

BEYOND

CHALLENGING SOFTWARE

VENI-GIA FORCE



DENTON DESIGNS

INDEX

Introduction	3
Game Objective	3
Loading Instructions	3
Other Formats	3
Mission Briefing	4
Issuing Commands	4
Using The Keyboard	4
How To Use Icons	4
Step 1 – Select A Character	4
Step 2 – Movement	6
Step 3 – Using Objects	6
Step 4 – Battles	7
An Example...	9
Advanced Game Play	10
Game Pause And Game Status	10
Hints & Tips	11

GAME CONTENTS

Rules booklet, plus one cassette or disk.

CREDITS

Design: Denton Design with special thanks to Fred Gray (music).

GUARANTEE

If this tape or disk fails to load it will be replaced free of charge, if returned with details and proof of purchase. Send the cassette or disk **ONLY** to Beyond, 3rd Floor, Lector Court, 151 Farringdon Road, LONDON EC1R 3AD.

If the tape or disk shows any form of damage, whether physical or due to use of the faulty or dirty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory rights.

The unauthorised copying, hiring, lending, publishing in printed form or broadcasting of this cassette, disk or rules is prohibited.

©1985 Beyond. All rights reserved.

TELENOVELLA FOREVER

WHAT KIND OF GAME IS ENIGMAFORCE?

Enigmaforce is a new kind of action adventure from Denton Design. Its also the sequel to their amazing Shadowfire strategy game. When the game opens you will see an unusual split-screen display. The top half is an animated play area where all the action takes place. The bottom half is a scrolling command area. Once again your orders to the Enigma team are made with the aid of icons (picture symbols). But the layout has been designed for speed and ease of use — things move fast in this game!

INTRODUCTION

The action in this game takes place after the Shadowfire mission. General Zoff the republican dictator may have been captured, but he still had time to declare war on the empire. While five members of the Enigmatteam: Zark, Sevrina, Syylk, Maul and yourself escort Zoff to face the emperor's wrath, the war flares across the galaxy. As you cross the imperial border, Zoff concentrates his awesome psionic powers on the Enigmcraft's guidance system. Moments later the ship is bucking and burning through the atmosphere of a planet. You awake, head throbbing, to find the Enigmcraft wrecked and General Zoff missing...

GAME OBJECTIVE

Enigmaforce is a race against time to locate Zoff, discover the only other space worthy ship available and escape off planet. The section headed: **MISSION BRIEFING** gives you further vital clues to success in this mission. The emperor will not tolerate failure!

LOADING INSTRUCTIONS

Spectrum 48K/+ : Type **LOAD** "" then press **ENTER** on the keyboard. Next press **PLAY** on your cassette player. Control in this game is via the keyboard or any of the following joysticks: Kempston, Protek, Sinclair or Fuller.

Commodore 64/128 (cassette): Press **SHIFT** & **RUN** on the keyboard, then **PLAY** on your cassette player. (Disk): Type **LOAD "*"8,1** then press **RETURN**. Control in this game is via the keyboard or digital joystick. If you use a joystick make sure it is plugged into **PORT 2**.

OTHER FORMATS

Owners of other micros should consult the addendum sheet for their machine.



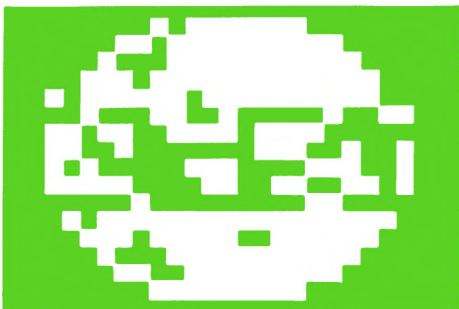
SYLLK

Second in command. Has a pathological hatred of General Zoff. High stamina and heavily armoured.



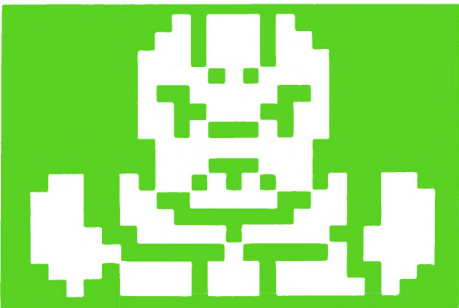
SEVRINA MARIS

Mistress of mayhem. Excellent markswoman and locksmith.



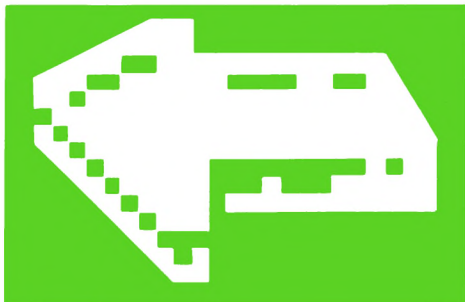
MAUL

Combot weapons droid. Slow moving but carries devastating armaments.



GENERAL MALTHADIUS ZOFF

(Who you will encounter during the game). Self-styled dictator of the Cosmos. The Empire will reward those who capture or eliminate this malfactor. He appears as a Purple icon on the CBM or a Magenta icon on the Spectrum.



STEP 2 — MOVEMENT

Move the cursor over the icon and **ENTER** the command. The chosen character will move off in the direction indicated. If he or she encounters a blank wall they will stop and await further orders. If they encounter an open door they will pass through and halt in the next location.

STEP 3 — USING OBJECTS

Move the cursor over any of these icons and press **ENTER**.



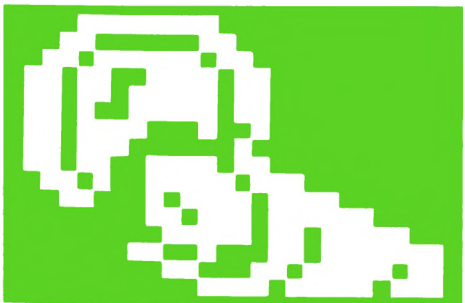
PICK UP

Select an icon from the objects-in-location area of the command screen and press **ENTER**. The character in play will pick up the target object which will re-appear in the objects-carried area.



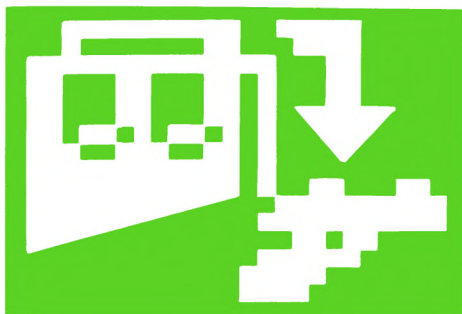
DROP

Select an icon from the objects-carried area of the command screen and press **ENTER**. The character in play will drop the object which will re-appear in the objects-in-location area.



ACTIVATE

Experiment with this command to activate tool kits, prime explosives etc.

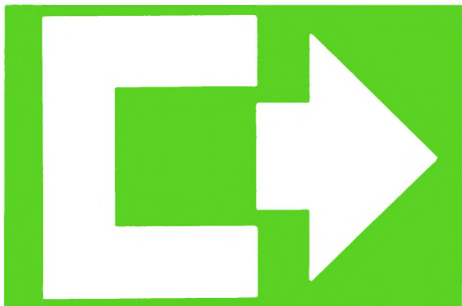


LOAD WEAPON

Use this command to re-load the character in play's weapon. Select a new magazine from the objects-carried area of the command screen and press **ENTER**.

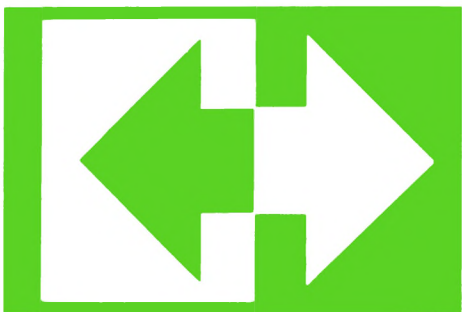
STEP 4 — BATTLES

In Enigmaforce characters will engage in combat at your command. They may be victorious and survive to occupy a location or they may be eliminated (keep an eye on their strength bar). If you choose not to select one of the icons below the team members will probably decide to retreat into the next (safetest) location.



HOUND TO THE DEATH!

Move the cursor over this icon and press **ENTER**. Next select a character from the Characters-in-location area of the command screen and press **ENTER**. The character in play will direct all his or her fire at the unfortunate target. They will also pursue the target if it retreats to another location.

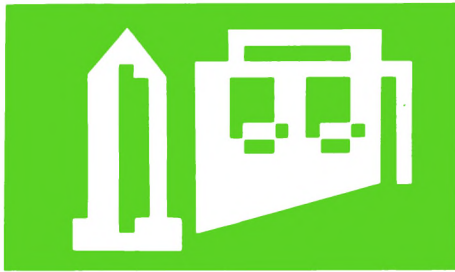


DEFEND & HOLD!

Move the cursor over this icon and press **ENTER**. The character in play will engage all the enemy characters in the location.



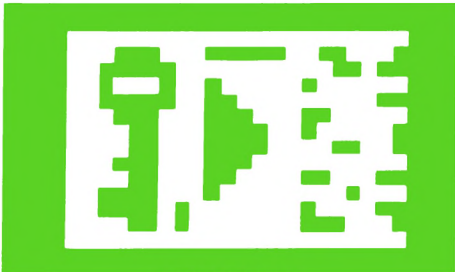
SOME OTHER ICONS AND THEIR USES



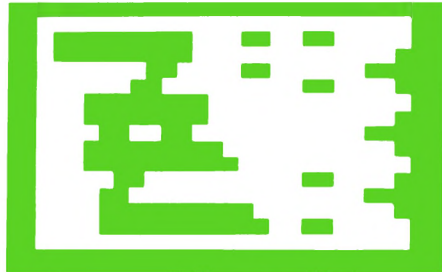
BALLISTIC MAGAZINE

There may well be other kinds of ammunition in the game. You'll have to experiment to find out the effectiveness of different kinds.

NOTE WELL: When you load a character's weapon the ammunition appears in the middle of the top row of command icons. Check the play aid which lists ammunition status colours.



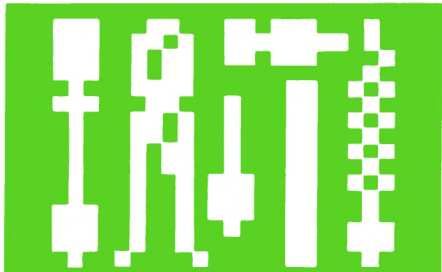
KEYCARD



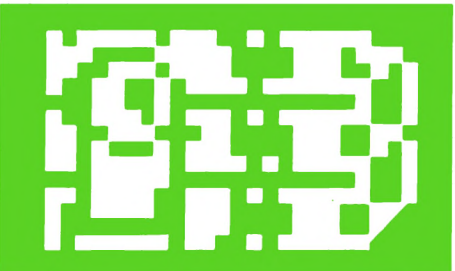
ZOFFCARD



THE FISH

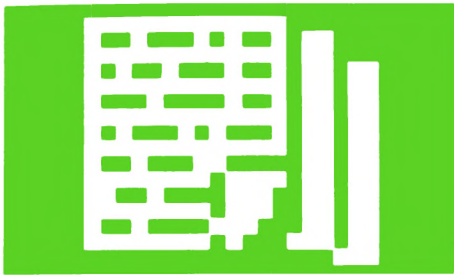


TOOL KIT



EXPLOSIVE

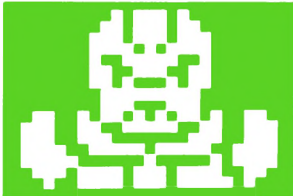
Use these icons in conjunction with the **ACTIVATE** command. We haven't explained what each does, so you will have to experiment. Hint: the Zoffcard is the general's escape ticket.



MORE

Not all the icons in a location can be displayed at once. Use More to access a wide selection.

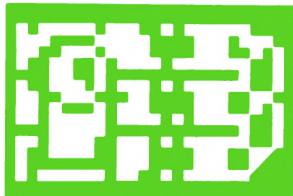
AN EXAMPLE FOR THOSE OF YOU BEMUSED BY ICON COMMANDS



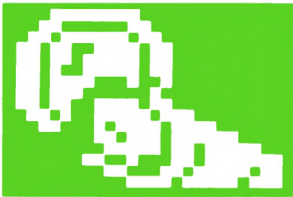
**SELECT CHARACTER
(SYYLK)/ENTER**



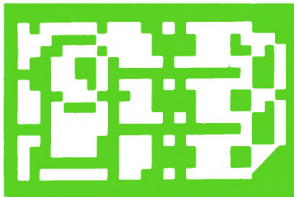
PICK UP/ENTER



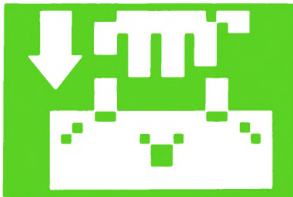
EXPLOSIVES/ENTER



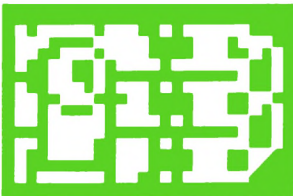
ACTIVATE/ENTER



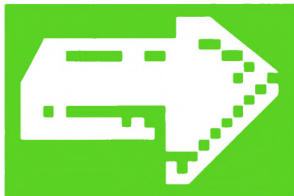
EXPLOSIVES/ENTER



DROP/ENTER



EXPLOSIVES/ENTER



MOVE/ENTER

This string of commands tell Syylk to pick up the explosives, activate them, drop them and withdraw to another location.





OOPS

Once you have become used to playing the game through icons you can move to advance play. You can string together five commands on the Spectrum and eight on the Commodore. Your stacked commands appear as a series of miniature icons next to the character's icon on the command screen. you can delete commands in the stack by use of the Oops icon. Experiment.

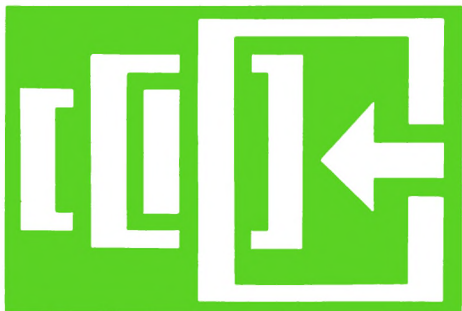


MINDPROBE

We've already hinted that characters have minds of their own and may disobey your commands. Use this icon to seize control of the character-in-play's mind. Select the icon and press **ENTER**. The character can then be moved directly via the joystick or keyboard. Fire their weapon using the joystick fire button or the appropriate keyboard key. Whilst a character is 'mind-probed' they can only move or fire.

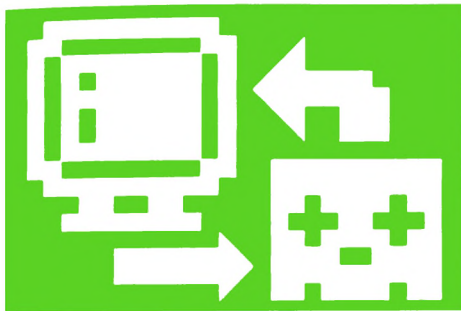
To return to normal game do the following — **JOYSTICK**: Press the fire button at the same time as you pull the joystick back towards yourself, diagonally to the left or right. **KEYBOARD**: You will need three fingers! Press the **FIRE** key, hold it down and press **DOWN** and **LEFT** or **DOWN** and **RIGHT** keys at the same time.

Age Group	Percentage
18-24	10%
25-34	15%
35-44	20%
45-54	25%
55-64	30%
65-74	35%
75-84	40%
85+	45%



GAME PAUSE

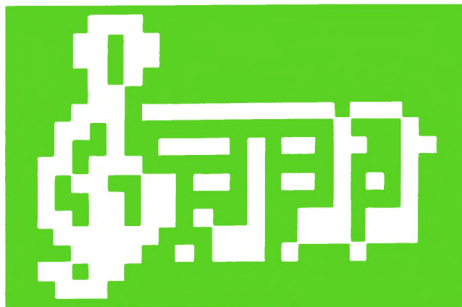
Use this Icon to quit the game in progress and begin again.



GAMES STATUS

Use this Icon to check Status. Use again to return to game in progress..

THIS PROGRAM FEATURES SOUNDS ON THE SPECTRUM!



The Enigmaforce theme tune plays from the moment the game loads to the time you begin play. For best results remove the cassette, disconnect the ear lead from the recorder, press PLAY and adjust volume and tone to taste.

ENIGMAFORCE OFFICIAL HINTS AND TIPS ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

We hope to publish hints and tips for this game in a future issue of our newsletter. If you wish to contribute we would welcome your own hints and trips (and find some kind of payment-in-kind if we publish them).



BEYOND

CHALLENGING SOFTWARE

THE ALL-ACTION SEQUEL TO SHADOWFIRE!

A GAME BY DENTON DESIGNS

AMAZING INTERACTIVE ANIMATION



CBM 64 SCREEN

BRILLIANT SOUND-TRACK (ON **SPECTRUM** TOO!)

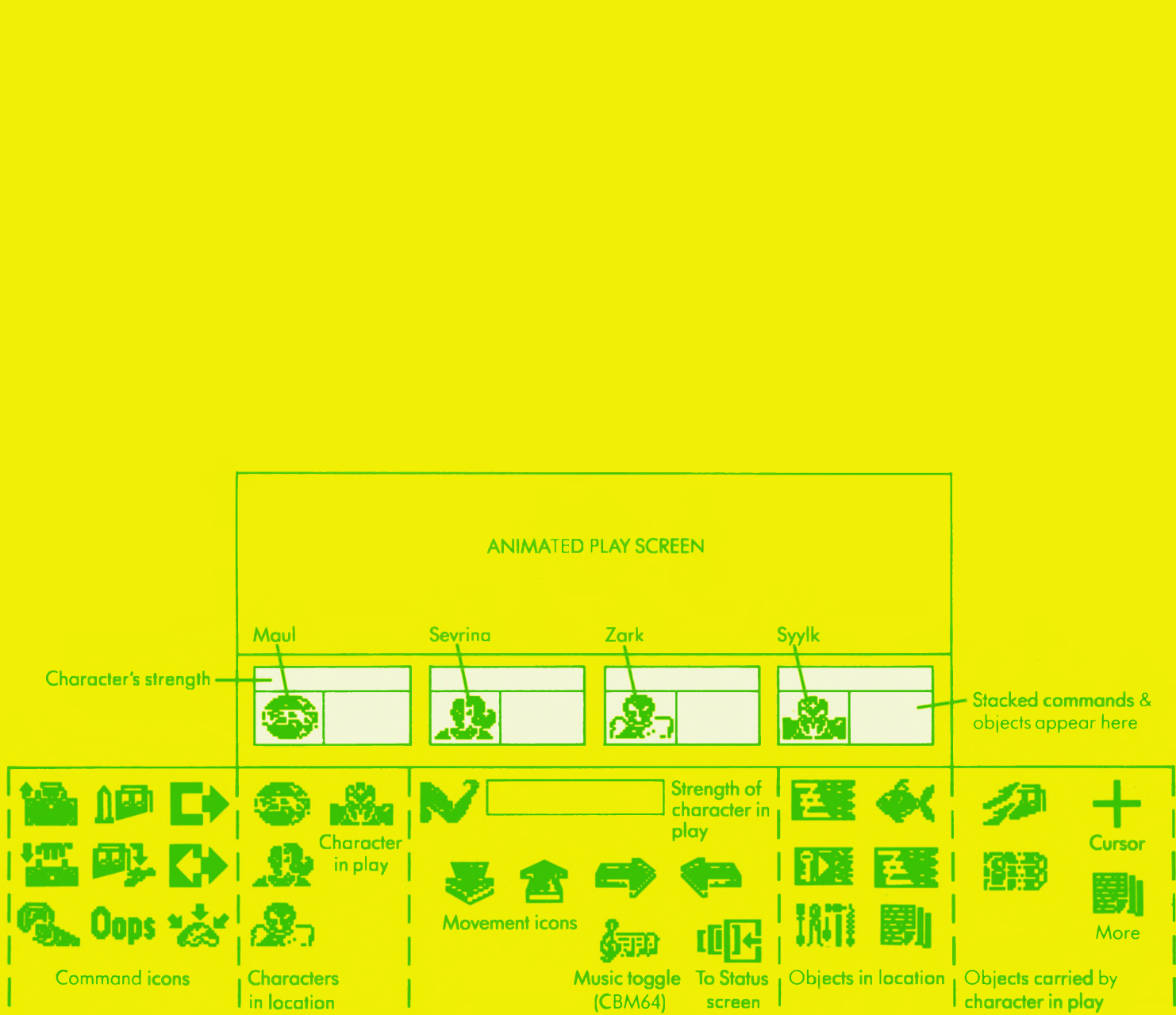


FOR 1 PLAYER USING JOYSTICK OR KEYBOARD
SHOOT-EM-UP OR STRATEGY – YOU CHOOSE

We've taken the icons out of Shadowfire; Developed some incredible animation techniques; And composed a powerful music score. The result? An adventure in which you can see, hear and experience the action.

The action opens with your ship crash-landed on an embattled planet. Mad, bad, General Zoff has escaped. And enemy destructor tugs are due off-planet anytime. Your position is hopeless. However, you have one thing in your favour: The Enigmaforce. Can you lead them through enemy lines to grab an escape ticket, for a most unlikely source? Find out when you play the game.





KEYBOARD FUNCTIONS

Commodore	Up	Down	Left	Right	Spectrum	Up	Down	Left	Right
Top Row	←	—	—	—	Top Row	Use any key to enter your commands			
2nd Row	All other keys	CTRL	—	—	2nd Row	All keys	—	—	—
3rd Row	Return	All other keys	Run/Stop	—	3rd Row	—	All keys	—	—
Bottom Row	—	CBM/Cursor	Alternate keys	Alternate keys	Bottom Row	—	—	Alternate keys	Alternate keys
Space Bar	—	—	—	Space Bar					
Use any top row key or function key F7 to enter commands.									
NB This diagram is based on the CBM 64 version of the game. Other formats may vary.					COLOUR = STATUS	Characters	Spectrum	Commodore	
					Ammunition Spectrum	Insectoid Commander	White	Orange	
					Blue Low	Insectoid troops	Purple	Purple	
					Green	General Zaff	Purple	Purple	
					Yellow	Reptiloid Leader	White	Light Blue	
					White Full	Reptiloid Officers	Yellow	Yellow	
		Reptiloid Troops	Green	Green					