

SHAMUS

Four levels of intense arcade action. You've finally made it. Your nerves and your guts tell you he's here... and the smell. The sickeningly sweet odour of decomposing fruit; the SHADOW's trademark. Now all that's left... to find and destroy him before he returns the compliment.

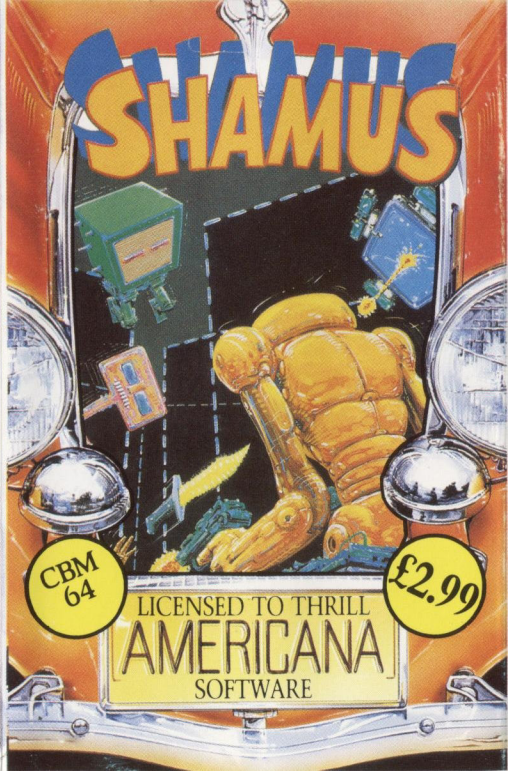
AMERICANA
SOFTWARE

UNIT 10, PARKWAY INDUSTRIAL CENTRE, HENEAGE STREET,
BIRMINGHAM B7 4LY. TEL: 021-359 8881

CBM 64

SHAMUS

5 013442 532997



CBM
64

LICENSED TO THRILL
AMERICANA
SOFTWARE

£2.99

SHAMUS

You didn't know it was going to be this hard. After all, it is the 21st century and your ION-SHIVS are probably the most dangerous weapons in this part of the galaxy. They can drop a fully screened sniffer-droid at 300 meters!

Out of the corner of your eye, a small black shape darts up to the door and noiselessly enters the building across the rocket pad. The memory of your last encounter with the Shadow jolts you, like a neuro-stunner set on max. Images of ROBO-DROIDS, that just don't know when to quit... dark, sneaky WHIRLING DRONES from a timeslip star system... and the lightning quick SNAP-JUMPERS, that fry you for looking at them cross-eyed, flicker through your mind. Still you've handled them before... The big boy himself, SHADOW, is the one you're after!

Gameplay

The object of the game is to reach the very core of SHADOW's lair and destroy him. This is accomplished by progressively exploring the various coloured levels of the lair and accumulating the greatest number of points, bonuses and extra lives.

In order to overcome all of the obstacles and dangers that infest the lair and triumph in the final battle with SHADOW you must familiarise yourself with all 32 rooms of each of the coloured levels and retrieve the correct coloured keys for all of the passages. This is the only way to gain entry from one level to another.

Unlike text adventure games, SHAMUS can only be mastered by a long and arduous training period, in which your reflexes are sharpened to a point where you can deal with the incredible speed and viciousness of the attacks of the SHADOW and his henchmen.

Shamus

You are the SHAMUS. You may move in any of eight directions by using the joystick connected to JOYSTICK PORT 1. You may shoot your ION-SHIVS in any of eight directions by pressing the TRIGGER button on your JOYSTICK and then moving the stick in the desired direction.

Features

Ion-Shivs

ION-SHIVS (Ionic-Short High Intensity Vaporizers). These weapons are banned in every part of the galaxy. They totally disintegrate any life form upon contact, unless shielded by Tri-Gamma body armour. CAUTION: You can only have TWO ION-SHIVS on the screen at any one time.

The Lair

The LAIR consists of four levels of thirty two rooms each. The colours in order of progressive difficulty are BLACK, BLUE, GREEN and RED.

As you progress from one level to the next the action increases in speed to the insanely fast LEVEL RED. You gain extra points for completely clearing each room of intruders.

Keys and Keyholes

Each of the coloured levels of the LAIR contains various coloured keys which are paired with matching coloured keyholes. These KEYS are picked up by SHAMUS by touching them. As they are touched they are displayed in the right hand bottom of the screen. When encountering a KEYHOLE of the matching colour, SHAMUS merely makes contact with the keyhole and the wall retracts permitting you to proceed through the LAIR. If the wall does not drop you have not obtained the correct colour coded key. You must retrace your way through the LAIR to find the KEY, otherwise you will not be permitted past that KEYHOLE.

Extra Lives

The current number of lives are displayed in the upper right hand corner of the screen. If you encounter a bubbling bottle in a room you need merely to touch it to obtain an extra life. You may accumulate as many extra lives as your skill allows.

Question Marks

By passing over these pulsating question marks you will invite either bonuses or disaster!

The Shadow

The arch-villain himself is constantly monitoring your activities in his LAIR. (He knows when you are sleeping, he knows when you're awake, etc.)

Be extremely careful when you hear a low pitched pusling begin. This is a signal that SHADOW is about to enter the room. You CANNOT kill SHADOW since he wears TRI-GAMMA armour. You can however, stun him. He remains stunned only for a short time, after which you had better move quickly.

Only in the deepest recesses of LEVEL RED will you find the answer to this puzzle!

Pod Rooms

These rooms exist in another dimension and there is only a small time window through which to gain entrance.

Skill Levels

There are four levels of play. These are selected by pressing the [SELECT] button. Each level is SUBSTANTIALLY more difficult than the last, so choose wisely.

Loading Instructions:

Connect cassette player as per user manual and rewind cassette on Master Program side. Turn on the computer and press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette player and the program will load and run automatically.