



SHADOW/FIRE

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SHADOWFIRE III
GAME DESIGN

STORYLINE

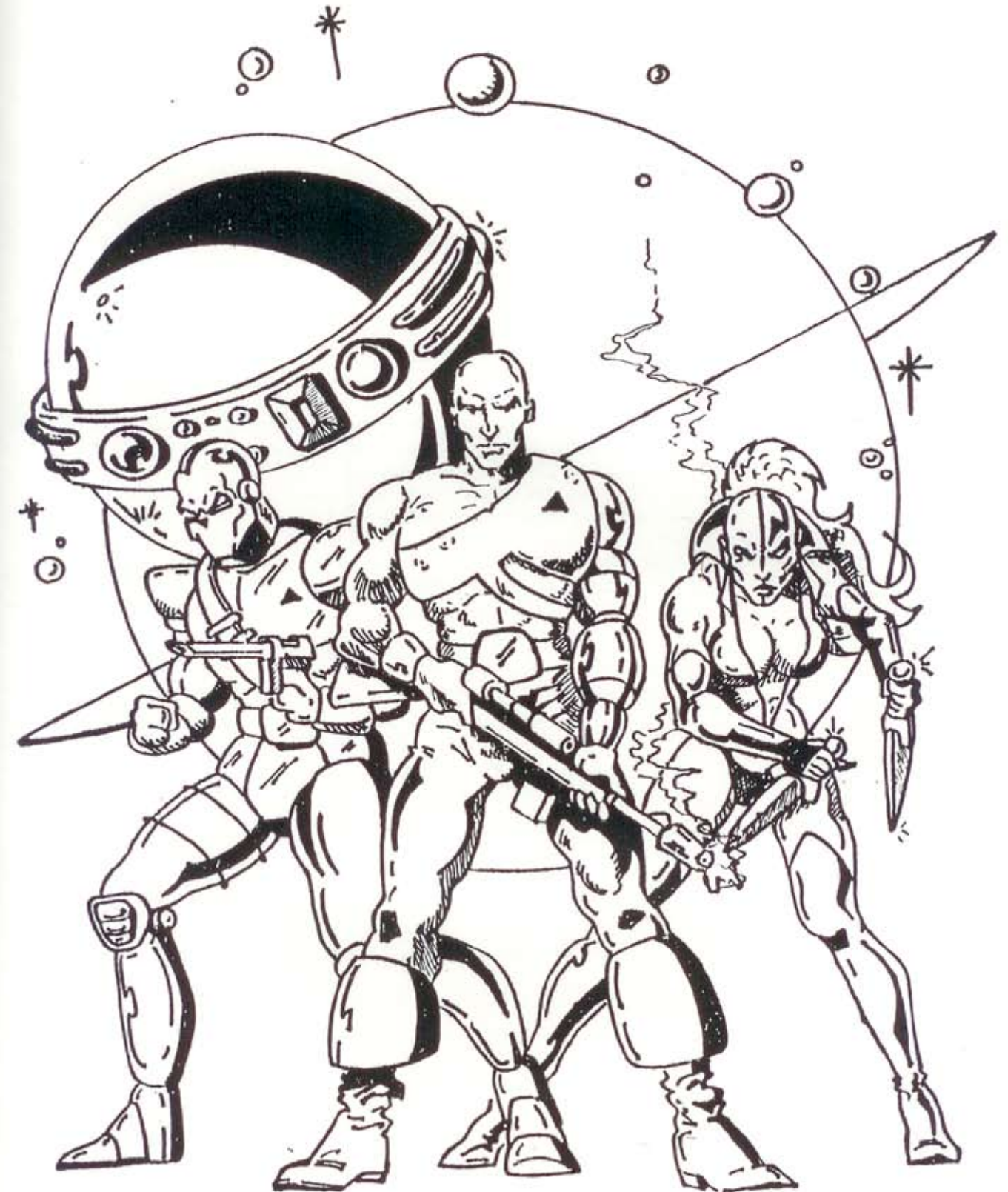
Thirty years have passed since the Enigmaforce successfully captured the republican dictator, General Zoff. As their reward, they were placed in stasis; a chance to join the privileged few and see the future! Meanwhile, Zoff was banished to the outermost reaches of the galaxy, to spend the rest of his life in hard labour. Zoff, however, had other ideas and once again, using his incredible psionic powers, escaped, desperate for revenge!

For twenty years peace prevailed and nothing was heard of Zoff. Secretly though, he was amassing a huge army capable of matching the Empire's fleet.

News filtered through from the outworld colonies that an unidentified battle fleet had been detected on their long range scanners. Zoff had returned!

Now, war once again rages across the galaxy. The Empire's fleet is close to collapse. There is only one hope, the Enigmaforce!

You must control the Enigmaforce on a series of do or die missions. Success is vital. YOU are the Empire's only hope!.....



THE ENIGMATEAM

The Enigmatteam will initially comprise of 7 members, the 6 members from SHADOWFIRE and 1 addition to the team, selected for his unique qualities. Further characters will be introduced at certain stages of the game and will be selected automatically by the computer. This will happen if a character is vital to the success of a mission. After that mission he will be retained and can be used again although, being a specialist, his/her general combat abilities may not be as good as most other team members. A maximum of 4 of these characters can be selected for a mission.

For example MISSION 3 is to destroy Zoff's disrupter tug. On arrival, the team will discover that the ship's computer system has gone down so it would be necessary to locate the ship's computer centre and get the system up and running. A sub-game will be entered at this point as Piscapod, the computer expert, tries to fix the problem without attracting unwanted attention. Piscapod would be preselected by the computer for this mission. He must be used before the starship can be primed for self destruct mode! His assistants for the mission are the controller's choice.

ADDITIONAL ENIGMATEAM CHARACTERS

The additional member of the initial shadowfire team is....
KAO

Medical robot from Enigma's mechanoid division.

Chosen for his thorough knowledge and practical skill he will help injured team members back to health.

During the game If KAO is in an injured member's unit, then that character will recover at twice the normal rate!

The following will be introduced later in the game:

1-XENON ZUX

Weapons specialist. Can operate all weapons found in the game.

Awesome firepower.

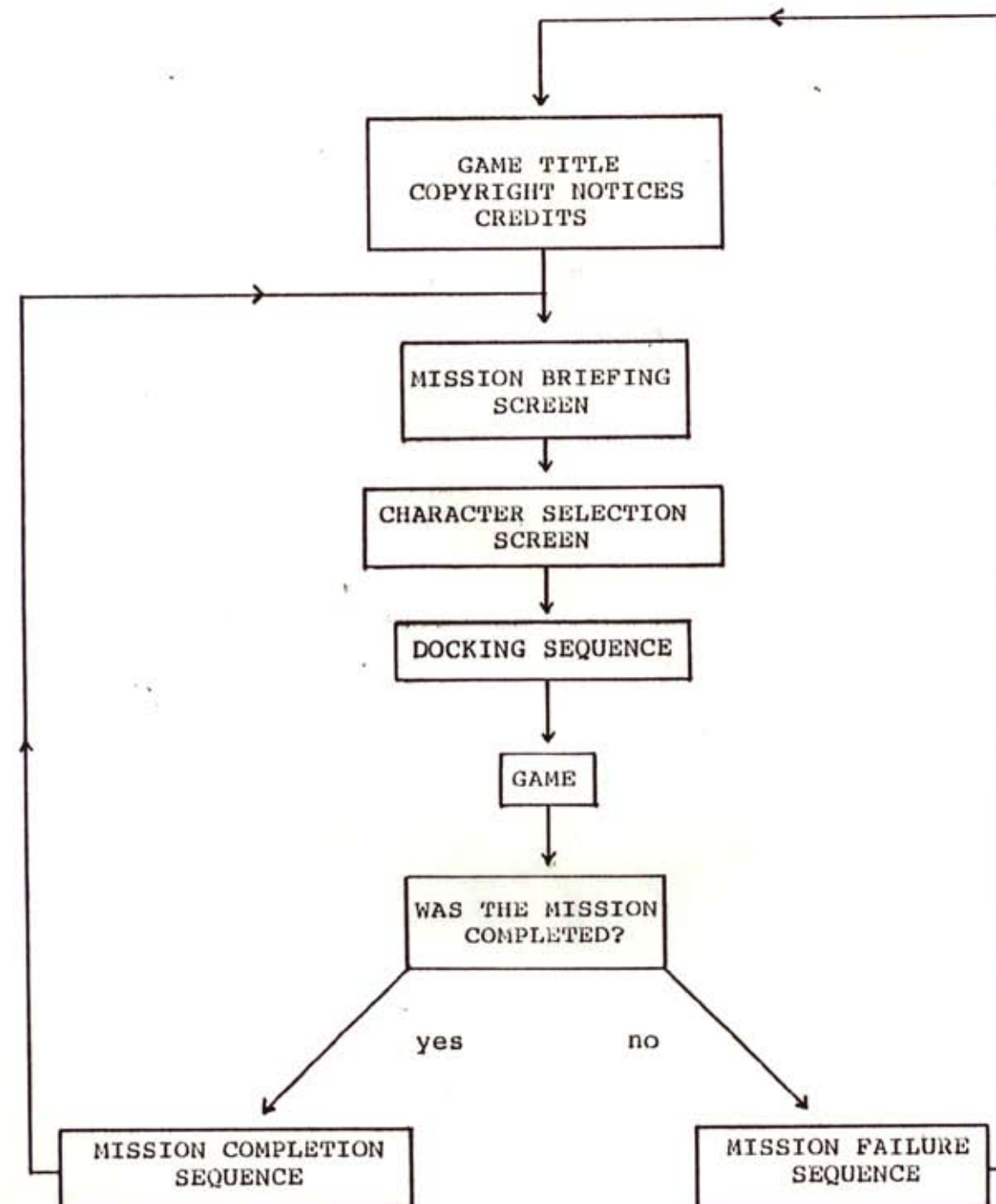
2-PISCAPOD

Computer expert.

Technically competent but weak, slow and of dubious moral fibre.

Could prove a liability on some missions.

A maximum of 4 members will embark upon each mission.



ENIGMA CHARACTER FILE.

SUBJECT:

ZARK MONTOR

Humanoid native of Cyron in the Orak system.

Thirty eight standard cycles of age.

Enigma Classification: 03

Armour Strength: light

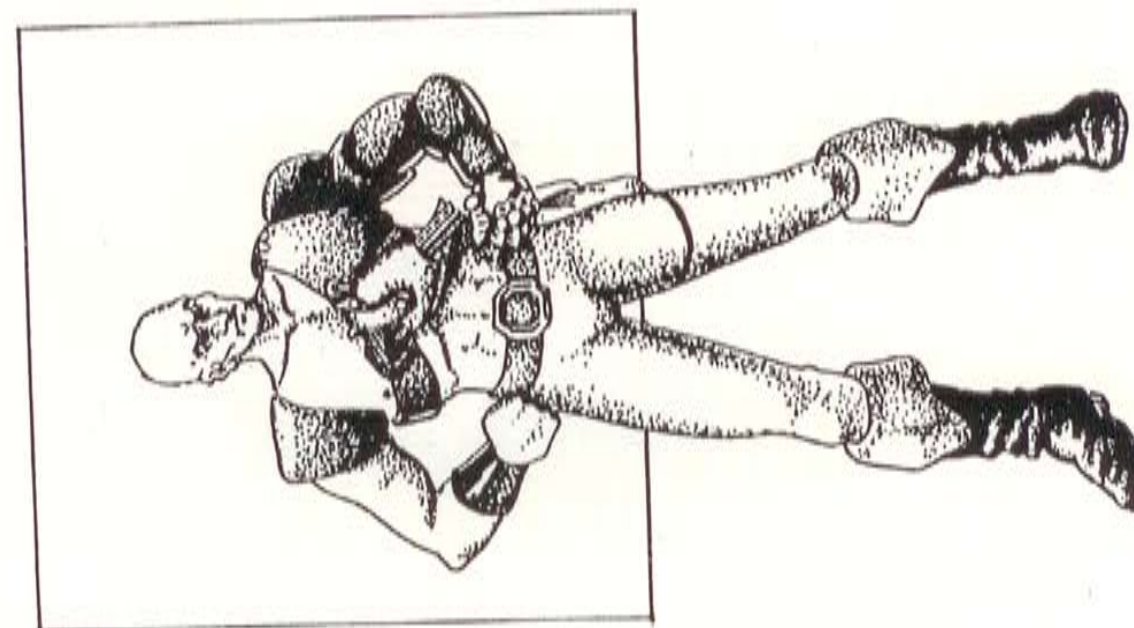
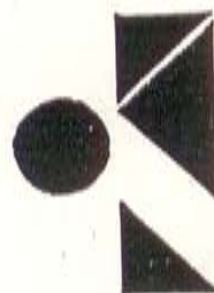
Possible Weapons: light/medium

Zark joined the Enigma team after ten years in the Empire Legions. He rose to the rank of Captain in the Blue Legion after the Battle of Serifan where he incurred greivous wounds that caused the transplant of many major internal plastoid organs plus a cybernetic arm.

He holds the Bronze Star and Order of the Empire for his services and impeccable record in the Legion. A hardened fighter, he is versed in the fighting skills of both the Academy and the martial arts of his home world. His artificial arm gives him fighting strength far beyond normal humans.

Zark resigned from the Legion due to differing opinions over the Battle of Serifan where he saw the cause of his injuries as stemming from incompetance by the Legions supreme tactitians.

Co-erced into joining Enigma after information was fed to him of a spurious attack on his homeworld. He would not trust the Legion to be of any use in defending Cyron and so joined our ranks to take part in what he thought was the total annihilation of the approaching enemy task-force. These ships were in fact, merely programmed automatons which were told to cause maximum damage with little loss of life. This information must never be revealed to a man who is now one of our most valuable assets.



ENIGMA CHARACTER FILE.

SUBJECT:

SEVRINA MARIS

Humanoid native of New Mars in the Earth II system.

Twenty Two standard cycles of age.

Enigma Classification: 04

Armour Strength: light

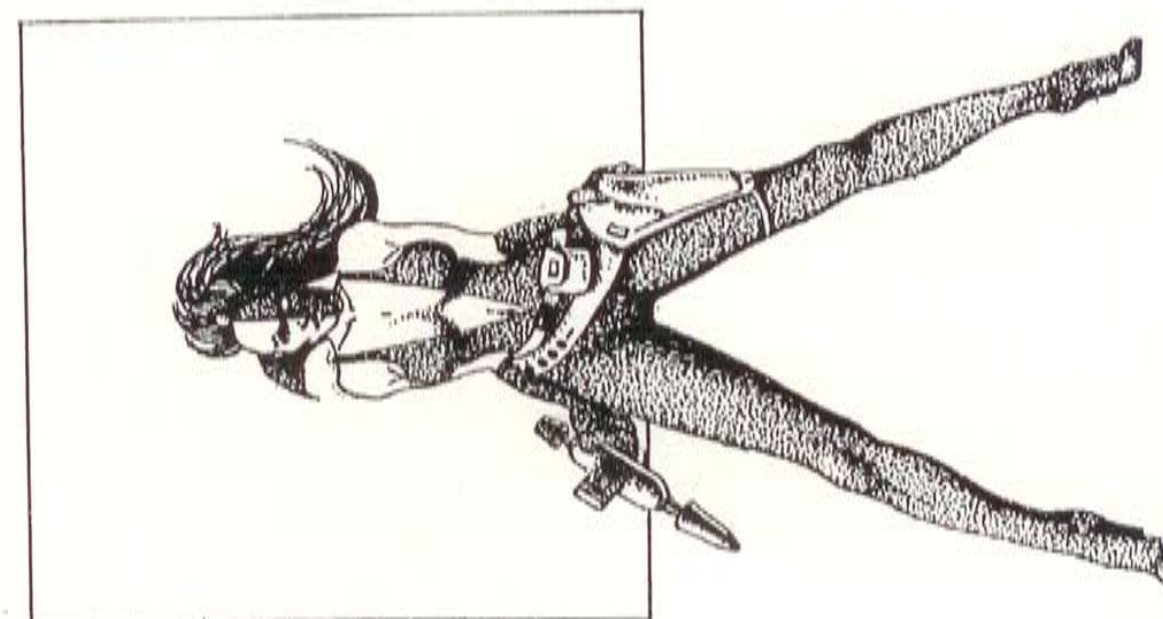
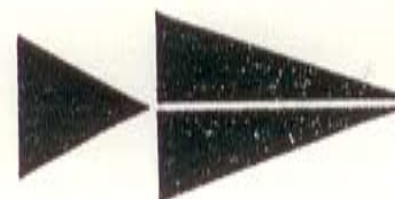
Possible Weapons: light/medium

Orphaned at the age of thirteen, she has fended for herself ever since. criminal records show offences ranging from smuggling, gun-running and trading in stolen goods to extortion, kidnapping and murder. Her final offence resulted in her incarceration on the prison planet Kerol where she was awaiting neural termination.

A rebel to the last, she was in the process of affecting her escape when our agents arrived for her indoctrination. Although reluctant at first, she finally agreed to join forces when offered her freedom should she succeed in her first mission. This is not strictly the truth, as we have enough evidence on file to persuade her to remain in our employ for quite some time!

She is an excellent markswoman and a locksmith without peer. Her knowledge of fire-arms and explosives is almost as extensive as that of her rumoured partner and tutor Torik. She also holds a first class pilot's licence, though it was seized by Leigon Flight Control several years ago, this has not stopped her from becoming one of the most adept fliers in Empire space. Her knowledge of hidden criminal flight-paths through the treacherous Norgol Asteroid Belt deep into Republican air-space will prove a great asset.

Sometimes overly independant, she has proven in training to be a determined fighter using speed and agility to scout for the group. Although her allegiances are not yet fully validated, it is hoped she will rise to become one of our top agents.



ENIGMA CHARACTER FILE.

SUBJECT:

XZYYLK 'KHA' KHLAAN
'SYULK'

Insectivoroid native of Khryzthys in the little known Auron system.

Age unknown.

Enigma Classification: 48

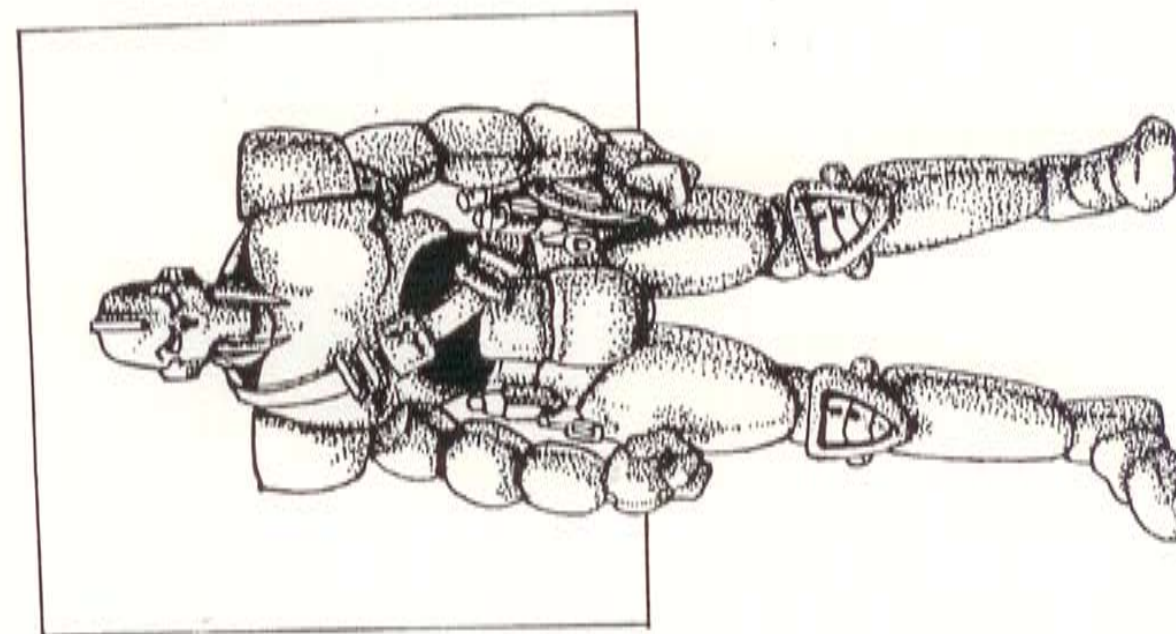
Armour Strength: heavy

Possible Weapons: light, medium and heavy.

Almost nothing is known of this member of the Enigma team as he is the most reticent regarding his background and his reasons for recruitment. As a policy we have decided to press no further and simply employ his more than ample talents.

Fearless in the face of battle, he has been involved in many missions against Republican troops and displays an almost boundless hatred for his opponents matched only by his ferocity and tireless strength.

He wears a special hi-tensity alloy armour that serves not only to protect his insectivoroid frame but also disguises his natural appearance which most humanoid species find repellant.



ENIGMA CHARACTER FILE.

SUBJECT:

TORIK

Avian native of Chresin in the Thalus system.

Thirty two standard cycles of age.

Enigma Classification: 10

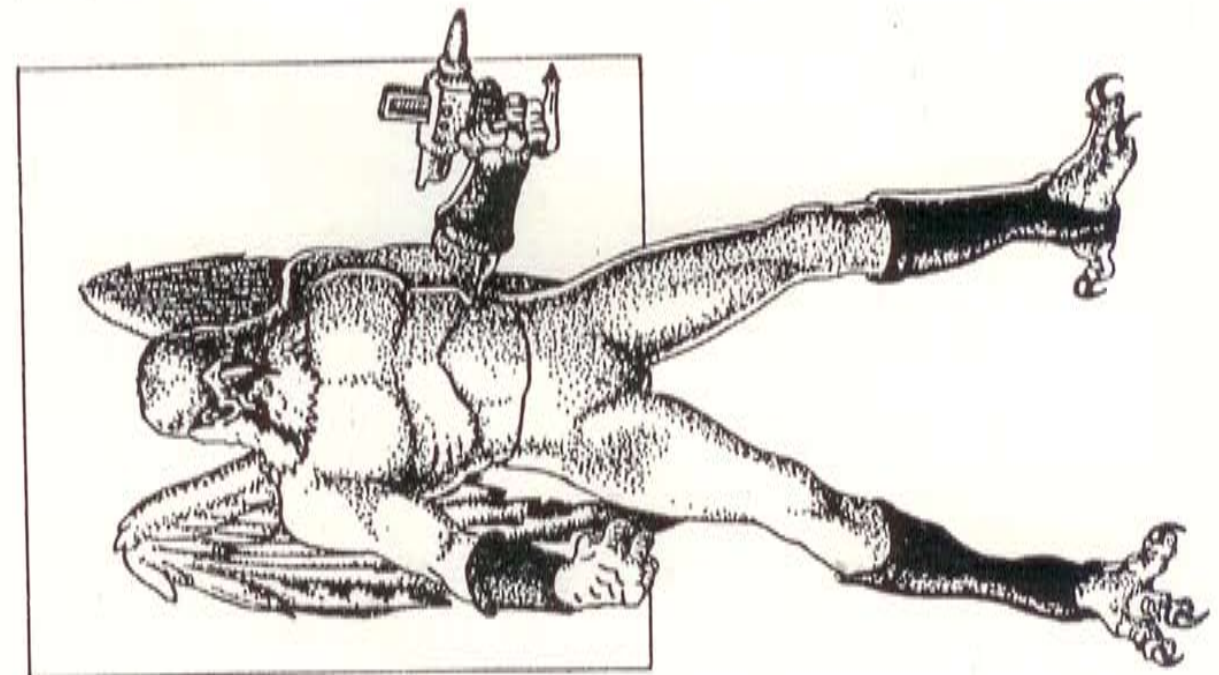
Armour Strength: very light

Possible Weapons: light

An ex free-booter and pirate among the lesser worlds, he was serving a life sentence for smuggling arms with an unknown humanoid female to his native planet for their internal tribal skirmishes when Empire Policy introduced the induction of known offenders into Enigma in return for cancellation of their sentences.

It was thought that Torik and other detainees like himself may prove invaluable with their knowledge of the criminal network that extends even into Republican territories and operates regardless of Tolvor's rule.

His powers of flight are obviously useful but his knowledge of weapons and explosives make him a vital member of any strike force. Upon his recommendation the female Sevrina Maris is due for induction.



ENIGMA CHARACTER FILE.

SUBJECT:

M. A. U. L.
(Multi-purpose. Attack. Unit. L Class.)

Roboid construct from Enigma's mech-division.

Enigma Classification: 20

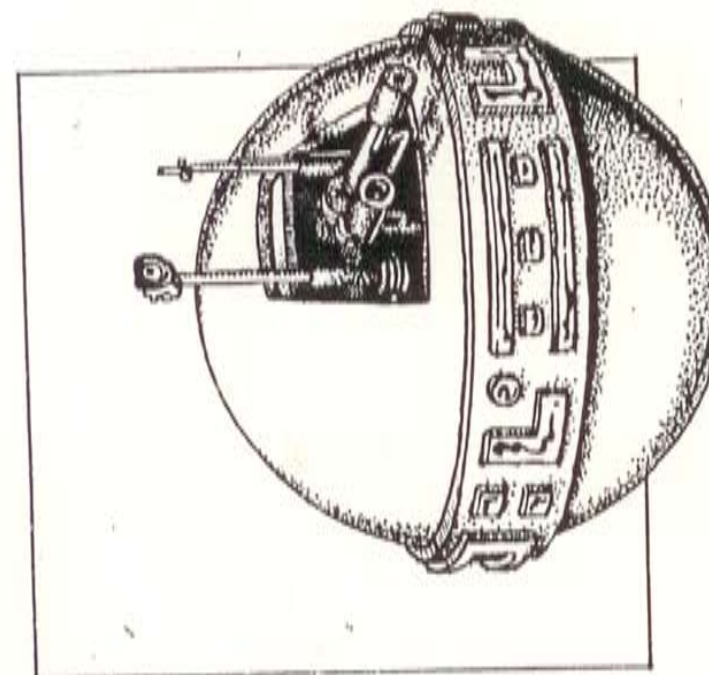
Armour Strength: heavy

Possible Weapons: light, medium and heavy

Utilizing an old external design, it is secretly one of the latest and most deadly innovations from the mech-division special weapons force. The Maul unit consists of little or no intelligence, depending upon the mission to which it is assigned.

It is capable of carrying an almost limitless supply of Enigma's deadliest weapons and will brook no interference from opposing factions, slaying all who stand against it. M.A.U.L. is almost indestructable though rather slow.

Although it's creators have great faith in this their latest construct, it has yet to be fully tested in the field and even then it's reactions cannot be predicted.



ENIGMA CHARACTER FILE.

SUBJECT:

MANTON TRANSBOT MK.IX
'MANTO'

Roboid construct from Enigma's mech-division.

Enigma Classification: 95

Armour Strength: medium

Possible Weapons: light/medium or 1 transporter link

Manto, now an out dated unit, is used primarily to place trans-pads in enemy territory unassailable to other team members. Thus allowing a fighting force to beam directly to the action.

Although capable of self-defense the construct's reactions are not as fast as other humanoid species and must therefore be well defended if it's transport facilities are intended to be re-used.

Although possessing only minimal artificial intelligence this particular model displays humanoid traits in it's speech and personality modes which are due to be dealt with accordingly.



CHARACTER ABILITIES

All members of the EnigmaTeam have the following ratings...

- 1-SPEED ...that a character can move
- 2-WEIGHT ...that char is carrying (effects spd)
- 3-STAMINA ...lifeorce of this character
- 4-ACCURACY...engage in combat without human control
- 5-RECOVERY...rate at which a character will recover.
(affected by WEIGHT)

The team on the mission can be split into groups of 1-4, allowing pincer movements etc.

CHARACTER SELECTION

Before the mission can begin the player, as the controller of the Enigmatteam, will be given his briefing. The controller is solely responsible for the success of this mission and so has total control over the characters actions.

After the mission briefing screen the controller must decide which members will undertake the mission and how they will be equiped. Empire intelligence has arranged a fake DOCKING PASS and supplied a limited range of weapons.

The controller will be presented with a screen comprising of the status and a computer file for viewing the Enigmatteam characters. There will be several icons used for 'next file', 'select character', and 'begin mission'. As the characters are selected their faces will appear on the status.

There will be an inventory list at the right of the game window. This is the inventory for the whole shadowfire team. It will be possible to cycle through the inventory by clicking on the up/down arrows. Clicking on items will transfer them to the character currently selected on the status.

Click on the 'start mission' icon to begin.

After the character selection screen the controller will see a short graphical sequence of the EnigmaForce shuttle docking with the target starship.

DESCRIPTION OF MISSIONS

The ultimate aim of the game will be to destroy Zoff and his starship. Before this can be achieved, however, there are more pressing concerns!

In SF3 there will be a large number of missions which will be assigned to the team in order, as the story progresses. Once a mission has been completed a password will be awarded, allowing instant access to the next mission in future playsessions.

The password will also contain information on surviving team members, their current ability levels, objects carried etc.

At the end of each mission, if he is successful, the controller will be rewarded with a short graphical sequence, updating the story as it unfolds! This will help generate a feeling of progression through the game. If the Enigmatteam fail there will be an alternative graphical sequence.

The EnigmaForce will work most effectively if they are used in a series of undercover missions, infiltrating the enemy starships. Once aboard they will neutralise personnel and assume their identification, thus gaining access to the ships computer systems. (see below)

The missions will be ordered as follows.....

1-Briefing

Professor Kriskit has been kidnapped. This is particularly disturbing news as he was the leader of a team working on a new biological weapon. If he cracks and Zoff gets the information he wants, the Empire will be in dire trouble. Board starship ZOFF IV and rescue the professor.

1-Completion

Professor Kriskit has been rescued, but not before he blubbed to Zoff. Zoff's scientists now have all they need to build a weapon of catastrophic consequences.

2-Briefing

Locate the development laboratories on starship ZOFF X and neutralise.

NOTE-it will be necessary to evacuate the starship before the timed explosive detonates, releasing the deadly bacteria.

2-Completion

The starship Zoff X has been neutralised, a major victory for the Empire.

3-Briefing

A heavily armed republican disruptor tug, capable of destroying a small planet, has made it through the Empire's defences. It now hangs in orbit around 'densely populated Triton 6, XENON ZUX's homeworld.

Board the tug and trigger its self destruct sequence before Triton's worst fears become reality.

3-Completion

The fires from the republican vessel light up the sky. The people of Triton 6 will forever be indebted to the Enigmaforce!

NOTE if the team fail it would be a nice touch if, as the tug goes into its 'obliteration sequence', it could transfer all its power to the weapons systems causing the lights to dim on the final 10 second countdown which will be announced by the PA system. Then the view would switch to the carnage outside....

4-Briefing

After the destruction of Zoff's disruptor tug it is believed his generals are trying to gain sympathy from Malik's Fascist Coalition (the MFC), a powerful terrorist organisation currently under ceasefire agreement with the Empire. A suspected MFC vessel is reported docked with starship Zoff XI. Board the starship and, using the onboard weapons system, destroy the MFC ship.

4-Completion

The MFC announce they have sided with the Empire after an unprovoked attack by a Republican starship on an unarmed MFC vessel! This is major boost for the Empire and potential turning point in the conflict!

5-Briefing

In a surprise broadcast to the Empire's flagship, Zoff requests peace talks. The Emperor, ever hopeful of a peaceful solution, sends Ambassador Kryxix for council. However, on the way, the Ambassador's escort is ambushed and he himself is kidnapped by republican forces. It is believed Kryxix will be interrogated to gain information on the Empire's secret war plans. Rescue Kryxix from his cell.

(SEVRINA used here for cell lock)

5-Completion

Having rescued vital information and saved Kryxix's life, Zoff has once again been foiled! The Empire now feels in a position to change the Enigmatems' strategy from one of defence to attack!

6-Briefing

Republican General Churlz, head of security, is thought to know Zoff's movements. Board his ship, Zoff IX, and kidnap him.

6-Completion

Having captured Churlz, the Empire's interview team don't have to try too hard to gain the information they want to hear!

7-Briefing

Zoff is hiding on starship Zoff VI. Assassinate Zoff.

7-Completion

Without their leader the Republican fleet is thrown into disarray. Empire forces continue to mop up pockets of resistance until, at last, they surrender. Thanks to the Shadowfire team the galaxy is once again a safer place! The reward will be an action sequence something like the one seen at the end of the feature film, StarWars where Luke Skywalker and chums are saluted in a crowded hall by the rebel troops.

The game credits will roll over the final screen.

Obviously missions will be more complex than at first meets the eye. For example, one of the missions will involve priming the computer's self destruct mechanism. To do this a primer dongle must be found but the primer is kept in a safe! To get into the safe a password is required but the password is split into 4 parts, all carried by senior members of security personnel on different decks of the ship! The controller will need some help along the way and so there will be an additional icon on the status. This will be used to view the mission briefing and the current sub-task which will be updated as more sub-tasks are completed.

Also, when each sub-task is completed the controller will be notified by the team leader of the next sub-task. This will be done with digitised speech.

.e.g. 'CONTROLLER, WE NEED ANOTHER PASSWORD'.

This will give the user good sense of 2-way communications between himself and the Enigmatems.

DESCRIPTION OF GAME ENVIROMENT/GRAPHICAL DESCRIPTION ETC.

The starting location will be inside the airlock of the docking bay. A docking pass must be used to open the airlock to the main docking bay. If the docking pass is lost during the mission the team will have trouble getting back through the airlock.

The viewpoint will be top down, as used effectively in Alien Breed. The leftmost area of the screen will be used as a status display. Up to four digitised pictures will show the team members faces.

Directly below each picture will be a red/green light indicator. RED means this character has his weapon drawn.

The purpose of this icon is described below.

The SFX will be designed for atmosphere and the volume of most SFX will be proximity related. For example, an explosion a few corridors away will sound distant. Digitised speech will be used for the starships' PA system. The current phrase will be loaded into a buffer to save ram space. PA announcements will include 'SECURITY ALERT' and 'SELF DESTRUCT INITIATED' etc.

Digitised speech will also be used on the screen where members are selected for a mission. The team members will announce themselves as they are selected. In addition, if memory allows, team members will speak when close to death. The phrase will depend on the character eg. 'I'M HIT' or 'CONDITION CRITICAL' or 'MEDIC' etc.

The starships are huge and comprise of decks which are interconnected by a lift system. Most lifts dont give access to all decks. Just like a small city everybody goes about their daily business. The crew are a mixture of droids and humanoids and each member has his own ID transmitter which accesses the ships computers & doors. The importance of the I.D. holder will determine the level of access to the ships computer and range of doors available.

Initially the EnigmaForce team dont possess any I.D. transmitters so the first task will be to get one!!!

CHARACTER CONTROLS

In SHADOWFIRE III the user controls a team. The team can be split up into several 'units' which can all be doing different things simultaneously. Units not currently selected will behave intelligently and defend themselves if attacked. At the same time that character will notify the controller, eg. Sevrina under attack.

With a mouse, the game's point'n'click control system will be used to influence any character's actions. The control system will comprise of the following simple rules....

- 1-The current unit will always be at the centre of the game window.
- 2-Clicking the left button at any point on the game window will set the current unit moving towards that point.
- 3-If the current unit moves over another unit then they will merge to form one larger unit.
- 4-Holding the right button at any point on the screen will cause the current unit to fire towards that point provided a weapon is in use.
- 5-Double clicking will cause a character to act upon an object. So he would pick up an object or activate a lift etc. He must be standing over the object to do this.

STATUS GROUP CONTROLS

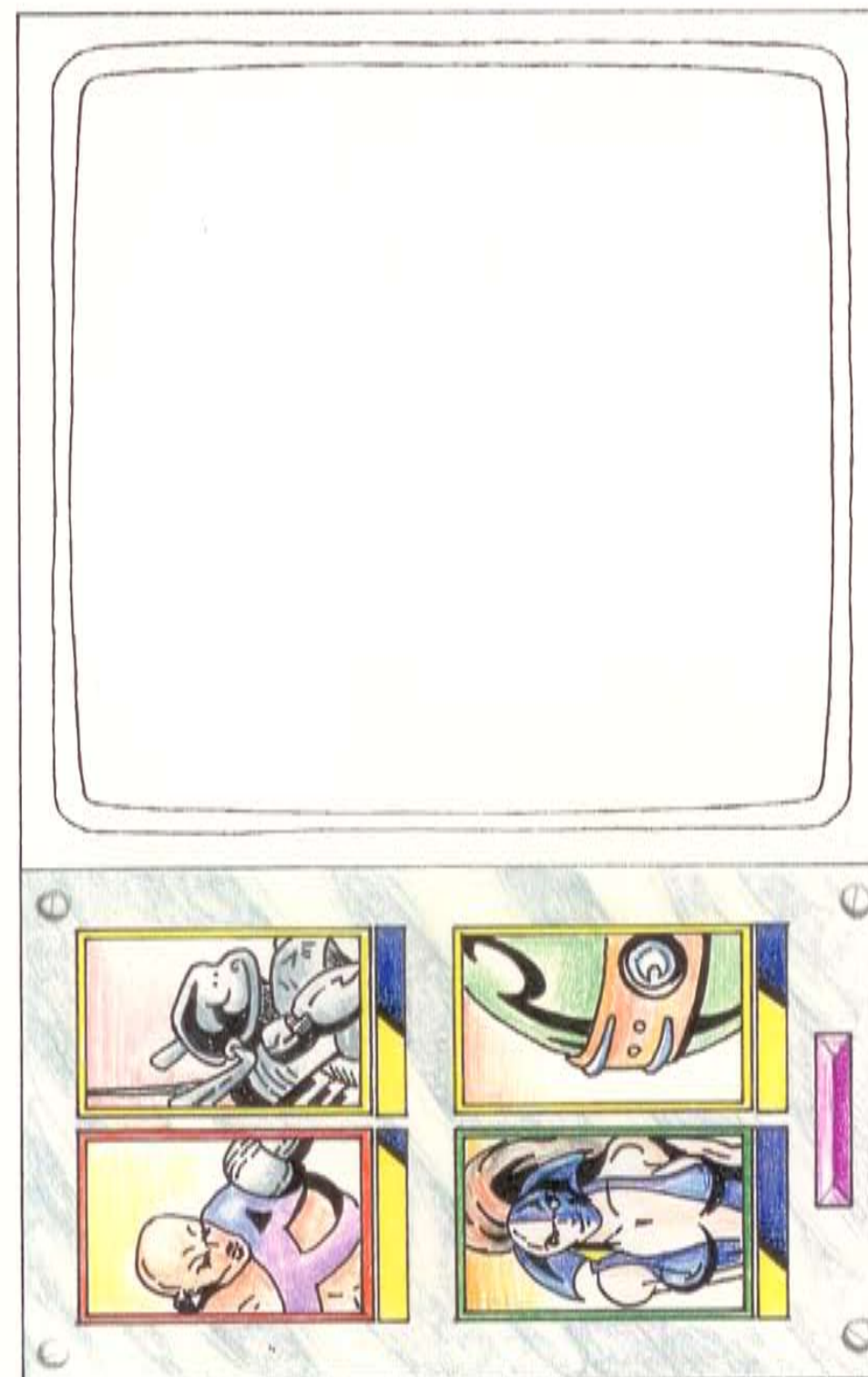
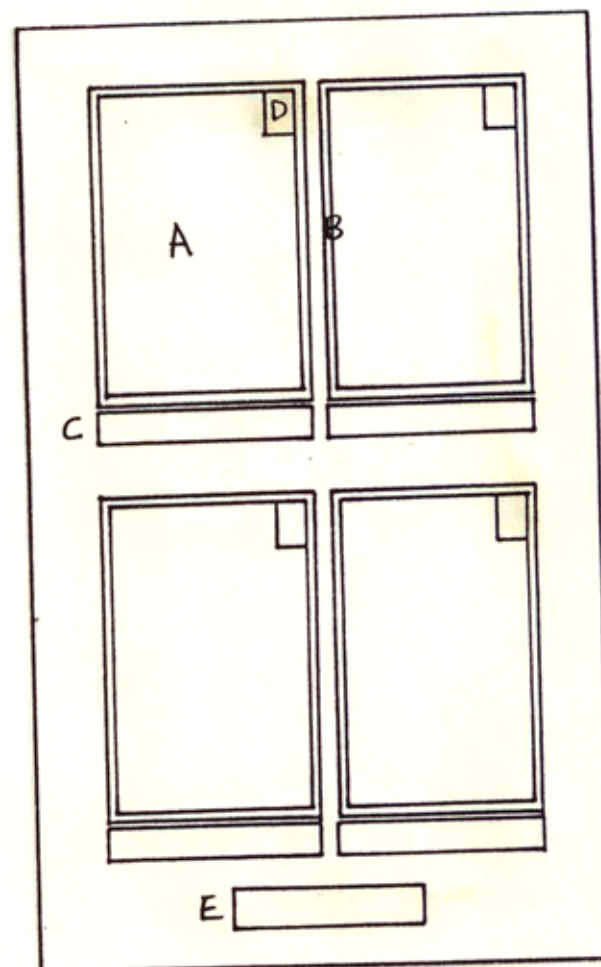
- 1-Clicking the left button on a character face (A) means his unit will come into focus in the game window. If the new unit is within a fixed range of the old one then the display will scroll. Otherwise the game window will fade out, then fade-in, to reveal the new unit.
- 2-Clicking left again over other members of the same unit will cause them to also be highlighted (B). Clicking the right button will cause these members to form a new unit. The leader of a unit will always be the healthiest member of the group.
- 3-Double click on any character's face (A) to bring up that character's status.

The Group Status is responsible for showing:

- 1-Pictures of all the characters alive (A).
- 2-Dead characters will be represented by grey shadows.
- 3-Each character's 'stamina attribute' (C). It will flash if he is close to death.
- 4-Each character's weapon indicator (D). i.e. whether or not he has a weapon drawn. Clicking on it will toggle this status.
- 5-Each character's combat mode (D):
 RED - Aggressive
 AMBER - Hold ground
 YELLOW - Retreat

Clicking on this icon will cycle through the options.

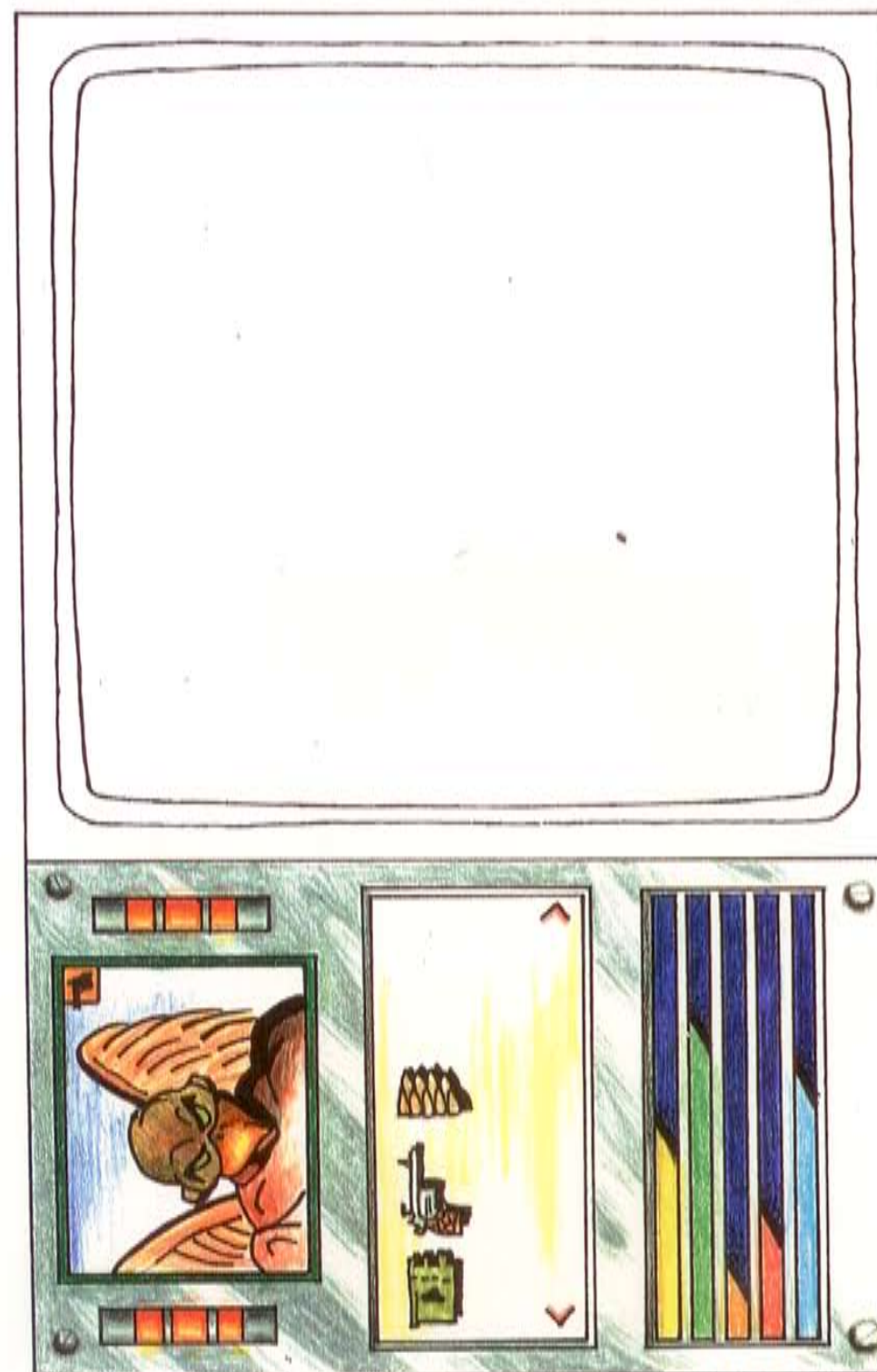
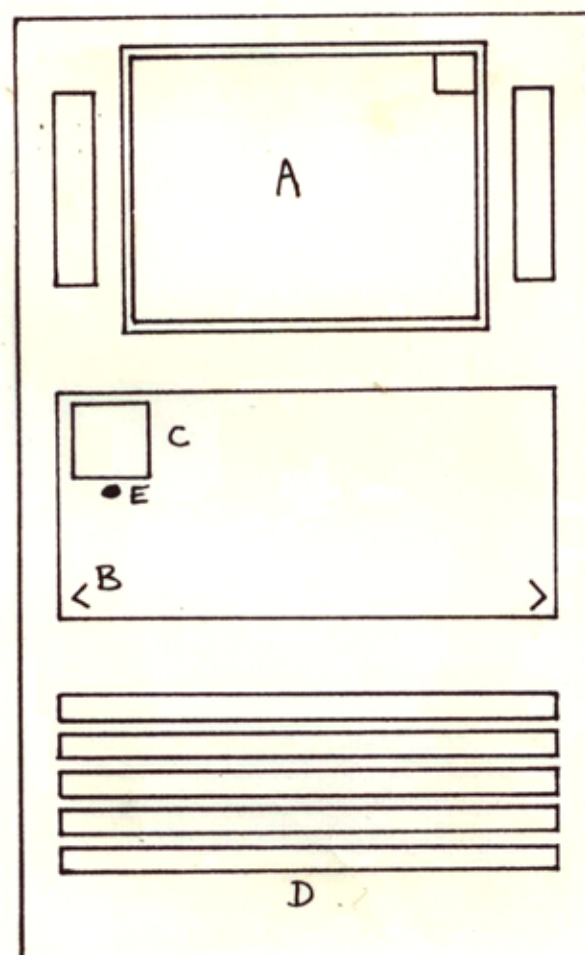
- 6-Colour frames (B) to indicate which characters are in a particular unit.
- 7-Mission Briefing Icon (E) to bring up further details of the current mission over the play screen.



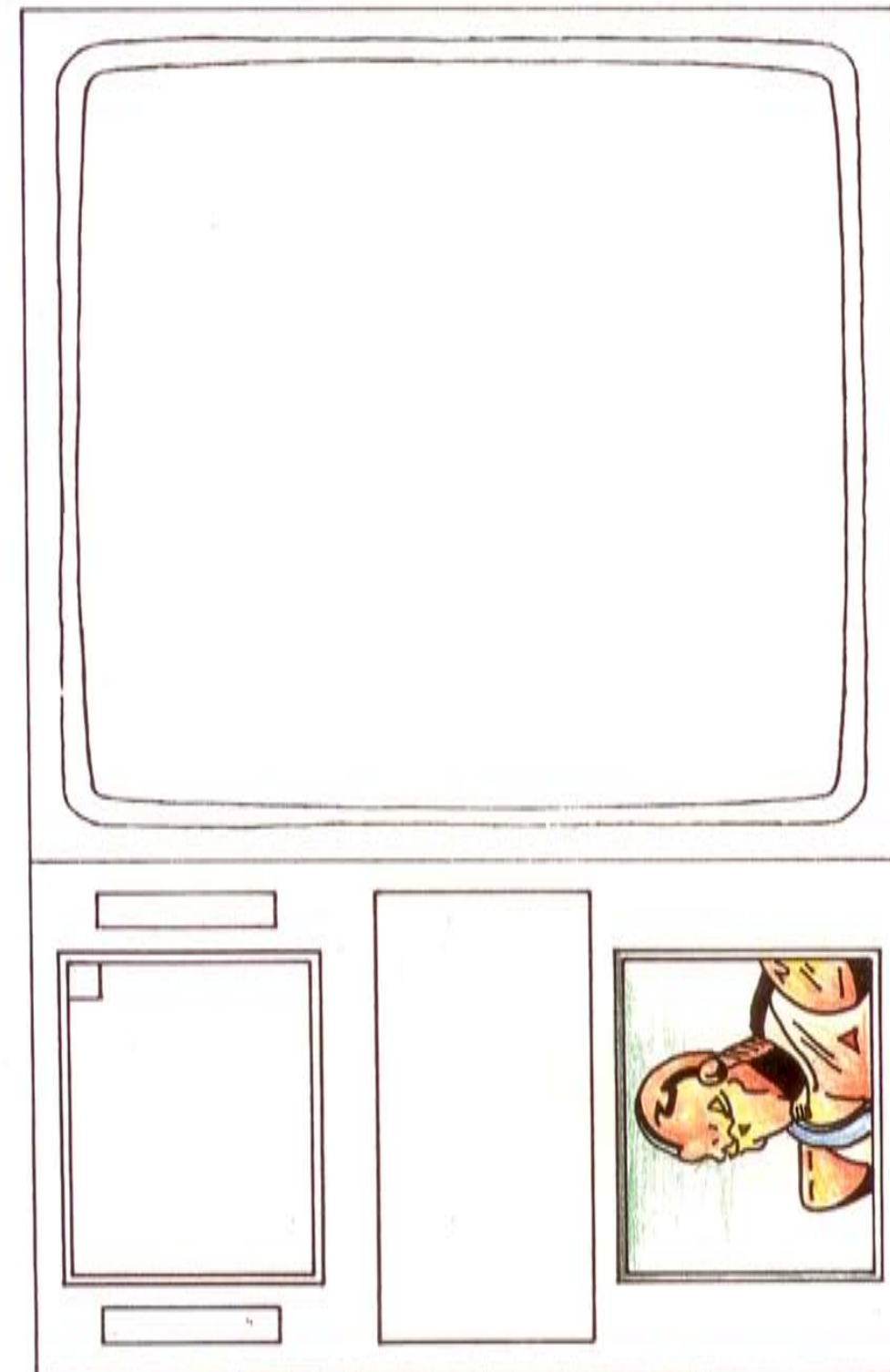
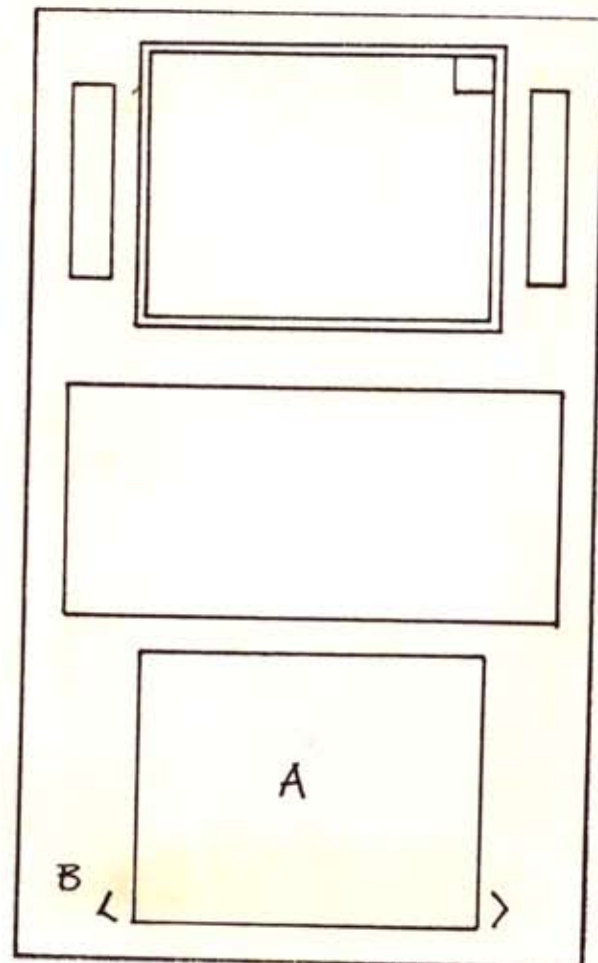
STATUS CHARACTER CONTROLS

- 8-Click on the left/right arrows (B) will cycle through that character's inventory.
- 9-Clicking the left button over any object (C) will toggle the 'in use'/'not in use' indicators (E).
- 10-Clicking the right button over any object will cause it to be dropped.

The Character's Status will show:
A picture of the character selected (A).
A list of objects carried (C).
This character's abilities (D)



12-Double clicking an object means this character wants to give this object to another character. The abilities window will be replaced by left/right icons and a picture of the target character (A). Clicking on the arrows (B) cycles between the target characters. Clicking on the target character will give the object to him.



THE STARSHIPS SECURITY PERSONNEL

Security personnel automatically scan the team's I.D when in visual range. A scan reading an illegal I.D..will result in a 'security alert'. Digitised speech could be used here e.g. 'HALT', 'INTRUDER ALERT'. The sector's security personnel will attempt to apprehend the intruders. Once a 'security alert' is initiated it will be announced over the deck sectors PA system and all doors will become locked to the ID level 2 and below! i.e. non-security personnel.

NOTE

If a team member has his weapon drawn when spotted by a security droid an alert will be triggered instantly.

NOTE

There are varying levels of alert .i.e. The first few stunned personnel will cause only a sector alert within a deck. Then as Enigmaforce attract more attention there would be a deck alert. Finally there would be a full RED alert and all robots on the ship would adopt a 'shoot to kill' approach and try to seal off areas of the ship where the intruders are thought to be.

Also, just because a team member possesses I.D. doesn't make him/her completely safe from security. For example, if a team member eliminates an engineer and assumes his identity, if that engineer is then discovered by security then that I.D. will become illegal. Using this system team members will have to renew their I.D regularly; The longer they leave it the higher the risk of a security alert. The controller will soon discover that if he chooses his targets carefully, i.e. in areas that are not patrolled very often, his I.D will last longer.

IN GAME PERSONNEL

All starship areas will have their own personnel. eg. the drive room will be mainly engineers.

Starship areas include....

- Docking Bay
- Navigation
- Drive/Engine Room
- Repairs Unit
- Recreation
- Computer Room
- Sleeping Quarters
- Medical Centre
- Weapons Bay
- Development Labs
- Containment Area (prison cells)

Also, the more important the area, the more security will be present. Security droids will, like the EnigmaForce, have their own abilities and armaments. They will be recognisable graphically so that characters will become aware which droid types are best avoided on sight! Other types of droids will go about their own tasks. eg. messenger droids / service droids / maintenance droids.

Some droids will be unique to a particular starship so the team should always log-on to the droid info at some stage to see exactly what they're likely to face!

THE STARSHIPS COMPUTERS

Terminals will be found in many locations. To log-on an ID transmitter is required. Transmitters are attained from members of the ship's personnel. The more senior the position of ID holder the more functions are available to the controller. For example, a lowly cleaner's ID card would only access levels 0 and 1.

Whilst accessing the computer the game window will change to that of a computer layout. The Zoffian computers are no where near as sophisticated as the ones supplied to you by the Empire. For this reason the display will have a 'run-down' look with flickery displays and occasional 'spikes'. This will give a good contrast between your computers (crisp and sharp) and Zoff's.

The mouse will be used to select the various functions.

FUNCTION	LEVEL
starship specification	0
deck map	1
droid information	2
security-cctv system	3
security-override all doors	4
self destruct - initiate (requires primer dongle!)	5

Functions are described in detail below....

DECK MAP

Will show a top down view of the entire deck. It also shows the position of lifts, terminals etc.. It will show the teams' current positions and also the whereabouts of other team units.

SECURITY CC-TV SYSTEM (Closed circuit television!)

Accessed by the ships computer this will present the user with a deck layout similar to the DECK MAP except that the user can click on various locations to activate a location's CC-TV system. The view will change to allow the user to see what's happening in this location, (in black & white). This is a useful facility for tracking down elusive personnel. Security level 3 and above only.

Using background animation it would be a nice touch if cameras sometimes panned as they followed the teams' movements. This would help give the impression that the EnigmaForce was 'being watched' by ship security!

OUTBOARD WEAPONS SYSTEMS

Requires a targetting visor which can be attained from one of the ship's gunners. The starship's short range weapon's are then available to the operator. The view will change depending upon which gunner bay the operator is at.

Some sort of starfield effect will be used here. Usually nothing else will be visible except in the case of mission 4....

Obviously firing the weapon will attract attention from security.

STARSHIP LIFT SYSTEMS

When a lift is activated the view will switch to a side-on view of the starship. This will show the decks and how they are connected by the ship's lift system. The current deck will be highlighted. Clicking will highlight any decks connected by this lift.

Double clicking means 'activate lift'. The lift will be shown moving graphically towards its target deck. This will help the controller distinguish exactly where he is.

The controller may need to use several different lifts, accessed from different decks, to reach the desired location.

This means careful planning is required by the EnigmaForce so as to avoid areas where security alerts have been triggered.

IN-GAME OBJECTS

Will include...

0-Boarding pass

1-ID transmitters

2-self destruct primer

3-lifts

4-teleporters

5-SENSOR MINES

6-TIMED MINES

7-various weapons

8-Computers

9-Master key card

10-targetting visor

11-Mind shield

12-Micro toolkit

13-Proximity alarm

14-weapon detector

15-Cloaking device

16-One-way-doors

required for access to the docking bay airlocks!

for door/computer access.

required for selfdestruct.

for access to other decks.

for access within a deck.

Once set, blow on touch.

Timed explosive.

Characteristics include...

A-KILL/STUN

B-RANGE

C-RATE OF FIRE

weapons set to kill will be much messier!

Terminals are found in many locations. Logging onto one grants the user access to the starships computer.

opens all doors.

used by gunners for offboard weapons operation...see below

A powerful drug developed in certain labs accelerating the users thought processes. A side effect is that it makes the user immune to psionics.

Useful for mending certain types of computer.

An item which can be carried by any team member. It will alert the holder of any droid within a fixed range.

The alert will sound louder the closer the droid is.

Found in security sensitive areas of a ship it will scan personnel for weapons as they pass through it triggering an alert if any are detected.

when activated it will make any weapons undetectable.

allows access in 1 direction only.

Weapons will include

1-laser pistol

2-plasma rifle

3-stun gun

4-grenade

5-rocket launcher

6-scrambler

7-disrupter

8-force field

A light weapon suitable for combat in an enclosed area.

Medium range weapon.

Administers powerful sedative to the recipient.

Very short range but quiet.

Explosive projectile.

Large, heavy, and noisy but extremely effective.

When dropped this device will interfere with enemy droids guidance systems causing any within a set range to become immobilised. This lasts for a limited time before it burns out!

When activated this powerful weapon will cause damage to any droids within a fixed area.(smart-bomb type effect) Comes with 3 charges. Extra charges can be found.

On activation the user will only take 1/2 damage from hits. For limited time only.

DENTONS

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SHADOWFIRE III

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