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P C D - R O M

SOUND BOARDS SUPPORTED- ADLIB, SOUNDBLASTER, SOUNDBLASTER PRO, ROLAND LAPC1, MT32 COMPATIBLE.
MS-DOS CD ROM VERSION- IBM PC OR 100% COMPATIBLE COMPUTER. 386 SX OR BETTER PROCESSOR. 256 COLOUR
VGA, 500K BASE RAM FREE + 128K EXPANDED (EMS) MEMORY FREE. SUPPORTS MICROSOFT MOUSE.

SHADOWWARS



AVERTISSEMENT SUR L'ÉPILEPSIE

A lire avant toute utilisation d'un jeu vidéo par vous-mêmes ou votre enfant.

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Ci vous même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses veuillez consulter votre médecin avant toute utilisation.

Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-mêmes ou votre enfant présentez l'un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDEO

Ne vous tenez pas trop près de l'écran de télévision et aussi loin que le permet le cordon de raccordement.

Utilisez de préférence les jeux vidéo sur un écran de petite taille.

Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.

Assurez-vous que vous jouez dans une pièce bien éclairée.

En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

SHADOWWORLDS INSTRUCTIONS

CREDITS

Designed by:	Dean Lester
Coding by:	Barry Costas
Graphics:	Mark Anthony
Music:	Matt Furniss
PC Coding By:	Bill Caunt
CD Rom Conversion:	Bill Caunt

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INTRODUCTION

Shadowworlds is a science-fiction fantasy game, combining an advanced role-playing system with arcade style game-play. The game is enveloped in the revolutionary SUPER PHOTOSCAPHING lighting techniques, imparting an unparalleled sense of atmosphere, complimented by a full multi-tasking character control interface, giving a fantasy game play experience second to none.

OVERVIEW

You are placed in control of a team of four hand-picked future soldiers, whose mission is to travel to the Weapons Research Facility, a massive space station orbiting an obscure planet on the outer limits of the spiral galaxy.

Contact with this facility has been lost, and the aim of your mission is to explore the station, and the other planets in the system, to fathom out what has gone wrong.

LOADING INSTRUCTIONS

Insert the CD into your CDROM drive and make that drive the current one. Then type "SW" and press ENTER.

SOUND

If you have either a Roland or a Sound Blaster card installed in your computer you may need to change some software settings in order for the game to use them properly. This is only true if you have changed any of the jumper settings on your sound card.

SOUND BLASTER

On the Sound Blaster card the IRQ number can be changed. In most cases this will not be necessary but if it is, the settings can be changed via command line switches, to get a list of the switches available type SW/? and press ENTER.

ROLAND

On the Roland card both the IRQ number and the IO base address can be changed. In most cases this will not be necessary but if it is, the settings can be changed via command line switches, to get a list of the switches available type SW/? and press ENTER.

MEMORY

The game requires a minimum of 560 KB free DOS memory. In addition, the Sound Blaster option requires a minimum of 128 KB of free EMS memory. If you have a Sound Blaster card but no EMS memory then Adlib emulation will be used. No digitised sound effects. The game checks that there is enough memory available, if this is not the case it will report "not enough memory". If this happens, it is possible to free more of your computer's memory by removing unnecessary device drivers from your CONFIG.SYS file (see your DOS manual for the procedure).

CONTROLS

Shadowworlds is mouse driven. Use the mouse to move the pointer, and the left and right mouse buttons to select the various features of the game.

The right mouse button is used for only two purposes:

- 1) To centre the screen view - click the right button when the pointer is over the game window.
- 2) To switch between game screen and inventory screen-click the right mouse button when the pointer is over the character portraits.

The left button is used for all other actions.

KEYBOARD

The function keys F1-F5 are used to change character formations. The H Key is used to pause and unpauses the game.

TEAM SELECTION

After the introduction, you will be presented with three options:

- 1) To create your team of characters
- 2) To go to the game with a default set of characters
- 3) To load a previously saved game

If this is the first time you have played Shadowworlds, you are advised to click on Option 1, since the default team may not be the most appropriate for your style of play. Option 3 will allow you to restart a saved game from where you left it on a previous play session.

CREATING YOUR TEAM

If you have selected Option 1 you are now able to browse through the confidential files on all the available soldiers. You will be able to study their strengths and weaknesses, read a little of their previous history, and on this basis select the four most appropriate characters for the game.

Click the left mouse button on the up and down arrows to scroll through the list of characters, and CONFIRM to select the current character. CANCEL will remove the last selected character from your team. By clicking on the character's name, you can also use the delete key to erase and insert your own choice of name and then press return to continue your character selection. Repeat this for all four characters, then click on START MISSION to take your team to the space station to begin the game.

If you have created a new team, the program will ask you whether you wish to save the game at this point. You are advised to do so, since if you lose any characters during the early part of the game, you will need to restart again if you do not have a saved game disk with your unique team already stored on it.

You can save the game to the hard drive or floppy disk. If you insert a formatted disk, the program will save the game to the floppy drive selected (EG:A:\) or choose a hard disk drive(EG:C:.) to save your game. You will now be placed at the start of the game, with the four characters you selected.

SCREEN LAYOUT

The game screen is divided into two sections, the GAME WINDOW and the CONTROL PANEL.

GAME WINDOW

The view into the game is presented here. It is an isometric perspective, giving a 3D birds-eye view of the action.

As characters move around the various locations, this window will scroll to keep the current character in view at all times. It is possible to exactly centre the view by clicking the RIGHT mouse button whilst the pointer is over this window.

As characters move behind walls, the walls will become X-RAY to allow you to clearly see what is happening. This does not interfere with the gameplay in anyway, and ensures the best view of the game at all times.

CONTROL PANEL

From here you have access to all the controls for the game. You are able to instruct any character to perform a wide variety of actions.

The panel is made up of five sections - four portraits (the team you have picked) and the central control character. The facial portraits take one of three forms - normal face, back of helmet (this means that the character is on a different level of the game), or skull (the character is dead).

The control character is divided into five areas itself - two arms, two legs and the head. These can be clicked on with the mouse to issue instructions to the characters.

HEAD	-EXAMINE AND SWITCH ON/OFF LAMPS
LEFT ARM	-USE HELD OBJECT
RIGHT ARM	-OPERATE CONTROL AND PICK UP ITEM
LEFT LEG	-WALK CHARACTER IN TEAM FORMATION
RIGHT LEG	-WALK CHARACTER INDIVIDUALLY

Each portrait has a health bar showing their current status and a representation of their two hands, displaying any items held by the character. Above this are also two small arrows. By clicking on these you can quickly scroll through all the items that character has in their inventory.

To instruct one particular character, click the left mouse button over the face of that character. Their microphone will drop down, and the central control character (CCC) will change to their character colour (red, green, white or grey). You are now able to issue a particular instruction to that person using arms, legs or head.

FIELD OF VIEW

For added realism, each character has a limited range of view. For example, it is not possible to instruct a character to throw an item at a point beyond a solid wall, or to fire a weapon at a target that is a long way away. The range of view is a "disk" surrounding each character, beyond which they are unable to see clearly. In addition, solid walls will obstruct their view also.

When issuing an instruction, the mouse pointer will change shape as you move it in and out of the character's range of view to illustrate whether they are able to execute the instruction or not.

ACTIONS

Shadowworlds features a multitasking control system. This allows you to issue an instruction to more than one character at the same time, eg. it is possible to have one character firing a weapon at a creature, another opening a door, another collecting an item, whilst another is resting - all at the same time. Just issue the series of instructions to the characters and each will execute their own commands.

When describing "LEFT" and "RIGHT", the instructions are from YOUR point of view, not the character's.

1. Walking alone

- Click the left mouse over the face of the character you wish to walk.
- Click on the right leg of the Central Control Character.
- Now click in the game window the position you wish the character to walk to.
within visible range.

The character will now walk to that point.

It is possible to make the character follow a detailed path by dragging the pointer - ie keep the left mouse button down whilst you slowly follow the path you wish them to follow. Characters which are overloaded with equipment will walk slower than usual.

2. Walking team

To move all the characters at once:

- Click on the face of any character in the team

- b) Click on the left leg of the CCC
- c) Click in the game window the point you wish the team to walk to

The entire team will now walk to this point. The formation in which they walk and stand may be changed - see the FORMATION TABLES, section of the INVENTORY SCREEN. Any player not in the field of view of the formation leader will not join the formation.

3. Pick up item

To get a character to collect an item from the floor or walls:

- a) Select the face of the character
- b) Click on the right arm of the CCC
- c) Highlight the item in the game window (it will flash) and click the left mouse button.

The character will now walk over and pick up the item. It will now appear in his left hand (below his face).

4. Throw/drop item

To get a character to throw or drop an item they are holding:

- a) Click the face of the character
- b) Click on the item in his hand (either left or right)
- c) Click in the game window the location you wish them to place the item

If the location is very close to the character, then they will bend down and drop the item. If it is further away, then they will throw the item. If the item is particularly heavy, or is required to be thrown a long way, then the item may not quite reach.

5. Read

There are computer terminals in the game that can give valuable information. To read one of these:

- a) Select the face of the character
- b) Select the head of the CCC
- c) Highlight the computer screen in the game window and click the left mouse button

The character will now walk over and read the screen - the display will show you what it says. Click the left mouse button to clear the message.

6. Switch on lamps

Each character has two lamps built into their space helmet. It is possible to switch these on, and use them to examine dark areas of the game (and there are many). Creatures and machines may be affected by the lighting conditions. To power these lamps, the character must have a BATTERY in his inventory. These are found near the start of the game, and may be dropped by robots when they are destroyed. If the character has a battery:

- a) Select their face
- b) Select the head of the CCC and HOLD the button for 2 seconds.

Their lamps will now come on, and their face will light up to show this. In the game window, the character will also have their lamps lit up. To look around, highlight the head of the CCC (if it is not already selected) and move the mouse pointer around in the game window - the character will turn their head to shine their lights in that direction and illuminate the details of the location. It is possible to switch off the lamps (to conserve battery power) by just repeating the above command again. Flares also exist in Shadowworlds. To illuminate or extinguish these, place the item in the left hand slot, and hold on the left hand of the CCC for two seconds. Once lit, flares can be dropped, thrown, placed on walls ("drop" the flare against a wall) or extinguished.

7. Use item

To make a character use an item he is holding (in his left hand):

- a) Select the face of the character
 - b) Select the left arm of the CCC
 - c) Select the position you wish him to use the item in the game window
- Different items can be used in different ways:

KEYCARDS ARE USED IN LOCKS

CREDIT CARDS ARE USED IN CARDSLOTS

FLUID BAGS ARE USED ON DISPENSERS

CHARGEABLE ITEMS ARE USED ON CHARGERS

WEAPONS ARE USED ON CREATURES OR LOCATIONS (see WEAPONS).

WEAPONS

Weapons in the game take three forms:

Swung weapons (eg light sabre), single hand weapons (eg pistol), and two handed weapons (eg flamethrower).

To use a weapon, hold it in the left hand and USE it on a creature - this is performed by:

- a) Click on the character's face
- b) Click on the left arm of the CCC
- c) Highlight the creature (click on the point at the creature's feet)

The character will now engage in combat with the creature. If it is a swung weapon, he will walk in close to the creature, if it is a fired weapon, he will fire the weapon from where he stands. If no item is held in the left hand, then the character will fight barehanded. Large weapons (two handed) come in two sections, the BARREL and the STOCK. These are usually found separately around the weapons research facility. To use these, hold a stock in the left hand, hold the barrel in the right (these will now connect together to form one complete weapon) and USE in the same way as before.

Different combinations of barrel and stock produce different effects - Shadowworlds allows you to customise the weapons to your own choice. Weapons will deplete as they are used. They may be recharged by using them on recharge points found throughout the game. The same applies to batteries. However, these recharge points can only be used once!

Hits on your character are shown as numbers on the characters head displayed on the control panel

8. Operate control

To operate controls, eg switches, buttons

- a) Select the face of the character
- b) Select the right arm of the CCC
- c) Highlight the control in the game window

The character will then walk over to the switch and operate it. This instruction is the same as PICKUP - the game will know whether the item can be picked up or operated automatically. Some devices are operated by weight, others by light - you will have to use your ingenuity to solve these problems.

INVENTORY SCREEN

To go to the inventory screen, click the RIGHT mouse button over the face of a character.

The inventory screen shows all the items held by the characters, and their statistics. It also allows you to sleep characters (this will allow them to heal more quickly), replenish their fluid levels, and adjust the squad formations. Game loading and saving is also performed from the inventory screen.

EXAMINING ITEMS

There are 16 carrying slots for each character. Two inventory slots are the character's left and right hands. The other 14 are in their packs. Picking up an item from one of the 16 inventory slots will show the items name and how much power it has left (if it is a charged item). Placing a container (eg crate or first aid kit) in the character's left hand will open the container and allow access to the contents. Containers provide an ideal way of carrying more than the 16 item limit, since each container can hold 6 items. These could expand the carrying capacity to $16 \times 6 = 96$ items per character, or 384 items team total.

Items can be swapped between character without the necessity to get them to drop the item, then the other character to pick it up. This is performed by making the characters stand close together, then going to the inventory screen. Close characters will allow their objects to be handed from one inventory slot to another directly, equivalent to "handing" an item to each other. This can also be done from the game screen by "throwing" an item from one character's hand to another's, if they are close together.

FEEDING

Fluids in Shadowworlds come in bags. These can be found at various strategic points in the game. To use these, each character has an intravenous line connecting their vein to the outside of their spacesuit. These bags may therefore be injected straight into the bloodstream of a character to either stabilise his blood fluids (equivalent to drinking) or give the character a direct blood transfusion if they are injured. Just pickup the bag from the inventory slots, and click them onto the injection icon. Characters health will gradually decline if these fluid levels are not maintained. Ultimately they will die.

SLEEPING

To rest a character, click on the eye icon. It will be closed to indicate the character is sleeping. They will wake up either by clicking on the eye again, or by issuing a new instruction to them in the game. They will also wake up if they are injured by an attack or hunger.

STATISTICS

The four bar graphs display (from left to right):-

HEALTH, STRENGTH, FLUIDS, OVERALL BATTERY POWER

TEAM FORMATIONS

The 2 diamond formation tables on the right of the inventory screen show the layout of the squad when they are ordered to walk in formation. These can be changed by clicking on the F1-F5 icons, or pressing the function keys or the keyboard F1-F5 (this also works on the game-screen). Additionally, customised formations can be created by picking up the character icons and placing them down in new positions in the grid.

If characters are placed in the separate tables, then they will only follow a squad walk instruction if issued to one of their own table members. This allows the player to create task forces - combinations of characters which move together for specific jobs without the necessity to walk each character individually.

LOADING AND SAVING

Click on the disk icon to access the game load and save functions. Follow the on-screen prompts. You are advised to save your game regularly.

Click the right mouse button again to return to the game screen.