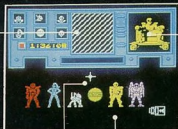




"I, Zark Montor, have been chosen by our beloved Emperor to lead the Enigma team on its rescue mission. Follow me ..."

This window gives you an overview of your position in the level. The shutters are drawn until you choose a character to move. To the left, the clock counts down the hundred minutes until the heritage cops arrive. You can carry over that time but you can't complete the game.



All-ah! — It's the Emperor who oversees your mission to rescue Ambassador Kryte. He's got a hand in the Enigma team from the line-up below, his other picture will appear in this window.

This is the first adventure that breaks the language barrier — it's completely icon-driven. Move the cursor over the picture you wish to choose and click — you'll be surprised to how quickly you build up speed as it. When you want to change scenes move the cursor to the icon in the right-hand corner.

This is the Enigma team — and you'd have to look far and wide in the universe before you'd come across a more 'unlike looking bunch of mercenaries. Crooks, trained killers and cut-throats to the man, and woman. (Look at the icon of the YS team to the left.)

Steve: Four minutes in, and we still haven't decided who goes where yet. I'm gonna choose Montor, as he can use the transporter. I think we should beam down just two or three.

Ross: I just hope you've fully armed them all before sending them to the ship. I'd take Sevina, Maul and Zork to clear the way — but I'm not holding the joystick so anything could happen!

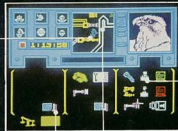
Steve: This is another fine mess you've got me into. If we'd only done it any way, we wouldn't have ended up with forty minutes left on the clock and nowhere to go. Aargh!

Ross: Don't you start blaming me. We did do it your way. There's a first and last time for everything and this is the first and last time I play this game with you. Humph!

"The name's Torik. And before anyone says this mission's failed because I'm bird-brained, I'm winging my way out of here."



This is one of the three starting points that Montor can beam you up to. There are phases and movement arrows to help you get a question of right and error. At the edge of the screen, now that Rankin's copied it, there's no chance of saving the Ambassador.



Keep track of where you are by making a note of your current location. But be warned — if the word 'Security' is in there, you're likely to have big trouble with the bad guys.

The movement arrows work in the same way as the movement arrows — you can only travel in the direction of the filled-in ones. Quite often you'll come up against locked doors, in either direction you will have to open them or you'll need the correct coloured pass-card.

It's a space shuttle — not that it'll do you a lot of good now. Your mission's final!



"I am Syilk, the muscle on this mission. And that's gonna come in pretty handy at the moment as we've just cornered Captain Churl ..."



Stewas: It's all very well going for the monkey, but don't you think we should be after the organ grinder? The Ambassador ain't here and we're just wasting precious time.

This is the attack screen — at this section you'll see just what you're up against. This is Sky Fortress. Captain Churl, second-in-command to General Zoff, Lucky, he's on his feet and can put up little resistance but you won't be able to suit 'em all over his easily.



Sevina can open all the doors but what happens if she means a quick end? That's when you'll find that the master pass-card Churl often carries in his hand — it's the pass-card that does have to colour co-ordinate with the doors.

Ross: It's not a waste of time — if we're going to crack this we've got to explore every where. Look, we've found the master pass-card here that'll give us access to all the locked doors on the ship.

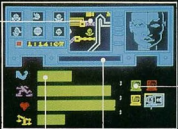
These are the three action zones — top is attack and advance, middle is stand and attack and the bottom is retreat. To help you choose the best course of action use the icon on the right of them. It lets you look around the scene of the enemy's gunning-up.

You can only attack or retreat in the direction of the filled-in arrows. The order of combat is to choose one of the action zones on the right and then use one of these arrows to direct your attack.



"Sevina's the name. There is no lock I cannot unpick, no door I cannot pass through and no man who can match me ..."

The map window shows the area in the immediate vicinity of your chosen character. Here's Sevina about to unpick the lock to a door, a knock that it comes in very useful during the game. Just in view of the top of the picture take the icon for an enemy hopper waiting to go on the offense.



The three icons give you immediate access to the other screens. Green shows you the movement arrows, yellow shows the object screen so you can see what you're carrying and red to the attack screen.

These four icons give an indication of strength, speed, stamina and the weight of any objects you're carrying. The colored way to make strength is to get into scraps with the enemy but lucky recovery and recovery. Also if you carry too much, the weight bar will go into the red and make you more vulnerable.

If any of the characters comes under attack, you'll learn the bad news here first. Ordinary notices will also be posted here!

Steve: We're very close to the robot armoury here so we can attack up on weapons. As soon as Sevina opens the door let's start legging it ...

Ross: For once I agree with you! This is a tricky spot but if we move in enough fire power we can wipe the floor with this bunch. But we'll have to put a spurt on before they regroup.

Light the blue touch paper and stand back for ... Shadowfire, the new firework from Beyond. It's a real-time adventure without words — you have just 100 minutes to board the enemy's space ship, rescue the hostage ambassador, capture General Zoff, the enemy leader, and then destroy his ship. And all without typing so much as one piece of text. So, the YS fire brigade of Ross Holman and Steve Malone prepared to play with fire...



Steve: Didn't I say we should've brought Tank, the explosives expert along? We've found the self-destruct but we can't trigger it and we can't pick it up. Any more bright ideas?

Ross: Just shows what you know. We don't need to pick it up — all we have to do is collect the self-destruct card from Zoff's office and then any character can set it off. So there!



"Look I'm just here to carry the transporter ... stand back. Just don't leave me alone or I won't make it through — and neither will you ..."



All the objects to be found in your present location are displayed here — most of them can be picked up. If it's not too heavy but it's a better to stay around at all times than take the risk of finding something a character's weak or too heavy to carry.