

**BEYOND**

CHALLENGING SOFTWARE

**ENIGMA FORCE**

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## GAME CONTENTS

Rules booklet, plus one cassette or disk.

## CREDITS

Design: Denton Designs with special thanks to Fred Gray (music).

## GUARANTEE

If this tape or disk fails to load it will be replaced free of charge, if returned with details and proof of purchase. Send the cassette or disk ONLY to Beyond, 3<sup>rd</sup> Floor, Lector Court, 151 Farringdon Road, LONDON EC1R 3AD.

If the tape or disk shows any form of damage, whether physical or due to the use of faulty or dirty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory rights.

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# ENIGMA FORCE

## **WHAT KIND OF GAME IS ENIGMA FORCE?**

Enigma Force is a new kind of action adventure from Denton Designs. It's also the sequel to their amazing Shadowfire strategy game. When the game opens you will see an unusual split-screen display. The top half is an animated play area where all the action takes place. The bottom half is a scrolling command area. Once again your orders to the Enigma team are made with the aid of icons (picture symbols). But the layout has been designed for speed and ease of use – things move fast in this game!

## **INTRODUCTION**

The action in this game takes place after the Shadowfire mission. General Zoff, the republican dictator, may have been captured, but he still had time to declare war on the empire. While five members of the Enigma team: Zark, Sevrina, Syylk, Maul and yourself; escort Zoff to face the Emperor's wrath, the war flares across the galaxy. As you cross the imperial border, Zoff concentrates his awesome psionic powers on the Enigma craft's guidance system. Moments later the ship is bucking and burning through the atmosphere of a planet. You awake, head throbbing, to find the Enigma craft wrecked and General Zoff missing ...

## **GAME OBJECTIVE**

Enigma Force is a race against time to locate Zoff, discover the only other space-worthy ship available and escape off-planet. The section headed MISSION BRIEFING gives you further vital clues to success in this mission. The Emperor will not tolerate failure!

## **LOADING INSTRUCTIONS**

Spectrum 48K/+: Type LOAD "" then press ENTER on the keyboard. Next press PLAY on your cassette player. Control in this game is via the keyboard or any of the following joysticks: Kempston, Protek, Sinclair or Fuller.

Commodore 64/128 (cassette): Press SHIFT & RUN on the keyboard, then PLAY on your cassette player. (Disk): Type LOAD "\*",8,1 then press RETURN. Control in this game is via the keyboard or digital joystick. If you use a joystick make sure it is plugged into PORT 2.

## **OTHER FORMATS**

Owners of other micros should consult the addendum sheet for their machine.

## MISSION BRIEFING

The Enigma craft's battle computer issues one last communique before it fails:  
".....Planet identified as team-member Syylk's homeworld. Our location is an underground complex beneath the capital city. Syylk's people, the insectoids, are locked in battle with reptiloid storm troopers loyal to Zoff. Communication scan reveals republican destructor tugs are due off-planet at indeterminate time. Their arrival will signal this planet's elimination. My recommended course of action:

1. Location insectoid leader and convert to ally.
2. Only space-worthy craft located in reptiloid area. Find it.
3. General Zoff heading for his spacecraft. Apprehend in the name of the Emperor.
4. Insectoid alarm system will signal approach of destructor tugs and your elimination.

## ISSUING COMMANDS IN ENIGMA FORCE

In this game you are the Enigma team leader. You issue commands to the four other team members by moving a cursor (cross-hair) over a series of icons (picture symbols). Your commands are executed by pressing the joystick fire button or an appropriate key on the keyboard. The chosen Enigma team member will then perform the command on the animated play screen.

## USING THE KEYBOARD TO CONTROL THE GAME

If you will be using the keyboard to control the game you will find the tables of keyboard functions on the play aid supplied.

## HOW TO USE ICONS TO ISSUE COMMANDS

The majority of the icons (picture symbols) used in this game are explained below. They are easy to use if you follow these simple instructions.

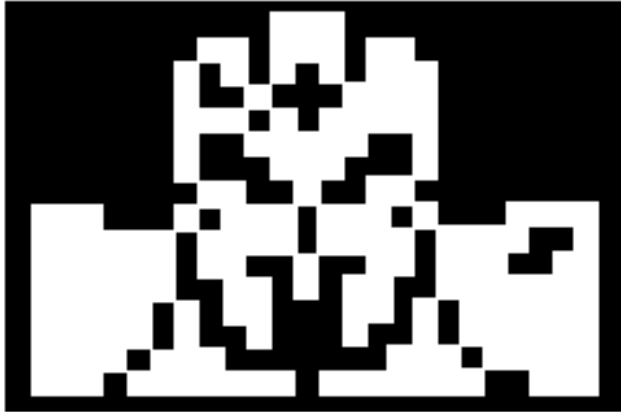
### STEP 1 – SELECT A CHARACTER

Move the cursor over the character of your choice and ENTER your command by pressing the joystick fire button, Function Key F7 (CBM) or any top row key (Spectrum). On the Commodore the background to the chosen character turns blue. On the Spectrum the whole of the animated play area turns the same colour as the selected character.



#### ZARK MONTOR

Team Leader. Battle injuries have left him with many plastoid organs and a cybernetic arm. Tough and resourceful.



#### SYYLK

Second in command. Has a pathological hatred of General Zoff. High stamina and heavily armoured.



#### SEVRINA MARIS

Mistress of mayhem. Excellent markswoman and locksmith.



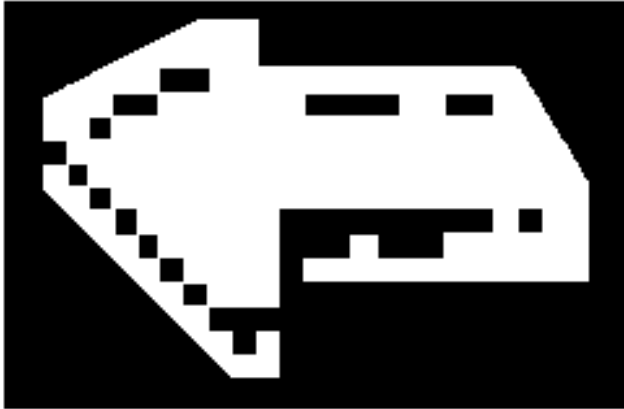
#### MAUL

Combat weapons droid. Slow moving but carries devastating armaments.



#### GENERAL MALTHADIUS ZOFF

(Who you will encounter during the game.) Self-styled dictator of the Cosmos. The Empire will reward those who capture or eliminate this malefactor. He appears as a purple icon on the CBM or a magenta icon on the Spectrum.



### STEP 2 – MOVEMENT

Move the cursor over the icon and ENTER the command. The chosen character will move off in the direction indicated. If they encounter a blank wall they will stop and await further orders. If they encounter an open door they will pass through and halt in the next location.

### STEP 3 – USING OBJECTS

Move the cursor over any of these icons and press ENTER.



### PICK UP

Select an icon from the objects-in-location area of the command screen and press ENTER. The character in play will pick up the target object which will re-appear in the objects-carried area.



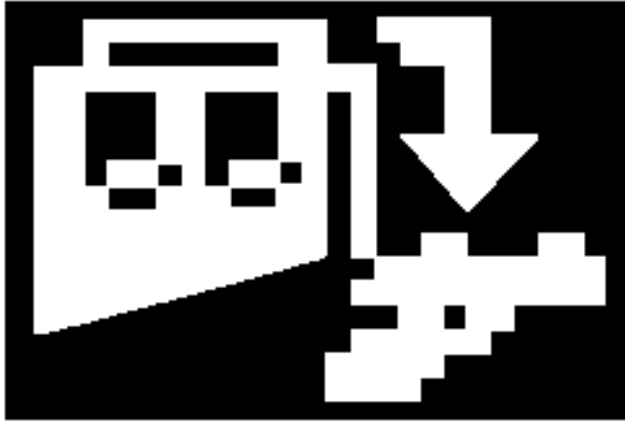
### DROP

Select an icon from the objects-carried area of the command screen and press ENTER. The character in play will drop the object which will re-appear in the objects-in-location area.



### ACTIVATE

Experiment with this command to activate tool kits, prime explosives, etc.



#### LOAD WEAPON

Use this command to re-load the character in play's weapon. Select a new magazine from the objects-carried area of the command screen and press ENTER.

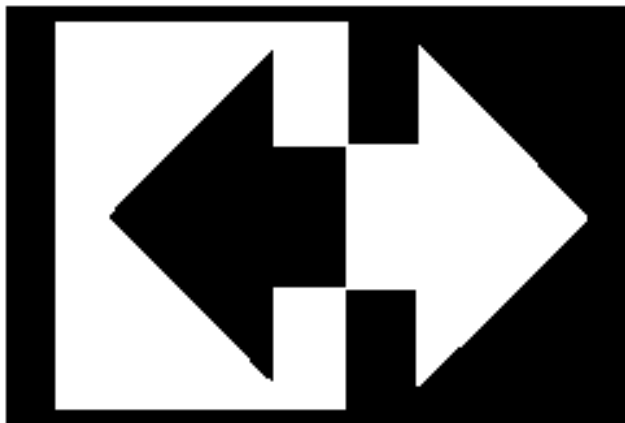
#### STEP 4 – BATTLES

In Enigma Force characters will engage in combat at your command. They may be victorious and survive to occupy a location or they may be eliminated (keep an eye on their strength bar). If you choose not to select one of the icons below the team members will probably decide to retreat into the next (safest) location.



#### HOUND TO THE DEATH!

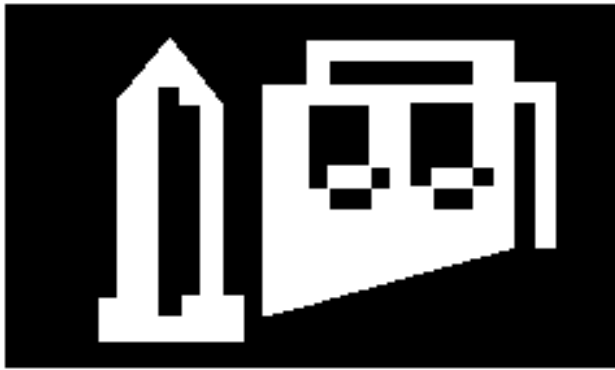
Move the cursor over this icon and press ENTER. Next select a character from the characters-in-location area of the command screen and press ENTER. The character in play will direct all their fire at the unfortunate target. They will also pursue the target if it retreats to another location.



#### DEFEND & HOLD!

Move the cursor over this icon and press ENTER. The character in play will engage all the enemy characters in the location.

## SOME OTHER ICONS AND THEIR USES



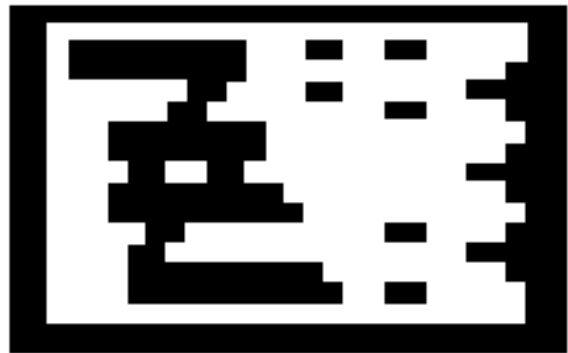
### BALLISTIC MAGAZINE

There may well be other kinds of ammunition in the game. You'll have to experiment to find out the effectiveness of different kinds.

NOTE WELL: When you load a character's weapon the ammunition appears in the middle of the top row of command icons. Check the play aid which lists ammunition status colours.



**KEYCARD**



**ZOFFCARD**



**THE FISH**



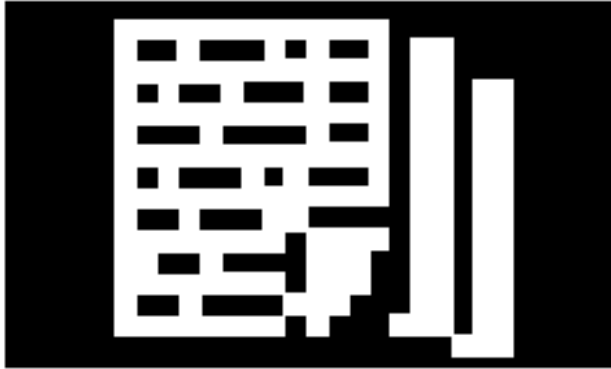
**TOOLKIT**



**EXPLOSIVE**

Use these icons in conjunction with the **ACTIVATE** command. We haven't explained what each does, so you will have to experiment. Hint: The Zoffcard is the general's escape ticket.





MORE  
Not all the icons in a location can be displayed at once. Use More to access a wide selection.

**AN EXAMPLE FOR THOSE OF YOU BEMUSED BY ICON COMMANDS**



**SELECT CHARACTER  
(SYLK)/ENTER**



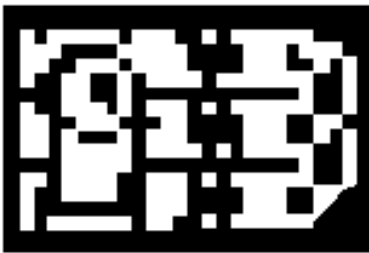
**PICK UP/ENTER**



**EXPLOSIVES/ENTER**



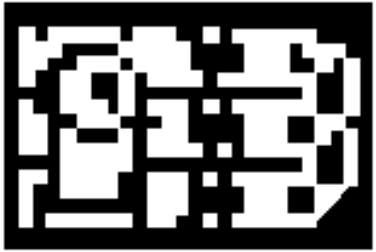
**ACTIVATE/ENTER**



**EXPLOSIVES/ENTER**



**DROP/ENTER**



**EXPLOSIVES/ENTER**



**MOVE/ENTER**

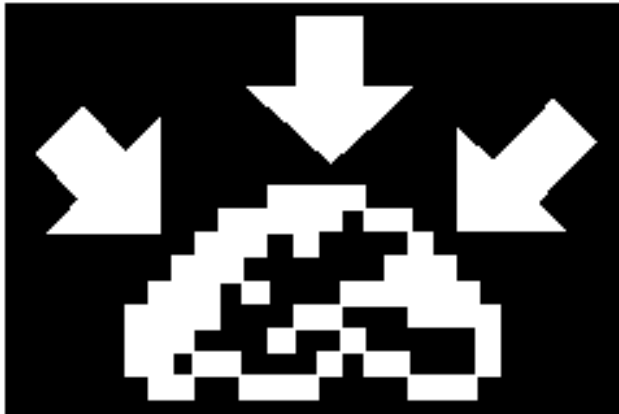
This string of commands tell Syylk to pick up the explosives, activate them, drop them and withdraw to another location.

## ADVANCED GAME PLAY



### OOPS

Once you have become used to playing the game through icons you can move to advanced play. You can string together five commands on the Spectrum and eight on the Commodore. Your stacked commands appear as a series of miniature icons next to the character's icon on the command screen. You can delete commands in the stack by use of the Oops icon. Experiment.

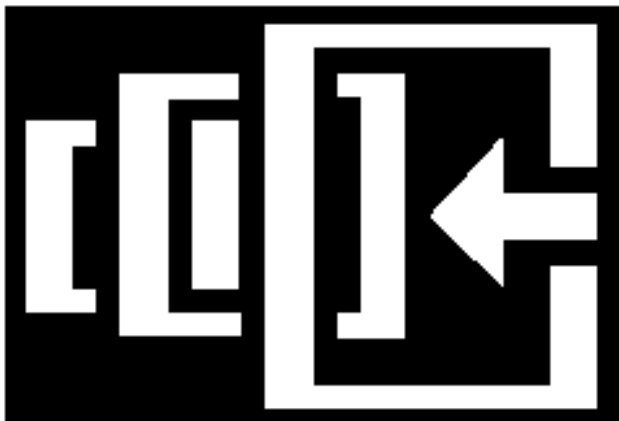


### MINDPROBE

We've already hinted that characters have minds of their own and may disobey your commands. Use this icon to seize control of the character-in-play's mind. Select the icon and press ENTER. The character can then be moved directly via the joystick or keyboard. Fire their weapon using the joystick fire button or the appropriate keyboard key. Whilst a character is "mind-probed" they can only move or fire.

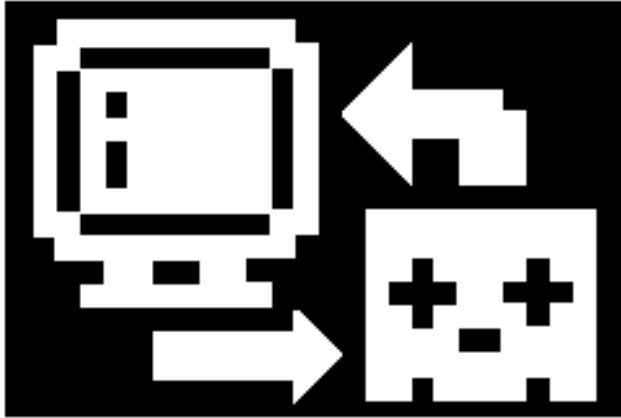
To return to normal game do the following – **JOYSTICK:** Press the fire button at the same time as you pull the joystick back towards yourself, diagonally to the left or right.  
**KEYBOARD:** You will need three fingers! Press the FIRE key, hold it down and press DOWN and LEFT or DOWN and RIGHT keys at the same time.

## GAME PAUSE AND GAME STATUS



### GAME PAUSE

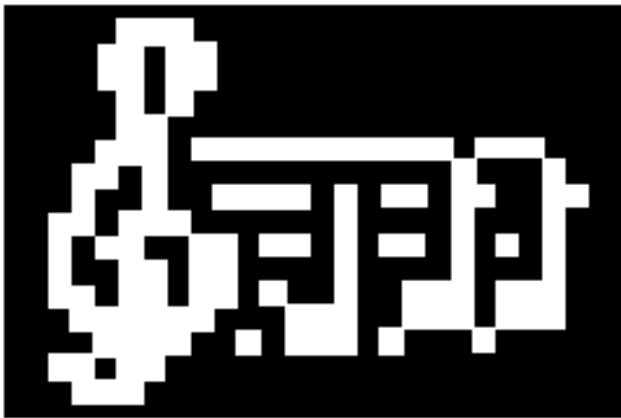
Use this icon to quit the game in progress and begin again.



#### GAME STATUS

Use this icon to check Status. Use again to return to game in progress.

THIS PROGRAM FEATURES SOUNDS ON THE SPECTRUM!



The Enigma Force theme tune plays from the moment the game loads to the time you begin to play. For best results remove the cassette, disconnect the EAR lead from the recorder, press PLAY and adjust volume and tone to taste.

#### ENIGMA FORCE OFFICIAL HINTS AND TIPS

We hope to publish hints and tips for this game in a future issue of our newsletter. If you wish to contribute we would welcome your own hints and tips (and find some kind of payment-in-kind if we publish them).