

SHADOWFIRE

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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.

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!

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 unarmed 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:

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				

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
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.

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.

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

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

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.

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:

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

Design: Denton Designs Ltd., who are: Steven Cain, Dave Colclough, Karen Davies, Graham Everétt, John Gibson, Fred Gray, John Heap, Ally Noble and Colin Parrott.

Thanks are also due to Ian Weatherburn, Simon Butler and Chas Davies.

Conversion to Amstrad — Ian Rich.

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Characters:

Aurrican

- He may part the waters of the lake in Kirren to reveal an object you need.

Borak the Bowman

- Known by another name in Balinor. He won't follow you until you find his bow.

Hydral, Prince of Bagul

- He may cause something you need to appear.

Kerral, The Club Giant

- Will carry you across the lava lakes before Plavor's castle.

Larras the Witch

- An evil character, but she will swap something you need for something she needs.

Morkoth the healer

- Has something to help you speak to Kerral.

Manic Treeblower

- An evil character who has something you need.

Plavor

- Leader of the Balords.

Polad Woodformer

- Needed to fashion the Staff of Sakal.

Samus

- A winged horse - will take you to something you need.

Sorderon

- Slay him with the words on the scroll of Dorian.

Tannor the Lame

- Will lead you across the Forbidden Marshes in exchange for something useful.

Tumbar the Dragon

- Will help you reach Kerral.

Xirith

- He will melt an icelake in the Domain of frost to reveal something.

Objects:

Magic objects are important in the game and are vital in achieving certain of the nine tasks.

Amulet of Protection

- Makes the wearer invisible to the Krillan.

Bow of Borak

- Not hidden on dry land.

Crystal of Dawn

- Part of the Staff of Sakal.

Eye of Togar

- Reveals the secret of the runes carved above a cave in Triton.

Grimoire

- The witch's spellbook.

Hades Mirror

- Transports the bearer into the labyrinth beneath Sorderon's castle.

Horse-shoe of Zephyr

- Heals Tannor's bane.

Orb of Caradach

- Reveals the means to overthrow Sorderon.

Prism of Nolidor

- Allows passage through marshes.

Staff of Sakal

- With the crystal of Dawn Plavor can be fashioned into a magic weapon.

Scroll of Dorian

- Lies within Baramund. Bears the spell which seals Sorderon's doom.

Sorderon's Hex Stone

- When carried to the ring of Misery reveals the runes by which you may return to your own time.

Trident of Time

- When cast into the pool beneath Sorderon's Castle causes Baramund to re-appear. Lies hidden from the sun.



Introduction

This is the tale of the Dark Years of Elindor, the Wizard, Sorderon, who came to rule the lands by treachery and murder.

In the beginning, Sorderon was sent by Caradach to overthrow good king Ba, while Manic Treeblower raised rebellion in the North. Sorderon, however, was ambitious. He slew Ba and, in turn, his co-conspirator, Caradach, to rule all the lands of Elindor. No-one dared rise against him.

From Ba, Sorderon stole the Scroll of Dorian, which contained the gift of eternal life. Having read the secrets of the scroll, Sorderon lodged it in the city, which he in turn hid by magic.

Legend has it that Elindor can be freed by the Un-named one.....

Game Objective:

The objective is to slay Sorderon. To achieve this you have to cast the spell on the scroll of Dorian. However, you must complete the nine tasks of the un-named one.

Adventure Briefing:

You are the hero of this game. Your first task is to follow the guide northwards. Stay close and listen to his words. Key features of the game are:

When you move to a new location the computer will list in the text window its contents. Your strength is represented by the apple symbol. When this symbol is white your strength is high, when it is blue your strength is low. You recover by eating but have to find the food. You will need to fight. Let's hope you discover some weapons as you roam. Krillan Zombie warriors will be your most common opponents.

Friends will help you complete your task. They also prove willing servants. You will be able to command them to perform tasks, e.g. Type: Say to Ferris "Go North" Enter. You must then travel to that area and search for your friend. Note the locations you travel through. You will need gold on your quest so do look for it. The nine tasks of the un-named one are the framework of the adventure. Ultimately, they will lead you to your objective.

Generally, the nine tasks of the un-named one involve locating the whereabouts of magical artifacts.

The game is played in its own "realtime". Daytime is donated by the "sun" moving slowly across the sky. At night the moon replaces the sun.

At any time during play you can press the SCORE key. This will give you a percentage indication of how far you have progressed to your final goal.

Loading Instructions:

Type LOAD"" then press ENTER on the keyboard.

Using the Keyboard:

In this game you use the keyboard - to type special commands when you encounter a character or place, or to issue a number of useful, single key commands.

Direction keys allow you to look around. Press MOVE to enter the landscape you have selected. To access Cursor keys and Delete keys use CAPS SHIFT.

All Following Keys are used in conjunction with Symbol Shift:

- Q** Moves you to one location.
- W** Pauses the game. Press ENTER to continue.
- E** Allows you to identify character(s) in your location. When green cursor appears move over selected character then press ENTER
- R** Inventory
- T** Score
- Y** Count. (How many gold coins you carry).
- U** Day. How many days have passed.
- S** Save. Procedure explained later.
- F** Load. Enables you to load a saved game back into the computer.
- M** Scroll.

Issuing Commands:

To talk to characters type your command or question. Words appear in the blue editor. Mistakes appear in the red editor. Then press ENTER to execute the command. The response appears in the yellow scroll window. To correct errors see Editor.

The Editor:

The Editor enables you to store up to three sentences. So, during play you will be able to access or amend earlier commands.

Cursor Up, Down, Left and Right. Delete left and right.

These keys enable you to select stored sentences and words. You can then delete letters to the left or right of the cursor. New letters may then be typed. Press ENTER to issue new command.

The Editor allows you to abbreviate words. Also to shorten sentences. E.g. when addressing a character, after the initial command and response from the computer, you may continue the conversation in Editor and abbreviate sentences.

The Nine Tasks of the Un-Named One:

An outline of the tasks to help you are:

- 1 The Guide:** Follow and heed the guide you meet on awakening in Elindor.
- 2 Mark of Loyalty:** Bear greetings to the head man. Perform the task he sets you.
- 3 Gathering the Free Lords of Elindor:** Summon the help of Balord Aravor Shapechanger with Lonar's help. **Nolindor's Prism.** Seek one swift shoe from Supral the Farrier to ease Tannor's Bane. Then cross the forbidden marshes and seek Nolindor's home. **Kerral the Clubgiant:** Seek first Hydral, in whose keeping is a treasure desired by Morkoth. Bear this to Morkoth and find with him the means to summon Kerral from his slumber. In Guarral seek the green wyrn, the key to where Kerral lies. **Borak the Bowman:** Borak skulks by another name. Until he and Kerral are re-united with their treasure, neither will aid you. Seek the men of Balindor and listen to their words, one will be correct. Journey to a lake in Kirran and talk with Aurrican. He will reveal that which will reveal Borak. Take Borak and Bow north to Kerral. One of these two will lead you to Plavor.
- 4 Staff of Power:** The Staff of Power is lost and must be made again. It alone may command the gate of death to open against Sorderon's will. **The Log of Sakal:** Seek out Samus and pay him well. He will lead you to where you will find the woodcutter's tool. Return this to the land of its naming. Heed the inscription and gather the log of Sakal. **Crystal of Dawn:** Xirith, Lord of Fire lurks by a lake in the Domain of Frost. Armed, look for the caves of Rissan and seize the treasure.
- 5 How Sorderon may be overthrown:** In the orb of Caradach, the seeing stone, is the knowledge to end Sorderon's reign. Look for Tracker, who keeps the stone. Beyond the cave in Misery lies a beetle with which you can bargain. Next look for Manic Treeblower. Return

what he gives you to its owner. She will give you the first part of Sorderon's bane. From Harakir take the corn and cast it into the lakes of fire. You will then know where to seek the second tool. Follow the light North east to beneath Besmir's follow.

6 Assault on Sorderon's Lair: Lead Plavor, Karavor and Aravor, their allies and weapons of power against Sorderon. The Staff of Sakal opens the gate of death but Garick is the key.

The Hell Mirror is the portal to your task. While freeman fight above seek the south way and cast the trident into the stunted bush. Thus Baramund will re-appear.

7 The Scroll of Immortality: The scroll of Dorian spells the end of Sorderon. Journey to Baramund in Elinold. Seize the scroll and read its runes. Chase Sorderon north to the gap of hope.

8 Plavor's Desire: Tolgar's eye lies within the inscription on the urn. When you hold the eye seek out the caves in Triton and see what is written there.

9 The Ring of Life: In return for the eternal flame Tigorath will find the Harp of Solace. Seek Farris. Bid her play the harp within a ring. The ring of life will appear. Wear it and be protected against Nimorkil.

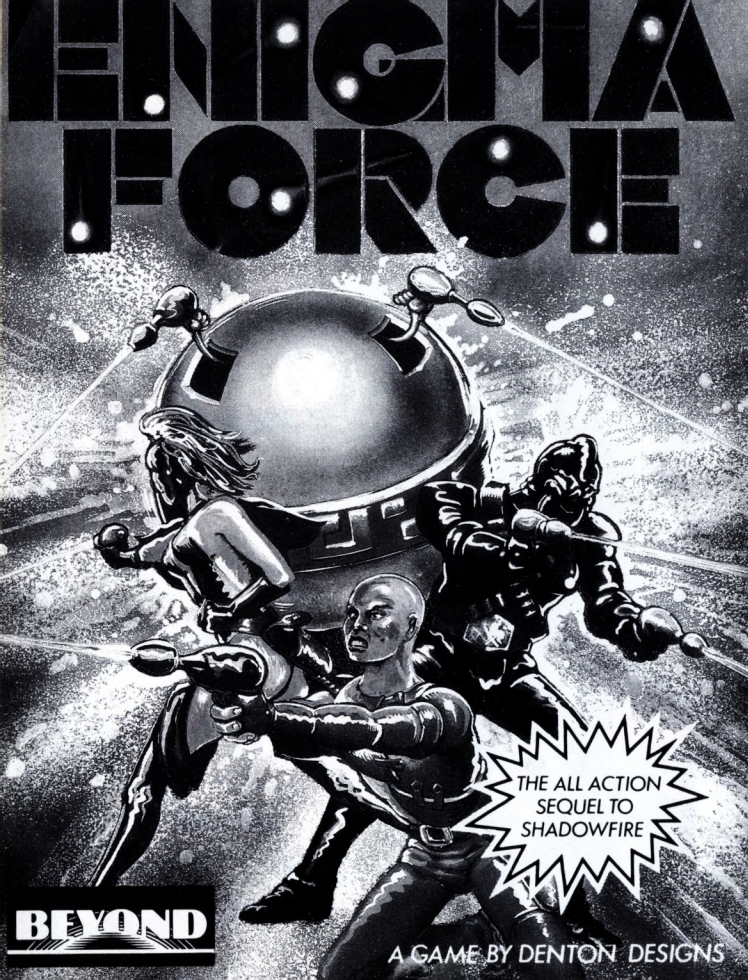
The Save Facility:

To save a game in progress:

Press the SAVE key. Insert a blank tape into your cassette player. Press RECORD. Press ENTER on the computer. Your game will then be saved. Rewind the tape, then press PLAY on the cassette. The computer will now verify that it has saved the game. To abort this process and return to play, press the BREAK key on the computer. If the game is not saved VERIFY ERROR will appear and return you to the game.

To load in a saved game:

Press LOAD on the computer. Then press PLAY on the cassette. If you die, the program will wait for you to press PLAY a previously saved game.



ENIGMA FORCE

WHAT KIND OF GAME IS ENIGMAFORCE?

Enigmaforce is a new kind of action adventure from Denton Design. It's 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 Enigmatem 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 Enigmatem: 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 Enigmacraft's guidance system. Moments later the ship is bucking and burning through the atmosphere of a planet. You awake, head throbbing, to find the Enigmacraft 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.

MISSION BRIEFING

The Enigmacraft's battle computer issues one last communique before it fails: ".....Planet identified as team-member Syylk's homeworld. Our location is an underground complex beneath the capital city. Syylk's people, the insectoids, are locked in battle with reptiloid storm troopers loyal to Zoff. Communication scan reveals republican destructor tugs are due off planet at indeterminate time. Their arrival will signal this planet's elimination. My recommended course of action:

1. Locate insectoid leader and convert to ally.
2. Only space worthy craft located in reptiloid area. Find it.
3. General Zoff heading for this spacecraft. Apprehend in the name of the Emperor.
4. Insectoid alarm system will signal approach of destructor tugs and your elimination.

ISSUING COMMANDS IN ENIGMAFORCE

In this game you are the Enigmatem leader. You issue commands to the four other team members by moving a cursor (cross-hair) over a series of icons (picture symbols). Your commands are executed by pressing the joystick fire button or an appropriate key on the keyboard. The chosen

Enigmatem member will then perform the command on the animated play screen.

USING THE KEYBOARD TO CONTROL THE GAME?

You will find tables of keyboard functions on the final page

HOW TO USE ICONS TO ISSUE COMMANDS

The majority of the icons (picture symbols) used in this game are explained below. They are easy to use if you follow these simple instructions.

STEP 1 – SELECT A CHARACTER

Move the cursor over the character of your choice and ENTER your command by pressing the joystick fire button, Function Key F7 (CBM) or any top row key (Spectrum). On the Commodore the background to the chosen character turns blue. On the Spectrum the whole of the animated play area turns the same colour as the selected character.



ZARK MONTOR

Team Leader. Battle injuries have left him with many plastoid organs and a cybernetic arm. Tough & resourceful.



SYULK

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



SEVRINA MARIS

Mistress of mayhem. Excellent markswoman and locksmith.



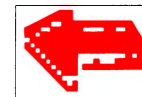
MAUL

Combat 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.

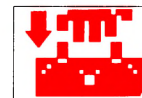
STEP 3 – USING OBJECTS

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.

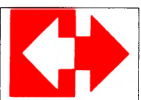
STEP 4 – BATTLES

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 (safest) 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.

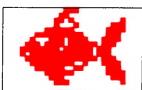
Ammunition Spectrum – Blue Low – Green – Yellow – White Full



KEYCARD



ZOFFCARD



THE FISH



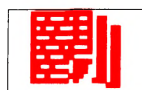
TOOL KIT



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.

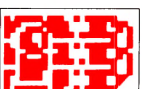
AN EXAMPLE FOR THOSE OF YOU BEMUSED BY ICON COMMANDS



SELECT CHARACTER (SYLLK)/ENTER



PICK UP/ENTER



EXPLOSIVES/ENTER



ACTIVATE/ENTER



EXPLOSIVES/ENTER



DROP/ENTER



EXPLOSIVES/ENTER



MOVE/ENTER

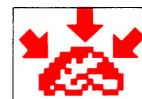
This string of commands tell Syylk to pick up the explosives, activate them, drop them and withdraw to another location.

ADVANCED GAME PLAY



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.

GAME PAUSE AND GAMES STATUS



GAME PAUSE

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



GAME 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.

CREDITS

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

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DOOMDARK'S REVENGE

Foreword

It is many moons now since the Lords of Midnight first appeared out of the soft, wearing gloom. Those of you who took up their challenge and rode with them to battle against the cruel Witchking will need no reminding of that epic struggle. But now a new epic tale unfolds, the story of Doomdark's Revenge.

The Lords of Midnight was the first game to use "landscaping", which allows the player to view the world through the eyes of the characters and commanders he controls, to move through it as if he truly were riding across its broad plains, through its deep and silent forests, between its towering mountains. Doomdark's Revenge uses the same technique but paints on an even broader canvas that yields no less than six thousand map locations and forty-eight thousand panoramic views.

The game itself involves both quest and warfare, bold exploration and careful strategy. You can play on your own or with friends; there are enough different characters at your command for all the family to join in your struggle against Shareth Heartstealer, Empress of the Frozen Empire!

I wish you luck on your quest and hope you enjoy the game as much as I enjoyed writing it!

Mike Singleton.

DOOMDARK'S REVENGE



GUIDE TO PLAY

Loading Instructions

Spectrum	: Type LOAD "" and press ENTER.
CBM 64	: Cassette users press SHIFT and RUN/STOP. Disk users type LOAD**,8,1 and press RETURN.
Amstrad	: Cassette users press CTRL and small ENTER. Disk users type RUN*DISC and press ENTER.

Starting off

When loading is complete, the title screen will vanish and instead you will find yourself looking through the eyes of Luxor the Moonprince upon the chill land of Icemark. From now on, single key presses will control your actions, something you will find useful as you gather diverse Lords of the Icemark to your banner and come to make decisions for them all.

Entering your commands

All commands are entered with single key presses. The actual keys used varies according to the computer on which you are playing the game. Spectrum users have a keyboard overlay which shows all the keys used, but for other computer users the keys used are shown in the table below.

	CBM 64	Spectrum	Amstrad
Look	< -	W	Esc
Directions, eg N, NE	1-8	1-8	1-8
Dawn	9	F	9
Night	0	D	0
Check Place	+	R	Q
Check Battle	-	T	W
Check Army	£	Y	E
Check Person	Home	U	R
Select	Del	M	[
Choose	Restore	E]
More	Return	A	Return
Move	Space	Q	Space
Yes (also More)	Y	G	Y
No (also No More)	N	H	N
Save to tape	S	S	S
Load from tape	L	J	L
Save to disk	Shift S	—	Shift S
Load from disk	Shift L	—	Shift L
Luxor	F1	C	Z
Morkin	F3	V	X
Tarithel	F5	B	C
Rorthron	F7	N	V
Restart Game	Stop/ Restore	—	Ctrl/Enter
Copy	—	Z	—

Saving a game in progress

The data for Doomdark's Revenge can be saved and verified at any stage of the game. To save a game in progress, you must first press the SAVE key. It should only be pressed at a time when the computer is waiting for you to press an option key: at any other time it will have no effect.

When you select SAVE, you must follow the on-screen instructions. If a verify option appears then your computer is ready to check the data just written to tape. If this is the case, rewind the tape and press PLAY and press any key to begin the verification if your computer requires it.

Disk users can only have one saved game per disk. To save to disk, insert a blank formatted disk ready to receive the game data. Tape users should use separate cassette tapes per saved game.

Loading a saved game

First, of course, you must load the Doomdark's Revenge program. Then, at any stage during the game, you can load the data for an old game by pressing the key marked LOAD. Don't try this unless you already have some saved data to load!

If loading is successful, you will be returned immediately to the game but you will find yourself in the situation stored on your data tape. If loading is unsuccessful, you must choose between trying to load again or continuing with the current game.

Abandoning a game

The Spectrum version of Doomdark's Revenge contains so much data that there is no room in RAM to hold a copy of the start-up conditions. Therefore, you can't simply start a fresh game at the press of a button. Instead, you must either load the entire load the entire program back or load the data from a game you have already saved.

Loading the entire Doomdark's Revenge back in takes some time but loading saved data is much quicker. Therefore we recommend that you make a copy of the early stages of Doomdark's Revenge by pressing SAVE either at the very start of a game or during your first few moves. At this time it is expected that the other computer formats will hold the start-up information in RAM. If this turns out not to be the case, then follow the above guide for Spectrum users when abandoning a game.

Keeping track – Spectrum only

Because Doomdark's Revenge presents such a vast canvas for you to make your mark upon, we have provided a facility whereby you can keep a printed record of each game as it progresses. Of course, you will need a printer compatible with the Spectrum and you will doubtless need a lot of paper. Pressing the COPY key at any stage of the game will print-out the screen you are looking at.

You and the computer

You, the player, take the role of Luxor, the Moonprince of Midnight. By virtue of the Moonring, which lends you the Power of Vision and the Power of Command, you can control those characters in the land of Icemark who are friendly to your cause, looking through their eyes at the surrounding landscape and guiding them in their many tasks. Some will be just individuals, some will be commanders at the head of whole armies; when you move a commander, his army moves with him.

The computer plays the part of Shareth the Heartstealer, Empress of the Frozen Empire and controls the characters and armies under her sway. It also guides the fortunes of the many independent characters you will find in the land of Icemark, making impartial decisions on their behalf. Independent characters may be persuaded to join your cause, but equally may be persuaded by Shareth to fall in with her.

Victory for the Heartstealer

Shareth the Heartstealer has one single goal, the destruction of Luxor the Moonprince, he who slew her Father, Doomdark, Witchking of Midnight and who, in her eyes, usurped her rightful inheritance. Her cold powers are, even now, greater than Doomdark's ever were and if Shareth can bring about the death of the Moonprince, Midnight will inevitably fall under her sway eventually. Shareth, therefore, wins the game outright if Luxor is slain.

Victory for you, the Moonprince

Many choices face Luxor, the Moonprince. Should he simply rescue Morkin and retreat to the Gate of Varenorn and thence to Midnight? Should he seek to limit Shareth's power before returning through the Frozen Gates? Or should he seek ultimate victory and, risking all, attempt to destroy her forever?

Accordingly, Doomdark's Revenge allows for different kinds of victory, some lesser, some greater, but **before** any of these victories can be claimed, Luxor **must** return safely to the **Gate of Varenorn**. The most basic victory that can be achieved is the rescue of Morkin, Luxor's son. He must be brought alive and well.

Greater victories can be won by bringing other characters safe to the Gate of Varenorn. Tarithel's safe return is important and so is Rorthron's. The spoils of war play their part too. Bring to Varenorn any of the Crowns of Icemark and your victory will be the greater. It will be the greater still if you discover and return with any of the arcane objects upon which Shareth's power depends. Knowledge of these must be found during your struggles.

If, by any chance Morkin should be slain, only one victory remains to Luxor – Shareth's complete destruction. How this can be achieved, you must discover during your travels through the icemark but be warned, it is no easy task. If Morkin dies, Luxor, racked with grief, will diminish in power.

The greatest victory of all is the destruction of Shareth and the safe return of Luxor, Morkin, Tarithel and Rorthron to Varenorn. Upon this event,

glowing letters will flame on the surface of the Moonring, revealing to Luxor the ancient Watchwords of Midnight that when spoken will awaken all the land to whatever peril gathers. With these words at his command, the Moonprince will be sure to protect Midnight for as long as he lives.

Victory is acknowledged when you press the NIGHT key. You will then be told of the greatness of your triumph. Defeat, however, will immediately follow upon Luxor's death. After victory or defeat, only the LOAD key will continue to function.

Selecting a character

At the beginning of the game you have three characters under your control. These are LUXOR the Moonprince, RORTHRON the Wise and TARITHEL the Fey. You can select any of these by pressing the key marked with their name. Morkin also has his own selection key but this will not work until you have released him from Shareth's spell of enchantment. When selected, the display will switch immediately to that character's point of view.

To select other characters (which you must rally to your banner during the course of the game) you must press the SELECT key. When you do this, a list of all the characters you control will appear, together with a list of the keys that will select them. Press one of these selection keys and the display will switch immediately to that character's point of view.

If you control more characters than can be listed on the screen, the message "More..." will appear at the bottom of the display. Press the key marked MORE to view the rest of the list.

Controlling a character

Doomdark's Revenge is not an ordinary adventure game and controlling the characters does not require you to guess at the right phrase of command. Instead, you have four basic options, each available at the press of a single key:

1) Look

On screen will appear a landscape corresponding to the view that the character sees in the direction he is looking at the time. During the LOOK option, you can turn the character to look in another direction by pressing one of the compass keys: NORTH, NORTH-EAST, EAST, SOUTH-EAST, SOUTH, SOUTH-WEST, WEST and NORTH-WEST.

2) Move

When this key is pressed, the character will move forward in the direction he was last looking. When he reaches his new location, he will continue looking in that direction and a new panorama will appear. Characters cannot move during night nor can they move into the Icy Wastes that surround the Icemark. Other factors may also restrict movement – exhaustion, cowardice and so on.

3) Choose

The CHOOSE screen presents you with a list of special options and the keys you must press to obtain each. What special options are open will depend upon the situation the character finds himself or herself in but they also reflect the particular personality of the character. So, the choices open to a greedy character will seldom include acts of generosity, nor the choices open to a cowardly character include brave deeds.

4) Check

There are four CHECK keys. They enable you to access detailed information concerning the character you control and the situation he or she is in.

- CHECK PLACE:** Gives you general information about the time of day, the place and what your character may or may not have found there.
- CHECK BATTLE:** Gives you details of any battle or skirmish your character has been involved in.
- CHECK ARMY:** Gives you details of your own army, any other army in the same location and any army in the location immediately ahead of your character.
- CHECK PERSON:** Gives a run-down on the personality of the character you are controlling. Beware – some personalities may change as the game progresses!

You can press LOOK, MOVE, CHOOSE and CHECK keys at any stage during any of the four basic options and the new screen will appear at once.

More...

Sometimes there may be no room on a screen to print all the relevant information. Whenever this happens, the message "More..." will appear at the bottom of the display. Pressing the key marked MORE will access the remaining text.

Night and Dawn

The game begins on the day that the Moonprince rides forth from the Gate of Varenorn into the Icemark and proceeds by day and by night. During the day you can move any or all of the characters you control, together with any armies that accompany them. The distance a character can move in one day depends on the difficulty of the terrain and whether he is riding or walking as well as his general vigour. You must learn by experience how far you can travel under given circumstances. However, there is one important thing to remember: when you travel directly north, south, east or west you are moving just one league at a time; moving in any other direction, you are travelling along the diagonal of a square, a distance of approximately 1.4 leagues. This will therefore take you longer and leave less hours of daylight for your journey.

Each character has his own, individual "clock" and when he has exhausted his hours of daylight, night will fall for him. He will be unable to make any further movement until the following day. Other characters under your control, however, will still be able to move.

Once you have moved all the characters you wish to, you must press the NIGHT key. This lets night fall everywhere and signals the beginning of movement for the forces of the Heartstealer. Independent characters will also move at this time. There will be a pause as the computer "thinks" and rumours of battle and other events may appear on the screen. Soon, however, the night will be over and the message, "Dawn breaks" will appear on the screen.

To begin the new day you must press the DAWN key and then you will be able to control your characters afresh. **IF YOU DO NOT PRESS THE NIGHT KEY OR THE DAWN KEY AT THE APPROPRIATE TIME, NOTHING FURTHER WILL HAPPEN AT ALL!**

THE WARRING FACTIONS

BATTLE

Minor skirmishes involving individual characters can take place at any stage during the day and will have an immediate result. Battles between armies, however, are not decided until the day is over.

You are NOT able to move an army into the same location as an unfriendly army by using the MOVE key. Such a decision is always a special option that you must select using the CHOOSE option. Some of the commanders you control may be so afraid that the possibility does not occur in their list of options.

Two options can move an army onto unfriendly ground, **ATTACK** and **APPROACH**. **ATTACK** should be used if you want to fight a battle regardless of the other commander's intentions. **APPROACH** is like going forward under a flag of truce; you may be able to parley with the other commander and perhaps persuade him to join your cause. On the other hand, he may well ignore your flag of truce and fall upon you. The **APPROACH** option should be used with some caution, for if battle does follow, you will be at a disadvantage compared to **ATTACK**.

Once battle has been joined, the character will not be able to move until the following day. You can, however, move other characters into the same battle if you wish. At the morrow's dawn, the outcome of the battle will be known to your commanders. If the enemy has lost, his armies will have been destroyed or have fled, leaving the battlefield in your possession. If the enemy has won a decisive victory, you will find your characters (if they still live) scattered and bereft of troops. If, however, the battle continues, you can move your commanders away that dawn or leave them there to fight on through the next night.

Many things influence the outcome of a battle but you must learn by hard-won experience which are crucial.

THE KINGDOMS OF ICEMARK

The land of Icemark is ruled by five major races and the map that Luxor carries with him, though lamentably lacking in detail, shows their Kingdoms. To the North-east, the Men of the Frozen Empire are governed by Shareth the Heartstealer. To the North-west lies the Kingdom of the Giants, to the East the Kingdom of the Dwarves whilst to the South are the Outlands of the Barbarians and the Realm of the Fey. All these are intermittently at war with each other, involved in petty feuds and border raids but of them all the Frozen Empire is the strongest and the most feared. To defeat Shareth, Luxor must find allies in these foreign domains. The Lords Of Fey should be counted most friendly, the Lords of the Iceguard least so, but a cunning Moonprince will exploit their differences to his own purpose. There is only one in the whole of the Icemark who will never rally to his banner – Shareth Heartstealer, his mortal enemy.



The Landscape

During your travels through the Icemark, you will see many different scenes. This is a traveller's guide to some of the things you will see.



MOUNTAIN

Moving across a mountain range will take many hours of travel and leave you exhausted at the end of your journey.



CITY

A strongly fortified township which may harbour enemy forces or offer shelter to a friendly army. Storming a city will be a hard task.



FOREST

Movement through a forest will not be swift, save for the Fey whose homes lie there.



TOWER

The Watchtowers of the Icemark may hold dark secrets, approach with care! lie there.



PIT

Through the dark mouth of the abyss, you may find access to subterranean passages, but foul creatures may issue forth from the bowels of the earth.



HALL

A war chief's hall can offer warmth and shelter to the lonely traveller, if its people prove friendly



ARMY

A friendly army offers no hindrance to the traveller but an attempt to go through the midst of an enemy army offers the gravest of peril. As you look around during your travels, large figures may appear in the

foreground of each panorama you see. These are the warriors, characters and creatures that lie immediately ahead of you. You do not, however, see all that lies ahead. If, perchance, you find yourself in an underground tunnel, tall pillars crowned with fire mark the way forward. If there is no way ahead, you will see naught but darkness. Tunnels only lead north, south, east or west.



HUT

Brief respite can be found here from the cold mists and winds of the Icemark.



HILLS

Hills slow a traveller, but not severely. Unseen dangers may lie beyond



FORTRESS

The stronghold of minor Lords of the Icemark, a fortress will offer some protection.



PALACE

Though not designed to withstand armed assault, a palace is still a centre of power.



TEMPLE

A temple is apt to harbour dark and mysterious forces. Some give access to benighted ways beneath the earth.



GATE

Set at the entrances of subterranean roads, the Gates of the Icemark stand at the threshold of the dark world below



STONES

Stones mark the route of ancient, forgotten roads beneath the icy carpet that covers the land. Strange powers of oft gather about them.



FOUNTAIN

Little in the bleak landscape of the Icemark offers succour to the traveller but from a sparkling fountain, he may drink his fill and be refreshed



ICY WASTES

The barrier ice of the Northern glaciers allows no traveller to pass through. The icy Wastes are impenetrable to all.



MIST

Cold mists block the landscape from view as they roll across the Icemark. All save Shareth's Iceguard find their courage and strength sapped if caught in their grip

DOOMSDARK'S REVENGE



Written by Mike Singleton.

