SHADOW WORLD

by Mike Potter

LOADING SHADOW WORLD

Cassette

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If there are any cartridges in the slots, remove them and close the cartridge door.

Insert the program cassette into the cassette recorder with the label side up. Press the play button on the cassette recorder until it locks in the down position. Hold down the start button on your computer and turn on the power switch. After you hear a beep from your computer, press the return key. The program will load in about four to five minutes.

Should you have any difficulty loading the program, rewind the tape all the way to the beginning and remove from the cassette recorder. Insert a pencil into the sprocket of the cassette and advance the tape into the cassette recorder and try to reload as described above. If this fails, simply flip the cassette over and try loading the reverse side of the tape. The program has been recorded on both sides of the tape.

Disk

Pull the release lever above the keyboard towards you to open the cartridge door. If there are any cartridges in the slots, remove them and close the cartridge door.

Turn on your disk drive and wait for the busy light to go out. Insert the SHADOW WORLD program disk into the disk drive label side up with then section towards the rear of the disk drive. Close the disk drive door and turn on the power of your computer. The program will load in about 30 seconds. If you have any trouble loading the disk, simply turn the disk over and re-boot. The program has been copied onto both sides of the disk.

Cartridge

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If any other cartridges are present, remove them. Insert the SHADOW WORLD cartridge into the left slot label side towards you and close the cartridge door.

Introduction

Tricasmium fuels the universe. In the annals of cosmic exploration no one substance has been more bitterly fought for than tricasmium.

The applications for this material are myriad. It fuels starships, powers planetary defense systems and most importantly, because of its multi-dimensional nature, it makes replicators possible.

Replicators can make an exact duplicate of anything which enters their field of influence. They can recreate an atom or a star cruiser.

Object of the Game

You are the guardian of Jantor, a Terran tricasmium mining colony. The Rigillian fleet has registered on your planetary sensor bank. A full scale invasion has begun. The Regillian seed crystals have dropped into the atmosphere and materialized into marauding fleets.

You must fly in the face of danger and destroy the seed ships before they land and establish bases. From previous invasions you know the cycles of the seed ships. First the seed ship appears and while releasing deadly guardian drones it grows into a mother crystal. It also activates a pulsing deflector field, which sequences through the crystal lattice. Each mother crystal in turn drops a skimmer craft which descends to the surface of the planet where it seeks out tricasmium nuggets. As soon as a nugget has been retrieved the skimmer returns to the mother crystal.

The awesome destructive mechanism is now set in progress.

Upon being activated the mother crystal begins its descent producing more guardian drones in the process. If the crystal reaches the surface it mutates into a Colonizer and communicates with the fleet, whereupon another seed ship is sent into the atmosphere to replace the successful attacker.

The mutated Colonizer now changes its crystal matrix and begins to produce Seeker Craft to defend its base position.

The Rigillians can be attacked at any time. You must destroy all mother crystals in the atmosphere and all mutated Colonizers before proceeding to the next round.

Beware, if five Colonizers land the entire planet will be swept into a Rigillian vortex and disappear.

How to Play

You command (in single player mode) a Space Hornet Interceptor armed with a plasmatronic cannon. It will vaporize guardian drones, seekers, skimmers and unmutated crystals.

In order to destroy a mother crystal you must vaporize the central nucleus of the crystal, whereupon the entire structure will explode.

The Base

Your base is protected by vertical energy pulse protectors. The Rigillian forces cannot penetrate your force field.

Space Hornet Interceptors

You control five Hornet Interceptors, armed with plasmatronic cannons, in your fight against the Rigillian foe.

You may retrieve tricasmium nuggets by touching a nugget with your ship. If you are successful your ship will glow rhythmically, and you will hear a high speed thrum. Upon completing each round you will be awarded an extra Space Hornet.

If you are destroyed you will be re-energized within your own starting base.

In the two-player game, one player controls a heli-inteceptor also armed with a plasmatronic cannon.

Crystal Pods

Embryonic crystals (seed ships) may materialize anywhere in the atmosphere of Jantor. Show them no mercy. You must attack and attack until they are annihilated.

Guardian Drones

These drones are armed with ARC weapons (Automatic Resonance Charges) which they will shoot at you. Drones are programmed to seek and destroy.

Skimmers

These are unarmed tricasmium retrievers. Neutralize them to prevent crystals from descending to the surface.

Colonizers

Colonizers cannot be attacked by cannon fire. In order to blow up a colonizer you must first retrieve a nugget of tricasmium by touching it with your hornet. When this is done properly the nugget will disappear and your hornet will begin to glow. You must then pass above and touch an active colonizer (avoiding the seekers) and you will seal and vaporize it.

Tricasmium Nuggets

These appear on the surface of the lakes on Jantor. They appear as yellow lumps. When your hornet is above a tricasmium nugget the command bar, at the top of the screen, will turn green to indicate tricasmium is detected below on the surface. You can then descend, locate and retrieve it if you wish.

Smart Bombs

You begin the game with three smart bombs that are controlled by the [SPACE BAR]. The smart bomb will destroy all guardians and seekers on the screen, and return you to the base. Upon completing each round you will be awarded an extra smart bomb.

Command Bar

The Command Bar is located at the top of the screen. It indicates the number of crystal pods in the atmosphere and the number of active Colonizers. The Command Bar also shows the number of lives remaining.

The Command Bar will turn green when tricasmium is detected on the screen.

Two-Player Game

The two-player is a cooperative game utilizing independent twin displays. Player One controls the Hornet (shown on the top screen) while Player Two controls the Heli-interceptor (shown on the bottom screen). When the action overlaps, both players will be shown on both screens.

Options

The [SELECT] button controls the levels of difficulty that you wish to begin playing at.

The [OPTION] button selects either the one- or two-player mode.

The [START] button starts the game. You then press the joystick fire button to begin the round.

The [SPACE] bar activates smart bombs.

The [P] key pauses the game. Pressing [P] again restarts the action.

Advanced Playing Tips

1. Locate tricasmium nuggets and ambush the skimmers.

2. Attack descending crystal pods before attacking stationary ones.

3. Find a friend to play with. It is easier for two to stop the hordes.

Stop the Rigillians before it is too late!!!

WARRANTY

SYNAPSE SOFTWARE warrants to the original consumer/purchaser that this SYNAPSE SOFTWARE program cassette/diskette (not including the computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect is discovered during this 90 day warranty period, and you have timely validated this warranty, SYNAPSE SOFTWARE will repair or replace the cassette at SYNAPSE SOFTWARE's option, provided the cassette and proof of purchase is delivered or mailed, postage prepaid, to SYNAPSE SOFTWARE.

This warranty shall not apply if the cassette (1) has been misused or shows signs of excessive wear, (2) has been damaged by playback equipment, or (3) if the purchaser causes or permits the cassette to be serviced or modified by anyone other than SYNAPSE SOFTWARE. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

NOTICE

All SYNAPSE SOFTWARE computer programs are distributed on an "as is" basis without warranty of any kind. The entire risk as to the quality and performance of such programs is with the purchaser. Should the programs prove defective following their purchase, the purchaser and not the manufacturer, distributor, or retailer assumes the entire cost of all necessary servicing or repair.

SYNAPSE SOFTWARE shall have no liability or responsibility to a purchaser, customer or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by computer programs sold through SYNAPSE SOFTWARE. This includes but is not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer programs.

The provisions of the foregoing warranty are subject to the laws of the state in which the cassette is purchased. Such laws may broaden the warranty protection available to the purchaser of the cassette.

SHADOW WORLD

Requires Atari 400 or 800 with 32K (disk and cassette) or 16K (cartridge) and joysticks.

Tricasmium, the most valuable mineral in the galaxy has been discovered on Jantor, the most dangerous hell-hole that man has yet set foot on.

Tricasmium's unique crystals, allow the mineral to exist in more than one time reality. This property has made time travel commonplace. In fact, Jantor itself exists in our time only in the broadest sense of the word, hence the name "SHADOW WORLD."

The treaty that joined the Rigillians and the Confederacy of Free Planets in a mutual mining pact has been violated. Rigillian ships have attacked the Confederacy's pod-cities and your strike force of stinger class interceptors is all that stands between destruction and survival. You're fast, you're cool and you've had the best training in the galaxy.

The Rigillians are fast, too, and they have the advantage of greater numbers. And if that isn't enough, the atmosphere on this godforsaken planet teems with mutoid life. Half organic, half mechanical the lifeforms pursue and destroy any creature that doesn't destroy them first.

You must succeed. If the Rigillians are victorious, the Confederacy will be brought to its knees. As your blood turns to ice, you leave the safety of the pods and prepare for the worse. Fly swiftly pilot, for the time grows short.

SHADOW WORLD is a one/two player game with dual independent screen display. It's an adventure you won't forget!!!!!!!!!!

Synapse

(415) 527-7751

Shadow World © 1983 by **Synapse Software**
Atari is a registered trademark of Atari, Inc.