

HOT SHOTS from THE FORCE consists of five separate games. One tape contains Fighting Warrior from Melbourne House on one side, and Mindshadow from Activision on the other. The second tape features Gyron from Firebird on one side and both Shadowfire and the Shadowfire Tuner from Beyond on the other.

LOADING

- Place the cassette of your choice in your cassette player, making sure that it is rewound to the start and that the EAR socket of your Spectrum, Spectrum + or Spectrum 128K is connected to that of the tape player, as detailed in the Spectrum manual.
- To load each game enter the command LOAD "" then press the ENTER key.
- Start the tape player. The game will now load automatically.
- In case of difficulty, alter the volume level and consult your Spectrum manual.

MINDSHADOW

You find yourself lost in the middle of nowhere. In the middle of a mystery. Who are you? Where will you go? What will you do? London. Luxembourg. You struggle for answers, your identity, and for the faceless betrayer who left you to perish. This brilliantly wrought mystery echoes with intricate challenges and unexpected reversals. Hours of true enjoyment for both the novice and the advanced adventurer.

GETTING STARTED

When loading the Mindshadow tape in the usual way, the tutorial section of the game will load automatically. If you do not want the tutorial to load, and want to play the main game, then type the following: LOAD "MIND1" followed by 'ENTER'. If you want to play the second part of Mindshadow, type the following: LOAD "MIND2" followed by 'ENTER'. Note that you will only be allowed to play 'MIND2' if you have previously completed 'MIND1' and saved that position onto cassette. You cannot complete 'MIND2' without having this saved game ready.

PLAYING THE GAME

If you load the TUTORIAL section, you will be taught the basics of how to play a graphic adventure.

Now and then, in the thick of Mindshadow, you may feel baffled. To assist you in these circumstances, you may type HELP. The computer will respond to your need for help. But it may or may not offer advice.

Whenever you wish to view any previous text, you can press 'ENTER'. The graphics will disappear and be replaced by text, if you press 'ENTER' again the graphics will reappear.

MINDSHADOW FEATURES

SAVE GAME: Please follow the instructions that appear on the game screen. You will need a blank tape ready to save your game onto. (It is not possible to save onto the Mindshadow cassette.) The screen will instruct you to insert the game save cassette. Then it will ask you to press any key to continue. When you press 'any key', the program will start saving your game. After the game has been saved, the screen will prompt you to replace the Mindshadow cassette. Remember to note down what is saved on a tape, otherwise you will lose track of your saved games.

LOAD GAME: Please follow any instructions that appear on the game screen. You will need your game save tape. The screen will instruct you to insert the game save cassette. Then it will ask you to press any key to continue. When you press 'any key', the program will start to load your game. After the game has been loaded, the screen will prompt you to replace the Mindshadow cassette.

NOTE: There are two parts to the Mindshadow game. Game positions saved while playing 'MIND1' will not be accepted by 'MIND2', and vice versa. The screen will give an error message. The only exception to this is when you have completed 'MIND1', as described earlier. A game save must be made at this point, in order to let you start playing 'MIND2'.

QUICKSAVE: This is another feature of Mindshadow, it enables you to save a game, without using a tape. So if you are about to make a move you are not sure about, you should QUICKSAVE first. Each time you use

QUICKSAVE the position last stored is lost. Lastly remember that if you have decided to stop playing for now, you should save the game onto cassette, as when you turn off your computer ALL information is lost!

QUICKLOAD: If you have QUICKSAVED a game then QUICKLOAD will restore the game, as you left off when you QUICKSAVED.

TEXT COMMANDS

THINK COMMAND: When a clue of any kind presents itself or if you want to know more about the nature of a character or object type 'THINK _____', filling in the name of what you'd like to think about. If you haven't 'thought' about enough clues during the game, you may get to the end of the adventure and not know your true identity.

KEY COMMANDS: A partial but important listing. Use these as a quick reference. Several can be abbreviated as noted.

(N)ORTH	(U)P	PUSH	INSERT
(S)OUTH	(D)OWN	TAKE	READ
(E)AST	(L)EFT	OPEN	CLOSE
(W)EST	(R)IGHT	GET	TURN
(F)ORWARD	(I)NVENTORY	TALK	GO
(B)ACKWARD	EXAMINE	DROP	

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Published by: Activision (UK) Ltd

FIGHTING WARRIOR

Set in ancient Egypt, with its legends of sacrificial burials, mythical creatures and magic, your task is to rescue your beloved princess Thaya. She has been kidnapped by the evil Pharaoh, and only when you have freed her is your quest fully completed.

Locked away in a remote temple, the princess is about to be buried alive as a sacrifice to the gods. Armed with nothing more than a sword, and your reputation as the country's most acclaimed warrior, you must cross the desert in search of the temple. But many hazards and ordeals lie in your path. Mythological demons, demigods and magical devices are conjured up by the wicked Pharaoh's magicians and will hinder you in your quest. You must use all your fighting skills and powers of combat to fend them off.

On your journey you will also come across various objects left behind over the centuries by others who have travelled the same route. These objects are rumoured to possess magical powers, and you must use your cunning to determine how to release their magic. But remember—take care to distinguish between those containing good and evil powers.

Once inside the temple, your problems are not over. The temple is in the control of the Pharaoh's magicians, who will use their evil powers to sap your strength and stamina. You have triumphed in your quest only when you are reunited with your princess and have released her from her bonds.

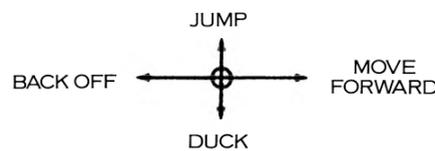
PLAYING THE GAME

As you encounter an enemy on your journey towards the temple, you must engage it in battle and overcome it if you are to get any further!

There are seven different moves which you can make which can be controlled using a joystick or the keyboard. FIGHTING WARRIOR is compatible with Kempston, Sinclair, cursor and programmable joystick interfaces.

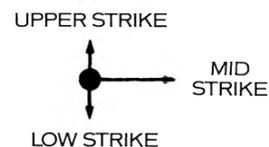
JOYSTICK CONTROLS

Without fire button pressed (non-aggressive moves)



HOTSHOTS

With fire button pressed (aggressive moves)



KEYBOARD CONTROLS

When using the keyboard, any key along the bottom row will act as the 'FIRE' key.

Without 'FIRE' key pressed (non-aggressive moves)

Q = JUMP
A = DUCK
P = MOVE FORWARD
O = BACK OFF

With 'FIRE' key pressed (aggressive moves)

Q = UPPER STRIKE
A = LOW STRIKE
P = MID STRIKE

When playing with either JOYSTICK or KEYBOARD, any key along the row from H to ENTER will PAUSE the game.

SCORING

For every successful strike made on an enemy, you gain 10 points. Bonus points can be added to your score for any of the following

- making a quick kill
- releasing the magical power from the right object
- completing the game

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Published by: Melbourne House (Publishers) Ltd

GYRON

THE SORCERER-SCIENTIST

Many eons ago, when men lived in fear of their gods and made human sacrifices to them, one man—a sorcerer and scientist—decided to change that order.

He sought to become Quetzalcoatl, God of the Wind, bearer of civilisation and creator of the calendar.

He worked tirelessly in his quest for mastery of the Laws of Physics and the Spirit Forces that a God must possess. But his mortal life was too short to complete the task and he vowed to store his wisdom—until he could return in a future life to reclaim it—by entombing it with him. To do that, he created the Gyron....

THE GYRON

Inside the Gyron is a Labyrinth containing all of Space and Time. Space is contained in the 12 parts of the Zodiac, represented by 12 zones, while Time exists in the configuration of an interactive defence system—the Celestial Spheres and the Towers of Silence.

The solutions to finding the inner entrance and the PLACE OF WISDOM depend on the layout of the Labyrinths, the configuration of the Towers and the Spheres' time-cycles.

The CELESTIAL SPHERES roll in predetermined motions around the Labyrinth: in the Necropolis Labyrinth the combined cycles of the 55 Spheres there repeat once in every 15 billion years—the lifespan of the Universe. Contact with the Spheres is fatal.

The TOWERS OF SILENCE radiate a destructive energy field in one of the four alignments of the Labyrinth. They can be attacked by laser from behind; but they interact with each other. An attack on a Tower may cause it to turn, vanish, reappear elsewhere, or to re-orientate another Tower. A blind spot to an energy field exists against the trench wall below the Tower.

THE MISSION

Your objective is to enter the Gyron and locate the hidden PLACE OF WISDOM. To accomplish this, you have full control of a craft called the HEDROID.

This has:

- * full multi-channel sensory ability
- * precise manoeuvrability in left, forward and right directions
- * ability to reverse through a 180 degrees flip instantaneously
- * a targetable high-energy laser.

The control and instrumentation of the HEDROID are described below.

CONTROL

The HEDROID has four directional controls and FIRE. The mission is commenced as follows:

KEMPSTON JOYSTICK: press FIRE to start.

ALL OTHER JOYSTICKS OR KEYBOARD CONTROL: Keys are initially set to Cursor control with Ø to fire.

A Cursor Joystick will work without redefining Keys—press CAPS SHIFT and BREAK (just BREAK on Spectrum +) to start each play.

Redefine Keys or Joystick control by pressing CAPS SHIFT and SYMBOL SHIFT (EXTENDED MODE on Spectrum +) while the game is in demonstration mode. A FIRE symbol will appear on the screen—press the FIRE button or the chosen key. As the up, down, left and right arrows appear, select control by using the Joystick or pressing the required keys. Press CAPS SHIFT and BREAK (just BREAK on Spectrum +) to start each play.

MOVEMENT is affected by the four directional controls. Forward movement is inertial, i.e., when the HEDROID is moved forward, it will continue in this direction until the reverse control is applied. When the HEDROID is stationary, the reverse will flip it through 180 degrees.

FIRING is continuous while FIRE is pressed. Targeting is with respective directional keys. The laser has uninterrupted power.

The game will continue to play until the HEDROID can no longer operate, and no lines remain on the Viability indicator.



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SHADOWFIRE

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.

KEYBOARD FUNCTIONS AND ENTERING COMMANDS

	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

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.

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 (end filename)
Clock (old game)	Return to current game
Clock (new game)	Start new game

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:

SYLK

- * Insectoid: Age unknown: Status—Second in command. Background: Recruited after heroic service in the Empire's legions. A ruthless and fearless fighter. However, has pathological hatred of Zoff who enslaved his home world. This could prove a weakness. Hint: Excellent fighter. Always wears battle armour. Physically strong.

SEVRINA MARIS

* Human: Age 22: Status-Specialist.
Background: A persistent and deadly malfactor, with a criminal record ranging from arms smuggling to organised mayhem. Recruited direct from the death cell on Keroi, upon Torik's recommendation. Fiercely independent and loyal only to herself. Caution advised. Hint: Excellent markswoman and locksmith.

MANTO

* 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.

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 un-armed 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 Severina 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. He is the character third from left in the Spectrum display.

CHARACTER STATUS SCREEN

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

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 Objects 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
Finger on Button	Activate: To arm a weapon 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!
Gun-knife exchange	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 re-appear on the left of the screen as an object carried by the character.
Hold 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.
Drop briefcase	

* 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.

* 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:

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.

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	
Retreating	Yellow	
Picking lock (Sevrina)	Green	
Character weak	Colours become more intense	
Character dying	Black	
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.

Laser 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.

For more information on these icons see the Shadowfire Tuner.

SHADOWFIRE TUNER

This program follows 10 seconds after the Shadowfire game.

The Shadowfire Tuner is controlled entirely with icons, many of which will be familiar to Shadowfire players.

However, some new icons appear in the Tuner and are worthy of a brief mention now. The icon of a person when selected brings you to the screen that deals with personnel. The person icon appears as part of many icons that relate to personnel. The square icon when selected brings you to the item screen, while the ship icon allows access to the ship screen. A number of icons contain a red square, indicating a connection with the current item being referenced. At all times one person, one item and one location are defined as being currently referenced. These three things needn't be related to each other. For example, any actions taken concerning an item will only affect the current referenced item. The current references are usually displayed in the top right of the screen. To access the Tuner, first select method of input. This then brings you to the game selection screen. From this screen you can do the following:

1. Retrieve a previously saved game.
2. Select a new game.
3. Save an amended game.
4. Alter the time remaining by selecting the appropriate up or down arrows.

Once you have selected the old game or new game icon you are brought to the 'ship' screen. Spectrum: select the green ship icon. The screen is divided by green lines into several sections. The top left section shows part of the Shadowfire craft. To the right of that is the current person, item and location selection. The middle lefthand section allows scanning across the Shadowfire craft. Selection of one of the direction arrows brings up another part of the ship for view. At this time the top righthand section is replaced with a map of the craft in miniature with a small box showing the relative position as currently viewed. To view the Enigma craft use the direction arrow to move the small box to the bottom left of the Shadowfire craft and then select the down arrow. Spectrum: move the small box to the bottom right. The circular icon (Spectrum: diamond shaped) when selected returns the view to the current location. The location can be changed by moving the cursor around the part of the ship on display. In the square that flashes under the cursor is indicated a valid location in which objects or personnel may be placed. Pressing the fire button establishes that location as the 'referenced' location. The sections at bottom left show all the personnel and items present at the referenced location. The usual Shadowfire scroll icons are present in these boxes. To the right are three icons new to Shadowfire players. The icons showing a person or an item with an arrow indicate that selection of the icon will place the appropriate choice into the

referenced location. The third icon, depicting a person following a patrol route, is explained later. The icon if selected brings you to another screen with sections bordered in yellow. This screen gives access to all the items and their statistics. At top left is shown all available items. The scroll icon allows you to view them all. Again, the top righthand section shows the current person and item, both being named. Three new icons appear together, below and to the left. Each icon has one of two representations. One icon states whether the current item selected is a weapon or not. The icon includes an 'equal' or 'not equal' sign to reflect this.

The central icon states whether the current item can be activated or not. If an item cannot be activated, e.g. a rifle, the button symbol has a cross through it. The remaining icon indicates whether an item is a fixture and cannot be carried, e.g. some of the missile launchers. If an item cannot be moved there is a nail shown holding the item down.

To the right of these icons is a section showing the location in which the selected item is currently situated: note that this may be the person carrying it. There are two new icons below this. The one on the right will bring up bar chart statistics on the current item. Select it now. For weapons these bar charts will indicate the weapon effectiveness at short and long ranges. The effectiveness and weight of every item can be adjusted by selecting the appropriate arrow icon. Select quit now. The other icon in this section if selected will return you to the green ship screen with the section of the Shadowfire craft displayed in which the item is to be found.

Note that this also changes the current referenced location. Selection of the personnel icon brings up a screen bordered in red of a very similar appearance to the yellow item screen. On this screen any person can be selected and their name displayed. The location of the current person is shown in a central section and all items carried by that person are also shown. Bar chart statistics can be obtained on the current person by selecting the person/bar chart icon. Select it now. The character statistics can be adjusted in the same manner as the item statistics. Select quit now. The icon showing an item with an arrow pointing at a person will if selected put the current item onto the current person. The remaining icon will bring you back to the ship screen with an indication of where the person is to be found. Return to the ship screen. Find the icon mentioned previously depicting a person being placed onto one of the patrol routes. When an appropriate person is selected, i.e. one capable of following a patrol route and the current location is part of a patrol route, this icon is selectable. Select this icon (CBM owners hold the fire button down). All available routes that pass through the current location will be sequentially displayed. Note there may be only one. (CBM: release the trigger: Spectrums: move the cursor to a space and press the fire button again when the desired route is displayed.) The current person is now detailed to follow the new patrol route. Sometimes the new icons will be displayed in this section. They show an arrow and a door handle. This means the current location is adjacent to one or more adjustable doors. The arrow points at each adjustable door and the icon below it shows a key in a keyhole when the door is open and a door handle when it is locked. Select this icon to lock or unlock the door. Note that some personnel cannot be moved and that some icons are only operable when certain conditions are satisfied.

When you have finished creating your own Shadowfire setup, use the standard save game procedure. Files created by the Tuner are fully useable and interchangeable with those created by the Shadowfire program. Therefore you can modify a previously saved Shadowfire game, or define your own and see how it plays. To play a game created by the Tuner, load the Shadowfire program and follow the load game procedure.

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