Bridge (the Grand Elf and author of this book), supplies solutions, hints and help to benighted adventurers. There is also an Adventure Helpline, so if you're stuck in an adventure, one of **Popular Computing Weekly's** 56,000 readers should be able to help you.

We are offering 'Shadowfire' adventurers an annual subscription to **Popular Computing Weekly** at a reduced rate of £15.40 (£32.40 overseas), and you can subscribe by completing the form enclosed.



Tony Bridge



# BEYOND

CHALLENGE SOFTWARE



## THE FIRST ADVENTURE GAME (WITHOUT TEXT)!

COMPATIBLE WITH  
COMMODORE 64 OR SPECTRUM 48K

USES ICONS NOT TEXT  
TO ISSUE COMMANDS

REAL TIME, HIGH SPEED  
ADVENTURE

AMAZING GRAPHICS —  
AND MUSIC TOO!



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.

**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 (CBM 64 only) and gasp at the relentless pace.

PRODUCED FOR **BEYOND** BY DENTON DESIGNS