

SHAMUS: CASE II

by William Mataga

LOADING SHAMUS: CASE II

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 SHAMUS: CASE II program disk into the disk drive label side up with the open 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 SHAMUS: CASE II cartridge into the left slot label side towards you and close the cartridge door.

The Object of the Game

The sly Shadow has once again successfully slithered to freedom. Protected by his drone slaves and mutant fish life his arrogance screams for a hero to seek out the fiend and drag him to justice.

The Shamus is the only man who can do it.

You must discover the secrets of the Shadow's underwater fortress by painstakingly exploring every nook and cranny of its chambers of horror. As you proceed ever upward into this murderous mystery expect the worst. You will encounter mutant mollusks, fiendish fish, cantankerous clams and a whole host of opponents whose fondest desire is to make fish food out of you.

The Shadow's lair is filled with passageways, spiked pits, ladders, and blind alleys. As you make your way through this maze you must also avoid the slaving serpents of the deep that travel through the tubeways of the fortress. Finally you will meet and defeat the Shadow in the topmost chamber, the Shadow's throneroom.

How to Play

Push the (START) button to begin.

The joystick controls the Shamus. There are two modes of operation depending on where the Shamus is in the lair:

A. If the Shamus is either on a ladder, in a pit room or flat connecting passageway you need only to shift the joystick in the desired direction and the Shamus will be on his way. Pressing the trigger button jumps the Shamus in the direction that the joystick is pushed.

B. If the Shamus is in one of the main chambers you may move him in the gray area (the lower eighth of the screen), by moving the joystick in the direction desired. Pressing the trigger button will launch a plasmar detonator in the direction you have pushed the joystick. You may fire quickly by keeping the button depressed. In this way each time the joystick is pushed a plasmar detonator will be launched in the indicated direction.

The Shamus is a nervous fellow; so if you do nothing at all with the joystick he will shift about surveying the scene for any approaching enemies. NOTE: This is not nearly as difficult as it sounds!

Starting Out

You will begin your adventure in one of the pit rooms. You must make your way across the pit (try jumping), and down the ladder exiting on the right side of the room. You then pass through a corridor connecting on the right to the first chamber. When passing through the corridor, beware of the slaving snakes and the Shadow — who might appear above you, hurling missiles in your direction.

Once in the first chamber, practice moving the Shamus around the gray area above the floor of the room and firing at the Shadow's henchmen as they attack. There are two waves of mutants that will hurl themselves at you. Also the bird ally will descend upon you in between attack waves. (See below). If you defeat the two waves you will proceed to the next chamber to face the evil that lurks therein. NOTE: There are only two plasmar detonators available to the Shamus at one time. Firing

one when two are already on the screen will cause one of the plasmar detonators on the screen to disappear and be replaced by the one just fired.

The Pits

There are pits in the Shadow's lair. Falling into them means instant death for the unwary Shamus. They are easily cleared with a mighty leap.

The Ladders

In the first few rooms (and we invite you to discover how many) the ladders are of the ordinary everyday type. You can climb up or down them. After this you will encounter the deadly slider rung ladders that will take some getting used to.

The Slavering Snakes

The slavering snakes live in the mini passageways of the lair. They constantly patrol the passageways of the fortress and have a nasty habit of biting any unsuspecting Shamus. Their bites are, of course, lethal.

The Shadow

The Shadow is up to his old tricks trying to stop the Shamus at any cost. He swoops down on the Shamus in the corridors of the lair and is quite a nuisance. Be very careful of the Shadow — he can be hazardous to your health.

The Crustacoid Mutants

You will encounter all sorts of underwater uglies that will fire at you and hunt you down. Dodge them and destroy them as quickly as you can.

The Multicolored Snakes

In each of the major chambers of the fort you will see a line of multicolored snakes at the top of the screen moving from right to left. You will gain points by knocking out the snakes. If all of the snakes are eliminated you will automatically proceed to the next chamber.

The Bird Ally

You might not recognize this creature as an ally. In fact the bird will attack you after the first wave of murderous mutants have passed. You must hit the bird three times with your plasmar detonator and he will turn into an energy ball that will help you destroy the mutants that attack you in that chamber.

The Chamber Floors

Everytime an attacking mutant gets past you and contacts the floor, a piece of the floor will be vaporized. If all sections of the floor are destroyed then you will drop through to the chamber below.

The Map/Pause Control

Due to popular demand we have installed a pause feature in SHAMUS:CASE II. While we feel the heartier players will never use it, nevertheless by pressing the Space Bar you will be able to see the progress that you have made. Your position in the lair will be shown by a flashing white square and a map of the rooms you have successfully traversed will be displayed. Moving the joystick will immediately resume play. Note: If you play more than one game at a sitting (heh, heh), the cumulative map of all of your games will be preserved. Try it and you'll see what we mean.

Throughout the Shadow's dingy dungeons you will find various treasure chests. Some of these contain keys, some important messages from us, some invaluable prizes and others the Shamus must discover for himself.

Helpful Hints

1. Practice jumping both in place and turning in mid-air. If nothing else it will keep the Shamus from getting fat.
2. Climb at least 30 to 40 ladders a day. Another good exercise to keep the Shamus in shape.
3. Get lots of sleep at night so that your reflexes are quick and you can win the game.

Remember the Shamus is depending on you. He can't make it without your help!!!!

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.

SHAMUS: CASE II

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

I knew about the gravity pits . . . I knew about the slider rungs on the ladderways . . . I knew about the crustacoid life forms that called the Shadow their creator and were at his beck and call to do his murderous work. What I didn't know was what I was doing in this anteroom to Hell and how I was going to escape with most of me intact!

I smiled to myself. I always smile when I'm going to do something stupid. As I leaned against the heavy black door, the air from inside hit me in the face and doubled me over gagging. It didn't smell like no petunia . . . and there was no mistaking this dive . . . the Shadow was here . . . somewhere—? I felt I was ready. My plasmar detonators were set on neutralize and servo functions wired directly into my nervous system.

And I wasn't wearing armor. In fact, speed was what I needed most—no, what I really needed most was for the butterflies in my stomach to settle down. I pushed the door open and looked in. It was a long way down and I didn't have a parachute!

synapse
SOFTWARE
(415) 527-7751

Shamus: Case II © 1983 by **Synapse Software**
Atari is a registered trademark of Atari, Inc.