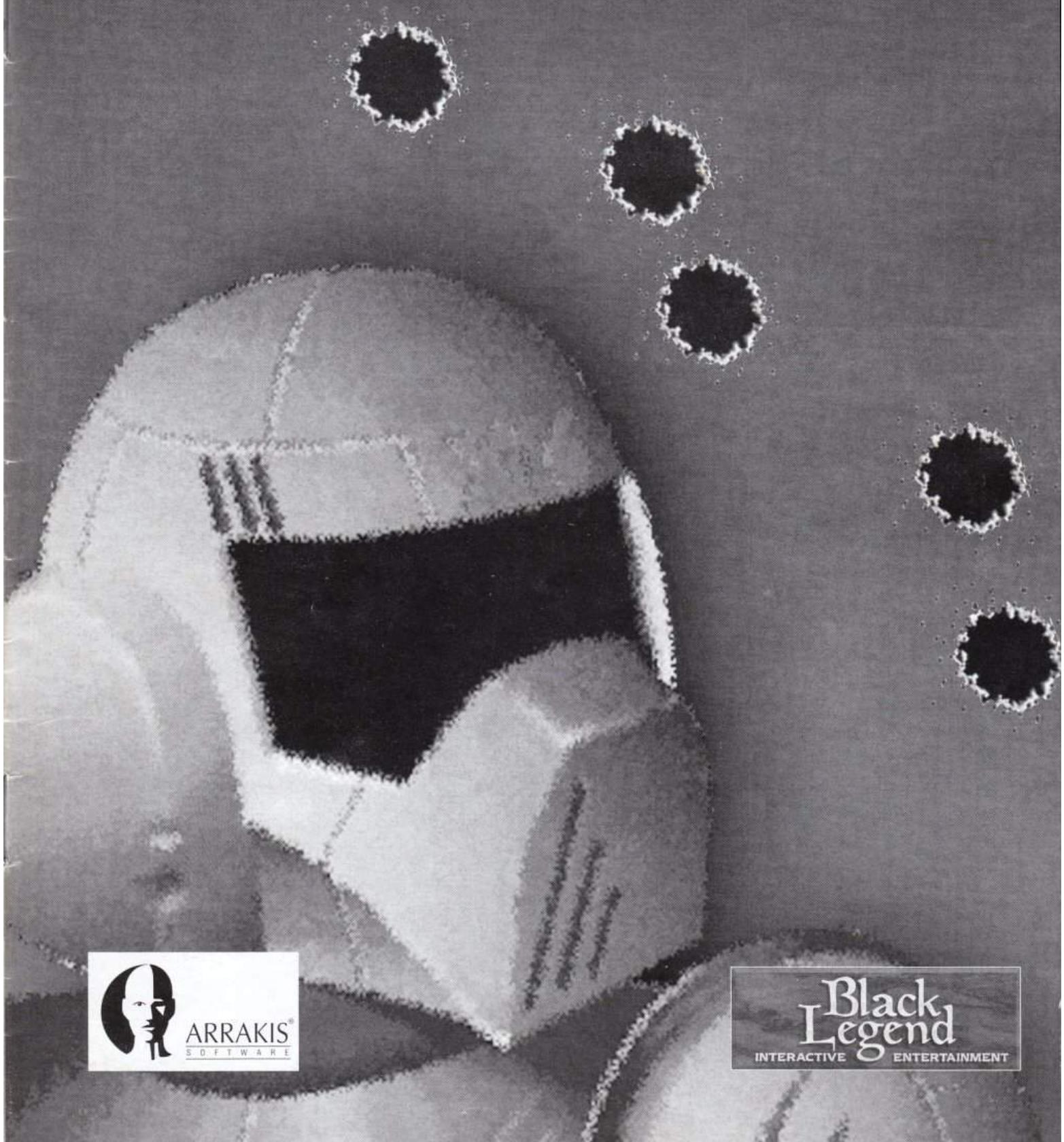


# CITADEL



---

# CITADEL

## UNIT 1 - BACKGROUND

The year is 2303. The earth lies within a web of conquest and economic gain.

On the outer most points of this web lie the bridgeheads, they are the points of extreme strategic importance with regard to the Earth's defence and interplanetary communication systems.

One of these bridgeheads was situated on a small distant planet, the planet was marked on the stella maps as B104-G512. Following the galactic expansion the military base situated there lost its military significance and existed for some time as a trans-shipping station and as a fuelling point for inter stella cargo travelling across the galaxy.

This did not last as the colony was situated much too far from the main communication routes. Further structures were added to the base and the site was transformed into a harsh penal reform colony.

Two years later the penal colony was officially closed because B104-G512 was supposedly placed in the path of a huge meteor storm, this was not so, the storm was a fabrication sourced from the Military Galaxy Council, they had their own plans for B104-G512.

Shrouded in mystery the base was known among certain echelons as the "Citadel".

Six months after the official closure the first of many transporters arrived at the Citadel bringing laboratory equipment and the raw materials required to modify and expand the base.

---

Inmates on death-row from other penal colonies were transferred to the Citadel and were used as slave labour to complete the modifications to the base. A few months later in secrecy a huge military laboratory began to function. Forbidden research took place on new kind of biological and genetic weapons. The prisoners were subjected to research involving many dangerous experiments.

At the start of 2305 all communication between the Citadel and Earth stopped without reason. All efforts to restore the link failed, causing the military council to convene and decide to send a special landing force to B104-G512 to establish what had happened.

A modern operational space ship of destroyer class christened X16 with a crew of over 950 was dispatched to B104-G512. The crew were only briefed on its mission when its destination appeared on the ships monitors. The orders read. "The situation on the Citadel must be controlled at all costs. If this is not possible then you must destroy the Citadel"

As the X16 approached the planet it could not make voice or data contact with the Citadel. Final preparations for landing were made: when the supposedly infallible communication systems ceased to function. Despite these difficulties it managed to send a scout to B104-G512 to make close observation.

Scout 01 was launched, of which you are a member.

Being wary of the Citadel's defence mechanism you and your co-pilot orbit the planet several times to take pictures and make readings of it. As your scout ship makes a sweep of the planet something goes drastically wrong, a rocket launches from the Citadel and heads directly for your mothership. It completely blasts the X16 into oblivion causing an almighty explosion sending a horrifying shudder down your spine as you are forced to make a crash landing on the planet's surface.

Unfortunately, your co-pilot has not survived the crash landing as he has been fatally wounded due to your ship landing on its side.

YOU are the only survivor and you head towards an emergency entrance to the Citadel situated underground. Knowing that your only chance for survival and of getting home is to rid the Citadel of the cancer that has developed inside. Driven by revenge you are ready to do anything that will ensure your survival.

---

---

## UNIT 2 - LOADING THE PROGRAM

### 1. Hardware requirements

Minimum: Amiga 500  
1MB Memory

Recommended: Amiga 1200 and all other models  
Fast Ram  
Hard Drive  
External Disk Drive

### 2. Loading Citadel

#### FLOPPY DISKS

Non Hard Drive: Insert disk 1 into DFO:  
and switch on computer

Hard Drive: Insert disk 1 into DFO:  
and click on 'Citadel' icon

#### HARD DRIVE INSTALLATION

### NOTICE

**BEFORE INSTALLATION -  
PLEASE READ INSTRUCTIONS VERY CAREFULLY**  
(Please ring Technical Support for further advice if unsure)

- Load Workbench and go into a 'Shell'
- Type DFO: <RETURN> and then type 'INSTALL'

**DO NOT CHANGE ANYTHING ON THE SCREEN**

(If the ':' is not present after DHO or HDO  
please insert a ':' - i.e. DHO: or HDO:)

- Once Citadel has been installed RESET your computer.
  - Load 'Shell' again and place disk 4 into DFO:
  - Go into the directory where Citadel is stored.
  - Type CITADEL to begin.
-

---

### UNIT 3 - INTRODUCTION

A full screen introduction leads you straight to Citadel's world. You can stop it at any time by clicking the left mouse button or joystick button or the ESCAPE key. The spacebar and F10 key changes the smoothness of the picture.

### UNIT 4 - PROTECTION

While playing the game you may be asked to prove that you own an original version of Citadel. This protection is inconvenient but it is necessary due to computer piracy. After a frame with a word "protection" appears on the screen, you will be asked to enter five letters taken from this manual. The program will show you a page number of the manual and a letter which is the first to be entered. And please remember : The requester refers to THE SPECIAL TEXT LINE AT THE BOTTOM OF EACH PAGE OF THE MANUAL :

An example:

The request is: Enter five letters beginning from the third one on page 1.

The answer is: Find a special text line on page 1. The five letters are: VBTRL. You have to enter them and press RETURN key. If the answer is correct, "OK" will appear on the screen and the program will continue.

If the answer is incorrect you will be given two more chances. If the answer is still incorrect it will suspend all activity.

If you own the original version of the game it is probable that you have made a mistake while entering the letters. Otherwise go to a shop and buy an original version : Then you will be sure that it works in a correct way :

### UNIT 5 - MAIN MENU

After the game has been loaded the main menu will appear. You can select particular options using a joystick or the mouse and then pressing RETURN key or LEFT MOUSE BUTTON key or FIRE button.

The options of the main menu are as follows:

---

- START - starting a game

- LOAD - loading the game file saved. After selecting this option the next menu will appear which will let you select one of the saved files. If you want to return to main menu select the option "MENU". Selecting a file will let you resume the game where you left off. The option "FREE" means that you cannot select this area to load.

- OPTIONS - shows the menu and its options. You can select a level of the game's difficulty and define its configuration in accordance with your equipment. In submenu there is an option: DIFFICULTY: big and small. The difficulty is constantly settled "big" but you can change it into "small", if you wish. Then the game becomes easier (there are less enemies which are less aggressive, the hero can rest in breaks between the stages, you are not losing energy while bumping against the walls, more resistant weapons and so on).

WINDOW SIZE: size from 1 to 5. This defines the on-screen size of the game. While playing the game it is possible to select additional sizes 6, 7 and 8 (see: game run).

DETAILS: maximum, medium and minimum. This defines the number of details appearing during the game.

FLOORS: yes or no. This switches floors and ceilings of rooms on and off while playing.

MENU: return to the main menu.

The window size, details and floors have a tremendous influence on the game's speed. Changing them can adjust the speed of the game to your preference and power of your equipment. It is also possible to change these parameters while playing (see: game run). But please remember - selecting worse parameters makes the game less attractive.

- TRAINING - enables you to select one of the five available training levels which will let you train with your weapons and confront the difficulty of survival in the Citadel.

- INFO - information about the game.

## UNIT 6 - THE AIM OF THE GAME'S

The aim of the game goal is to destroy the Citadel and escape from it. You can do this after you have found six components of an annihilation bomb. There is one of the bomb components in each of Citadel's complexes, which you can find in and after the third stage. There is no component of the bomb in the first complex (in the basement, just leading into the interior of the Citadel). Before leaving each complex remember to make sure you take the bomb component along with you. There is no possibility of going back to the once entered complex. You will be able to penetrate the centre to detonate the bomb and escape from the Citadel but not before putting the bomb together.

### GAME RUN

#### A. AN OUTLINE

The Citadel has been divided into eight huge complexes: a basement, a power station, stores, a hanger, laboratories, drains, a prison and the centre. In all these complexes, except for the basement and the centre, there are bomb components which you have to take along with you (see: the aim of the game)

#### B. THE SCREEN

The screen has been divided into several parts:

A window showing a three-dimensional area of the game takes up the biggest part of the screen. The bottom part of the screen is taken up by a control panel. This shows from the left:

- the stage you are at in constructing the bomb
- a meter of your life's energy
- a graph of your heart rate (influences stress, tiredness and lack of concentration)
- a compass showing your direction
- a window showing the weapon you have chosen
- a counter showing the amount of ammunition you possess for the weapon shown
- three counters showing the numbers of the magnetic keys you possess - red, green and blue

There is a dialogue window at the very bottom of the screen where messages appear.

#### C. AVAILABLE WEAPONS

	Fire Power	Range	Magazine
Gun - conventional weapon, fires single shots.	5	8000	10 cartridges
Rifle - enormous dispersion, three cartridges per shot.	5*6	1000	5 cartridges
Machine-gun - rapid-fire, efficient in open space.	2*3	1000	10 cartridges
Flame-thrower - shoots fire-bullets.	20	12000	5 bullets
Blaster - shoots charges of compressed energy.	20	12000	5 charges
Rocket launcher - launches small rockets.	40 + explosion	12000	uses single rockets

All weapons are available only after they are found. After time, every weapon becomes damaged and you will be forced to look for another one. If you try to shoot with a damaged weapon you will be informed about its damage. The damaged weapon will be automatically thrown away after you change to a new weapon. You should also collect ammunition. The magazines add as much ammunition as mentioned above.

However, you can find many things like:

- First-aid kit: adds 30 units of energy
- Red, green and blue keys - necessary at special slots
- Nutrient, quickens the metabolic rate and our hero's abilities
- Beer bottle: Brand beer, causes troubles with hero's balance and his accuracy of aim
- A piece of the bomb (see: the game's goal)

#### D. COLLECTING THINGS

To pick up an item lying on a floor or on a barrel or anywhere else you just have to walk over it or come close to it.

---

## E. CONTROLLING THE GAME

Moving:

- to turn left -           press the left arrow key or move the mouse or the joystick left
- to turn right -         press the right arrow key or move the mouse or the joystick right
- to move forward -     press the up arrow key or move the mouse of the joystick forward.
- to move backward -   press the down arrow key or move the mouse or the joystick backward
- to move left and right - press keys 4 and 6 (the numeric keyboard)

to shoot, examine the surroundings, press a button, or use a card - press the right mouse button, the FIRE button, ENTER, RETURN OR SHIFT keys.

The other functions of the keyboard:

The spacebar: using a hand examine surroundings and press buttons

F1 - F7: choosing a weapon (if available)

F1 - nothing (an empty hand)

F2 - a gun

F3 - a rifle

F4 - a machine-gun

F5 - a flame-thrower

F6 - a blaster

F7 - a rocket launcher

F8 - F10: choosing keys

F8 - a red key

F9 - a green key

F10 - a blue key

- ESC: Immediate exit to the main menu
- TAB or M: Hand map
- 1 to 8: Change of the game window
- P: Pause

- 
- F: switching floors and ceilings on/off
  - D: details level - maximum, medium and minimum
  - Z: Vision disturbance on/off switch
  - N: NTSC system on/off switch

## F. THE MAP

Pressing the TAB or M key will show you a map showing you where you have been. Only the areas you have walked through and the areas which are close to you are marked. Walls and doors in the way are marked on the map.

## G. SAVING THE GAME

After finishing each level you are presented with statistics. You can now save the game.

The games are saved on Citadel disk 4. It would be a good idea to make a backup copy of the disk before the first game loading.

While saving the game, your energy status, the weapons status, the position status and so on, will be saved. It allows you to load and continue the saved game at any time.

## H. SOLVING RIDDLES

You will be forced to solve many riddles in Citadel. There are doors which may be closed or opened only with handles or magnetic keys, walls which may be moved in the same way, door blockades, teleports and many others.

### OPENING DOOR WITH HANDLE

turn yourself so that you are more or less facing the handle

- press the spacebar or select a hand (F1) and then press the LEFT MOUSE BUTTON, FIRE BUTTON, ENTER or SHIFT KEYS.

You can press a button or move a lever in any of the two positions, so the handles fulfil different functions according to their position.

In different complexes the handles have different appearances. In the basement, for instance, the handles placed on the walls are little red-edged skulls.

---

## USING A KEY

- turn yourself so that you are more or less facing a key slot on the wall
- choose the right key (F8, F9 or F10)

You can place only one key in one slot and after this the slot is blocked. So it can fulfil one function only. Then the key becomes useless.

If the key you would like to place in a slot is wrong you will be informed about it.

## USING THE TELEPORT

- to use a teleport you just have to enter into it. You will be teleported to the destination place.

## I. ENEMIES AND FIGHTING

You will be meeting different enemies all the time. To kill off an enemy, select a weapon (F1-F7), aim at your enemy and press the shoot key as many times as necessary.

The enemies are of different levels of aggression, power and intelligence. It will be easy to defeat some of them but the others will be deadly enemies. Some of them leave pieces of ammunition, so it is worth casting a glance at the defeated.

With time your training will enable you to work out many different fighting tactics for each kind of enemy. You can for instance, demolish the barrels which will burn the enemies close to them. But remember to be far away from them. You can also set the enemies on to each other. It is up to you. Pay attention to the heart rate showing your tiredness. Please remember that tired or beaten, you move slower and can miss your aim. And when you are under the influence of drink you are not able to do anything sensible.

Some enemies do not die after certain types of weapon have been used. For example, fire does not harm metal robots.

## J. FINISHING A LEVEL

There is a final teleport on each level which takes you to the next level. After finishing each complex, which usually consists of three levels,

---

you will be given a possibility to choose the next complex. You do not have access to all of them at once - you have to penetrate other ones to gain access.

## FINAL NOTES

\* We recommend you make a backup copy of Citadel before you start a game. And please remember copyright laws and that the copy can be made for your own use only.

\* If Citadel suspends all activity at any time during playing the game, turn your computer off for a while and load the program again.

\* Never change disks unless the program requests it!

Good luck : Now there is only you and . . . the CITADEL.

## CREDITS

Programmer:	Pawet Matusz
Graphics & Animations:	Artur Bardowski
Level Graphics:	Radoskaw Czecczotka
Music & FX:	Artur Opala
Intro. Speech:	Artur Opala, Sylvia Bochancka, Artur Bardowski, Darvusz Wotejszo
In game voices and FX:	Pawet Matusz Zbigniew Matusz
Level Design:	Pawet Matusz, Artur Bardowski, Jakub Bardowski, R.IM. GANCARZ, Jan Rozycki, Marun Stangel, Artur Opala
System Test:	Tomasz Kantecki
And thanks to:	Janek Rózycki, Gosia szlc, Toasz Kantecki, Sylvia Bochancka, Lukasz Bartnik, Przemyskaw Sadto, Maruisz Cichy, Angleszka Narkcewicz, Angleszka Suchocka
Black Legend:	Richard Holmes, Mark Sheehan, Jamie Barber, Paul Freer
Packaging Design:	Simon Martin at T.C.D.S.





**BLACK LEGEND**

Fulling Mill Barn, Fulling Mill Lane,  
Welwyn, Hertfordshire. UK. AL6 9NP.