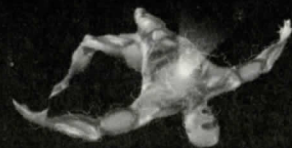


WRATH SHADOW



Player Guide

Credits

ShadowWraith™ was designed and developed by Ravi J. K. Mehta of Terminal Sunset Software.

Concept and Programming	Ravi J. K. Mehta
Art and Graphics	J. Reginald Dujour and Ravi J. K. Mehta
Additional Game/Scenario Design	Mark Sargent, R. Sean Lindsay and Kuang Bennett
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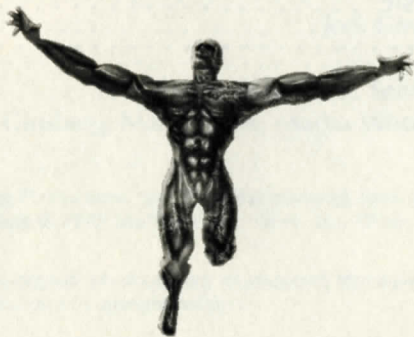
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About The Developer

Ravi Mehta started his programming career when he was only nine years old. On an Apple IIc, Ravi wrote a simple questionnaire based on the likes and dislikes of life. Before he reached junior high school, he had written a 50-level pong game and a complex version of Tic Tac Toe that utilized artificial intelligence. By the time Ravi was 16, he had completed his first shareware game, Digital Messiah. A combination role playing/arcade game, Digital Messiah won the accolades of shareware reviewers everywhere.

Now, at age 20, Ravi has finished his first commercially available game. ShadowWraith began as an idea over a year and a half ago. It was intended as a shareware game until StarPlay became acquainted with Ravi's work about six months ago. Mark Sargent, StarPlay's technical coordinator, was so impressed with Digital Messiah and early versions of what was then called "Wraith", he convinced Ravi and StarPlay to work together to release ShadowWraith as a Macintosh CD-ROM. StarPlay's participation enabled Ravi to expand ShadowWraith beyond its original scope.

Although some might see ShadowWraith as just an awesome arcade shoot-em-up, the story behind ShadowWraith is a creative, futuristic fantasy. Once you put the story together with the action, strategy, progressive music and sophisticated graphics, you have a game unlike any other in the Macintosh game market.



Acknowledgements

Two years have passed since I had my first thoughts concerning ShadowWraith in the wake of Digital Messiah's completion. Reflecting back on those earliest visions, I see now a game entirely different from what was intended, but one which hopefully fulfills my ambition: I've always thought an arcade game should combine elements of strategy and action such that it offers both an intense and exploratory experience. Although I coded ShadowWraith single-handedly, the game could not have reached its present form without the help of a number of people along the way.

I would like to thank Reginald Dujour whose graphical talent has given ShadowWraith a dimension of visual sophistication I never could have imagined, Kuang Bennett and R. Sean Lindsay whose labors and suggestions in the last weeks of development have given ShadowWraith the complexity and playability needed to attain that subtle balance of strategy and action. I would also like to thank Sean and Kuang for being so eager to help; I couldn't have done it without you. I want to thank all of the musicians, most notably Steven Allen, whose voluminous efforts have given the game a soundtrack unparalleled in depth, quality, and style, and Jodi Ginsberg for providing ShadowWraith with excellent documentation. Most significantly, I am grateful to Mark Sargent, Scott Mesch, and all the people at StarPlay whose assistance and support have been invaluable to the project. Additionally, I would like to thank StarPlay for giving me the chance to prove myself in the creation of a commercial game.

Of those not directly involved in the game, but whose support has been just as precious to me, I would like to thank my friends, family, and those in whose creative work I have found both inspiration and sustenance.

"Swim against the current even if it means that you will drown."

– Ravi J. K. Mehta

Welcome to ShadowWraith

Get ready for the cyber-fight of your life! StarPlay introduces ShadowWraith, an incredibly fast-moving top-down arcade adventure designed to appeal to all types of game players. Loaded with intense arcade action, original music and authentic sound effects, ShadowWraith is packed with all the things game players love...tons of weapons and enough enemies to knock your socks off.

ShadowWraith's foundation is its high speed animation and physics engine. This technology gives you fast and smooth play action and seamless screen transitions. It also gives you amazing control over your cyber-ship as you maneuver your way through the increasingly difficult levels of mazes. Fighting off enemies and collecting ship enhancements and gateway keys are the central elements of ShadowWraith, but completing all of the levels is your ultimate goal.

To add to the game's excitement and sophistication, ShadowWraith features four-channel panning stereo sound and a soundtrack with over 90 minutes of progressive, high-energy music. Apple's Sound Manager 3.1 is included on the CD-ROM so you can take full advantage of the sound and music.

What you'll like most about ShadowWraith is its ease of play. Even the beginning player can be up and flying in no time. Just check out the default ship and weapon controls on page 11 and start playing. When you're ready, check out the detailed weapon system information in this manual. Your enemies won't stand a chance!



Installation and Operation

System Requirements

Media: One CD-ROM.

Processor: 33MHz 68030 or faster processor. We recommend a 68040 or Power Macintosh for optimal performance.

Sound: Sound Manager 3.0 or higher (Sound Manager 3.1 is included on your CD-ROM).

Hard Drive: For optimal game performance, install ShadowWraith onto your hard drive. It will use approximately 15 MB of space. ShadowWraith can also be played from the CD-ROM. See *Installation* section.

Monitor: ShadowWraith requires a 13" or larger monitor with 256 colors. A 256 gray monitor will also work if set to 256 color mode.

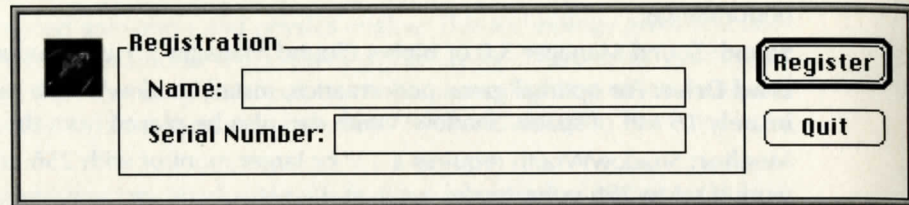
Operating System: System 7.0 or higher. Accelerated for Power Macintosh.

RAM: Minimum 4950K of free RAM. To take advantage of all the sound and music features, you'll need up to 6200K of free RAM.

Installation

1. Insert the CD-ROM into your drive.
2. You'll see three folders and a Read Me file in the CD-ROM window. The folders include the following:
 - ShadowWraith f-** ShadowWraith application and data files. (**Do not change names of any data files**).
 - Sound Manager 3.1-** Sound Manager 3.1 (improves performance on Power Macintoshes and 68K-based Macintoshes).
 - StarPlay Demos-** StarPlay also publishes two award-winning Macintosh pinball simulations, Crystal Caliburn and Loony Labyrinth. The demos can be played from your CD-ROM or you can copy them onto your hard disk. Order information and special pricing for Crystal Caliburn and Loony Labyrinth are included in the ShadowWraith package.

3. If you have at least 15 MB of available hard drive space, drag the "ShadowWraith f" folder onto your hard drive. **NOTE:** You can play ShadowWraith directly from the CD-ROM without taking up hard drive space. However, loading time and level changes will be significantly slower.
4. We highly recommend installing Sound Manager 3.1. To install, open the "Sound Manager 3.1" folder and select both the Sound Manager and Sound icons and drag them onto your System Folder icon (not into the open folder). Click OK in the dialog box. For changes to take effect you'll need to restart your Macintosh.
5. Double-click the "ShadowWraith™" application icon in the "ShadowWraith f" folder. The first time you play, you'll be asked to register. Please enter your name and the serial number which is found on the back of this Player Guide. Enter all characters of the serial number including the dash. You can use either upper or lowercase letters to enter the serial number, but no extra spaces should be inserted between letters and numbers. Click the Register button when you're finished.

A registration dialog box with a dark square icon on the left. The title is "Registration". It contains two text input fields: "Name:" and "Serial Number:". To the right of these fields are two buttons: "Register" and "Quit".

Registration

Name:

Serial Number:

Register

Quit

Please take this time to fill out and mail your registration card if you haven't already done so.

Additional installation information

Depending on your configuration, several dialog boxes may appear before ShadowWraith loads pertaining to sound, monitor color and open applications. If you need additional information, see the *Error Messages and Troubleshooting* section.

Operation

1. Open the ShadowWraith application by double-clicking on the ShadowWraith™ icon.
2. After a series of logo screens, you'll get ShadowWraith's main menu screen. (In the future, you can bypass these logo screens by clicking the mouse.) From this screen, you can choose several options:

Preferences- Click on the Preferences box to optimize ShadowWraith to your system. See the chapter on *Preferences* for complete information.

Resume Saved Game- Clicking on this box will bring up a dialog box asking for the name of your saved game. Choose your game and click OK to load.

Quit Game- Click on this box to quit ShadowWraith.

Credits- Click on this box for information about the publisher and developer.

New Game- Click on this box to start a new game. You'll receive a dialog box asking you to choose the level of difficulty. Click Okay to begin a new game.

ShadowWraith	
New Game	⌘N
Open Game...	⌘O
End Game	⌘W
Save Game	⌘S
Save Game As...	
Resume Game	⌘P
Preferences...	
Quit	⌘Q

NOTE: These options are also available under the ShadowWraith menu at the top of your screen.

3. ShadowWraith supports keyboard controls for all aspects of game play. The default keys are shown on page 11. You may change any of the keys in the Interface and Controls section of your Preferences dialog box.
4. To quit ShadowWraith, press the ESC key or Command-P to pause the game. Once the game is paused, press Command-Q or go to the ShadowWraith menu and choose Quit.

Saving Games

After you've completed a level, you'll get a Score Screen (see page 12) with your play statistics. At this point, you should save your game by clicking the Save button. Click on the Continue button to go to the next level.

NOTE: You cannot save your game within a level. **IMPORTANT:** If you don't save your game and you get blown away in the next level, you'll return to the last place you saved, or the beginning of the game!

Features

Doors- Press the Action key to open doors (<Space> is the default). Some doors require a color-coded key to open them, others are operated by a switch or invisible trip wire. Some doors are only one way, so if you go through a door and it locks behind you, look around for a teleporter or a key to get you out of the room.

Teleporters- Move your ship over the white teleporters to instantly transport you to a different place in the maze. Be aware, some teleporters are only one way.

Switches- Some switches open doors, some close doors. To activate a switch, point your ship toward the switch and press the Action key. The switch will only operate if the door's status is different from the switch's functionality (i.e., If a switch only opens a door and the door is already open, the switch will not work.) Some switches may only work once.

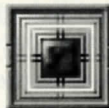
Start Gates- You start with your ship directly on a Start Gate. Some levels may have more than one entrance.

End Gates- To exit a level move your ship over the end gates. Some levels may have more than one end gate which can take you to different start gates in a single level or a different level entirely.

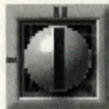
Secret Doors- Throughout the levels, you'll find several Matrix anomalies (secret doors). These anomalies appear as normal walls, but are physically transparent so your ship can fly right through them! Finding a secret door will often lead you to a room of items and will sometimes give you the chance to explore an entirely new area of the maze.



Door



Teleporter



Switch



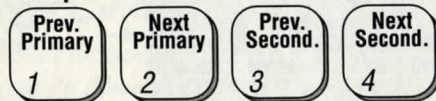
Start Gate



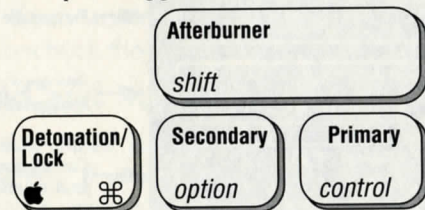
End Gate

Default Controls

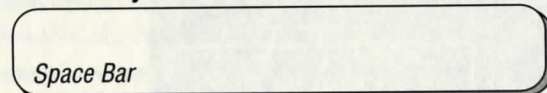
Weapon Selection



Weapon Triggers



Action Key



Movement Control



Score Screen

MATRIX COMPLETED: **NECROPOLIS** **STATUS...CYBERNETIC BIO-RESPONSE: INACTIVE**

DNA UPLOAD: INACTIVE

ATCGGATACAGTAAACAG
CGATACAGTACAGTACAG
ATTGATACAGTACAGTAC
ACGATACAGTACAGTAC

TRI-CALIBER GUN AND ENERGY CACHE

HIGH DENSITY ELECTRO POLYMER HULL

DEFLECTOR ARRAY

ION-BASED FUEL POD

AFTERBURNER MODULE

FORWARD ORDNANCE DISCHARGE CANNON

ENEMY VIRUSES DESTROYED:
00.00000%

ITEMS UPGRADE RATIO:
00.00000%

SECRETS FOUND:
00.00000%

MATRIX AVERAGE:
00.00000%

PERFORMANCE RATIO:
00.00000%

NEW MATRIX UPLOADING:
PARALLAX

AUDIO STIMULUS:
OFF LINE PULSE

SAVE GAME **SAVE GAME AS...** **CONTINUE**

Percentage of enemies destroyed out of total enemies for the level

Percentage of items found out of total items for the level

Percentage of secret rooms found

Average for the level (based on an average of the above percentages)

Completion of levels (based on the total number of levels in the game)

Name of next level

Name of next music track

Click to Save Game

Click to name Saved Game

Click to go to next level

Preferences

The Preferences dialog box allows you to adjust several elements of ShadowWraith to fit your personal taste and computer configuration.

Graphics and Speed

The default is "Recommended (Faster)". You should choose the option "Compatible (Slower)" only if your computer configuration cannot support the Recommended method.

ShadowWraith will automatically ask to Quit the Finder and other applications. If you would like to always keep the Finder and other applications open, uncheck the box referring to this option. **NOTE:** *This may affect game performance.*

PREFERENCES

Graphics & Speed
Sound & Music
Interface & Controls
Memory

Sound and Music

Panning- Static is the default; sound effects emit from the speaker closest to where the action occurs on the screen. If you choose Dynamic panning, sound effects will emit from the speaker in relation to the direction your ship is facing (i.e., sound will emit from the left speaker if the sound effects occur to the left of your ship).

Volumes- Full is the default. This setting controls the volume of both music and sound effects within ShadowWraith. **NOTE:** *This will not change your sound settings in your control panel.*

Channels- Four is the default. The number of channels refers to the number of sound effects that can be played simultaneously.

Music- On is the default. An incredible soundtrack of original music has been compiled for ShadowWraith. If you prefer to play without music, change this setting to Off.

Interface and Controls

Monitor Depth- ShadowWraith requires a 256 color monitor. If you work in a mode other than 256 colors, a dialog box will appear asking to change your monitor depth at startup and exit. If you don't want this dialog box to appear, check the appropriate boxes.

Open Applications- ShadowWraith will also ask to quit out of all open applications and the Finder at startup. If you don't want this dialog box to appear every time you play, but you do want open applications and the Finder to quit automatically, check the appropriate box. If you don't want ShadowWraith to quit open applications, uncheck the appropriate box in the Graphics and Speed section. **NOTE:** All of these options can be set in their corresponding pop-up dialog boxes.

Automatically Adjust Aim- This feature automatically aims certain weapons at the closest enemy. Check the box to activate this feature.

Configure Keyboard- ShadowWraith has assigned default keyboard settings for your movement, weapon triggers, weapon selection and modifiers. This dialog box allows you to customize these settings. **NOTE:** You cannot use the same key twice.

Memory

These options affect the amount of memory required by the application. The number next to "Preferred Size:" matches the Preferred size under Memory Requirements in the ShadowWraith Information dialog box. To open the Information dialog box, click on the ShadowWraith application icon and select Get Info from the File menu (or command-I). **NOTE:** Power Macintosh owners who are not using virtual memory or Ram Doubler™ need to add approximately 250K to any number mentioned here or under "Preferred Size" in the Preferences dialog box.

Movement Controls		Weapon Selection		The following keys are reserved: ESC: Pause Game
Forward	Keypad 8	Prev Primary	1	
Backward	Keypad 5	Next Primary	2	
Rotate Left	Keypad 4	Prev Secondary	3	
Rotate Right	Keypad 6	Next Secondary	4	
Strafe Left	Keypad 7			
Strafe Right	Keypad 9			
Weapon Triggers		Modifiers		Use ESC or ⌘P to pause the game.
Primary	Control	Afterburner	Shift	
Secondary	Option	Strafe	Tab	
Detonation	Command			
		Miscellaneous		
		Action	Space	Okay Cancel
				Defaults

In order to run ShadowWraith with all of its sound features, you need a Suggested size of 6200K. If you don't have this much free RAM, ShadowWraith will automatically turn features off to match the amount of free RAM you have available. The features are turned off in this order: High quality music, high quality sound, low quality music and voices. You can exchange these defaults with your favorite features (as long as the Preferred size still matches the amount of free RAM you have available).

NOTE: *The minimum amount of free RAM required by the application is 4950K.*

Increasing the performance of ShadowWraith

Slower machines such as the lower-end 68K-based Macintoshes may not be able to run ShadowWraith at full speed with all of the features turned on. In order to get the most out of ShadowWraith try the following:

Turn off extensions- Turning off all extensions (by holding the <Shift> key during startup) or using a minimal set of extensions (using the Extensions Manager control panel) will increase the performance of ShadowWraith. **NOTE:** *If you are playing ShadowWraith from the CD-ROM, you'll need to leave the Apple CD-ROM extension on. Also, if you are playing on a Power Macintosh, you'll need to leave the Sound Manager extension on.*

Quit all applications- Having ShadowWraith quit all open applications will give a moderate increase in performance. This option can be turned on in the Graphics and Speed section of the Preferences dialog box.

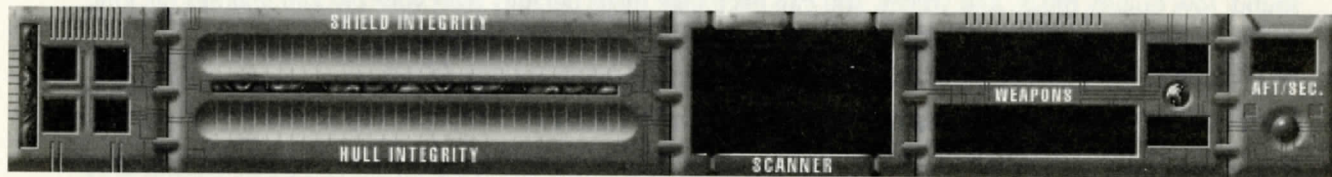
Use the Recommended Graphics method- The Graphics method can be selected in the Graphics and Speed section of the Preferences dialog box. Selecting the Recommended method with compatible configurations will give you a significant increase in performance.

Turn off the music- Turning off the music in the Sound and Music section of the Preferences dialog box will give the greatest increase in game speed.

Decrease the amount of sound channels- Using one or two sound channels will give you a minor to moderate increase in speed, but will cause some sound effects to be dropped or delayed. You can change the amount of available sound channels in the Sound and Music section of the Preferences dialog box.

Turn off stereo panning- Turning off stereo panning will give a minor increase in speed. You can change the stereo panning setting in the Sound and Music section of the Preferences dialog box.

Status Bar



Located below the playfield screen, the Status Bar displays your current condition along with your position and weapon information.

Keys- On the far left side of the bar are four square boxes. Each box stores one of the four keys used to open the doors that appear throughout the mazes. If a door is locked and needs a specific key, the color of the key will flash inside one of the boxes. When you pick up a key, it is placed into one of the boxes and will remain there for the remainder of the level.

Shield and Hull Integrity- To the right of the key boxes are the Shield and Hull Integrity bars. The upper green Shield Integrity bar indicates Shield strength. The lower red Hull Integrity bar indicates Hull strength.

Scanner/Passive Radar- In the middle of your status bar is the Scanner/Passive Radar. It shows you where you are, but will not show you where the enemies are.

Weapon Status Indicators- To the right of the Scanner are the Weapon Status Indicators. The upper two boxes display your primary weapon and the amount of ammunition available for that weapon. The lower two boxes display your secondary weapon and the amount of ammunition available for that weapon.

Afterburner- On the far right of the screen is the afterburner fuel indicator. This digital counter displays, in seconds, the amount of “super speed” you have available.

Objectives, Tips and Hints

Objectives

The objective of the game is to complete all of the levels finding items and secret rooms while destroying all of the enemies as accurately as possible using minimal ammunition. No sweat, right? Be careful though, the enemies get tougher and more heavily armed as you advance in the game.

Ship Control Techniques and Tips

Your cyber-fighter is equipped with a very fast action rotation engine. Maneuvering your ship and defending yourself against the cyber-enemies can be easily mastered in a few minutes of game play. First, familiarize yourself with everything your ship can do:

Turning- Practice turning left and right and moving forward and backward. You can choose the keys that work best for you in the Configure Keyboard dialog box in the Interface and Controls section of Preferences.

Continuous Motion- If you have never used a top-down game, start out slowly. To beat the enemies, you'll need to follow the most important rule of ShadowWraith flight tactics...*Keep moving*. A moving target is always harder to hit than a stationary one. So the longer (and faster) you move without stopping, the better off you'll be. Once you have mastered this, practice reversing and changing directions without stopping.

Afterburner- To increase your acceleration and velocity in any direction, use the afterburner. As the game gets more difficult, you'll need the added speed for dodging and retreating.

Strafe- For more efficient attack runs, take advantage of the ship's strafing capability. It takes some getting used to, but allows you to more easily circle and dodge the consortium of enemies.

Everything else depends on the enemies. Each enemy has a different personality and flight pattern. Learn to identify the fighting technique of each enemy and customize your defense accordingly. Most important, don't get frustrated. Like any game, practice will take you a long way. The enemies may overpower you at first, but your fighting skills and strategy will give you the edge as the game progresses.

Weapon Control Techniques and Tips

Choosing Weapons- At first, you are given an arsenal of only one gun, the Standard Semi-Automatic. As soon as you start playing, look around for weapon icons and pick them up as soon as you can. Once you have more than one weapon, you can choose which one to use to fight those nasty enemies.

Firing your primary weapons- Using your basic forward cannon is easy. Try to aim with precision since there are no explosions from these weapons. When firing the Standard Semi-Automatic or Medium Caliber Assault Cannon, try to continuously move around your enemy in a wide circle to keep it off guard. The Light Machine Gun, Shock Cannon, Standard Plasma Bolts, and Auto Energy Repeater are more powerful, but the basic technique should remain the same; just make smaller circles around your enemy and take advantage of the added projectiles.

Firing your secondary weapons- To master ShadowWraith, you must master the use of your secondary weapons. The grenades and mines inflict a lot more damage to your enemies than shells or missiles and are the keys to success in later levels. Some winning techniques include leading your enemies into groups of mines and using grenades to break up packs of swarming viruses. Grenades are also effective in taking out enemies on the other side of thin walls or doors.

***NOTE:** See the chapter on Weapon Systems for detailed weapon information.*

Additional Game Hints

- Learn to fire your secondary weapons accurately.
- Look at your Automap, whenever possible, to locate possible secret rooms.
- Rotate your weapons to conserve ammunition.
- Learn how to get enemies to fire at each other.
- Fight enemies on the run, taking them from one room to another.
- Use the square, white teleporters to escape tough situations (watch out though, there could be an even tougher situation waiting for you on the other side!)

Weapon Systems

Weapon Triggers

Weapons are deployed by three triggers: the primary trigger (default is <control>), the secondary trigger (default is <option>), and the detonation/lock trigger (default is <command>).

Primary Trigger: The primary trigger is used to fire any weapon classification which is labeled as (Primary) below. Primary weapons include Simple Weapons and Energy Weapons.

Secondary Trigger: The secondary trigger is used to fire any weapon classification which is labeled as (Secondary) below. Secondary weapons include Grenades and Missiles.

Detonation/Lock Trigger: The detonation/lock trigger's functionality depends on which weapon is currently selected. If the currently selected weapon is in the Grenade classification, the detonation/lock trigger controls when the projectile detonates. If the current selected weapon is in the Missile classification, the detonation/lock trigger allows you to select an enemy on which you can lock your guided missiles.

Automatic Aiming

All primary weapons can be auto-aimed at your most likely target. If no target is found, the weapon is fired straight. If you would like to use this option, it can be turned on in the Interface and Controls section of Preferences. More experienced players may be able to aim with better precision than the auto-aiming mechanism.

Targeting Error

Some weapons have an associated targeting error and may not always go where originally intended. The degree of this error is mentioned in each weapon's description.

Simple Weapons (Primary)

Simple Weapons are small bullet-like projectiles similar to guns on a fighter plane. Simple Weapons are heavy for their size and deliver a fair amount of kickback.



Standard Semi-Automatic: The Standard Semi-Automatic is the least powerful weapon in the game but, due to the availability of ammunition, is useful as a backup gun. It has no targeting error, which makes it useful for picking off stationary enemies in the distance.

Medium Caliber Assault Cannon: The Medium Caliber Assault Cannon does a moderate amount of damage. Available early in the game, it will quickly become your weapon of choice. It has low targeting error.

Light Caliber Machine Gun: The Light Caliber Machine Gun fires individual projectiles that do little damage, but it is a powerful weapon due to its sheer firing speed. The Machine Gun has a high degree of targeting error, but can be used to your advantage when faced with a barrage of oncoming enemy ships.

Energy Weapons (Primary)

Energy Weapons are energy/plasma bolts which may or may not have mass. There is no general behavior pattern of Energy Weapons, some are accurate and powerful, some are inaccurate, but fast.



Shock Cannon: The Shock Cannon will instantly lock on your closest enemy and deliver an electric shock doing damage similar to that of a Medium Caliber Assault Cannon. The Shock Cannon's radius is about half the width of the screen. If no enemy is within that radius, the Shock Cannon will continue to fire, wasting ammunition.

Standard Plasma Bolts: The Standard Plasma Bolts deliver a blow with punishing accuracy. They will do damage equivalent to five hits from the Medium Caliber Assault Cannon. Use these on any enemy which proves to be an easy target.

Automatic Energy Repeater: This weapon delivers the most rounds per second. With less targeting error, no kickback, more powerful bullets, and a twin-firing mechanism, the Automatic Energy Repeater puts the Light Machine Gun to shame. Land a stream of these energy bolts, and your enemy won't be back for more.

Grenades (Secondary)

Grenades are slow moving, unguided explosives which detonate on impact or with a detonation trigger. Grenades are larger than simple or energy weapons and deliver a large kickback. The majority of damage from a grenade is usually a result of their powerful and wide-ranging explosions. All weapons with a Grenade Classification have two modes of detonation:

Impact Detonation: Grenades with impact detonation are launched by pressing the secondary trigger. Most Grenades will travel until they hit any object or wall except for Proximity Mines, which remain stationary until they are impacted by a traveling object.

Voluntary Detonation: Grenades with voluntary detonation are launched by pressing the secondary trigger and detonation trigger simultaneously. The grenade will travel until you release the detonation trigger or the projectile impacts with an object or wall. **NOTE:** *It is often easier to hold the detonation trigger down and quickly press and release the secondary trigger to launch a grenade. Releasing the detonation trigger will then detonate the grenade.*

Standard Grenade: The Standard Grenade is the most basic form of high explosive. At close range, the Standard Grenade can deliver a punch more powerful than a single shot by any of the primary weapons (except for Plasma Bolts). Since the range of the Standard Grenade is quite large, it is best launched into, and detonated inside a cluster of enemies.

Proximity Mine: The Proximity Mine is an aft-firing explosive which stops behind your ship when it is launched. These weapons are useful in a variety of situations: Lay a mine field to throw off predators; build a blockade in a thin hallway; drop a line of them in front of a door. Be creative but remember, Proximity Mines are just as deadly to you as they are to your enemies.

Magnum Grenade: The Magnum Grenade has a highly powerful explosion and a small area of effect. It is ideal for destroying stronger enemies and punishing smaller clusters of weaker enemies. The abundance of ammunition in higher levels makes it a staple weapon in your arsenal.

Tactical Nuclear Grenade: The Tactical Nuclear Grenade is an enormously powerful, extremely wide-ranging nuclear explosive. Need to clear out a room full of enemies? Throw in a couple of these!



Missiles (Secondary)



Missiles are faster and lighter than grenades, but deliver powerful explosions. Their best feature is their guidance capability which enables them to track down and lock on an enemy target. **NOTE:** *Guidance can be limited to a certain distance from the missile's target or can be unlimited.*

Dumb Missile: The Dumb Missile is the only missile with no guidance. It does damage comparable to a Magnum Grenade.

Proximity Missile: The Proximity Missile is equipped with a heat-based targeting system which can target any enemy within a quarter of the screen. Launching this missile will lock on the closest enemy within targeting range. If the Proximity Missile's target is destroyed before impact, the missile will dynamically re-lock onto the closest enemy in range. **TIP:** *Because of its limited targeting range, the Proximity Missile should be aimed directly at its intended target.*



Plasma Missile: The Plasma Missile is an extremely fast, moderately powerful missile with an advanced, on-board targeting system. The Plasma Missile will automatically lock on the target most directly in your line of fire. Its high speed and extreme maneuverability make it lethally accurate, but should the missile's target be destroyed before impact, the missile will dynamically re-lock on the closest enemy. This missile has no area of effect making it completely safe for everyone except the intended victim.

Smart Missile: With its unlimited guidance system, blinding speed, and devastating explosion radius, the Smart Missile may well be the most potent weapon in the game. Lock on, fire, and watch your target explode in a blaze of glory. The Smart Missile delivers a blow with a magnitude only surpassed by the Tactical Nuclear Grenade. Smart Missiles have two different modes:

Guided: To fire a guided missile you must first lock onto a particular target. To lock onto an enemy, aim, as if you were going to fire at it, and press the detonation/lock trigger. The desired target can be off the screen but must be within a distance which is approximately the width of a single room. If a target is found, your onboard computer will deliver the message "Target Locked" and will highlight the particular enemy with a targeting indicator. The lock will last three seconds after your last shot, and will allow you to switch weapons during that interval.

Unguided: To fire an unguided missile, simply fire it without locking on a target prior to launch.

Weapon	Degree Of Error	Area of Effect	Rounds Per Sec.	Speed	Damage	Amount	Max Ammo Per Pickup	Comments
Standard Semi-Automatic	None	n/a	3	Fast	Very Light	30	300	
Medium Caliber Assault Cannon	Low	n/a	6	Very Fast	Moderate	50	500	
Light Caliber Machine Gun	High	n/a	12	Very Fast	Very Light	80	400	
Shock Cannon	n/a	n/a	2	n/a	Moderate	10	200	Instantly hits closest enemy
Standard Plasma Bolts	None	n/a	2	Fast	Heavy	10	200	
Automatic Energy Repeater	Mod.	n/a	15	Medium	Light	120	600	
Standard Grenade	None	Medium	2	Med. Slow	Moderate	15	225	Detonated on impact or by trigger
Proximity Mine	None	Medium	2	n/a	Moderate	10	100	Same as above
Magnum Grenade	None	Small	3	Medium	Heavy	25	300	Same as above
Tactical Nuclear Grenade	None	Wide	1	Very Slow	Heaviest	5	50	Same as above
Dumb Missile	None	Small	1.3	Fast	Heavy	20	200	
Proximity Missile	None	Small	2	Med. Fast	Heavy	20	300	Limited range targeting
Plasma Missile	None	n/a	6	Very Fast	Moderate	50	200	Unlimited auto-targeting
Smart Missile	None	Very Small	3	Fast	Very Heavy	10	100	Unlimited targeting (target must be locked manually prior to launch)

Error Messages and Troubleshooting Items

All items can be picked up by moving over them with your ship. Additionally, when multiples of particular items are picked up they have a cumulative effect (i.e., an item which is normally active for 10 seconds will be active for 20 seconds if two are picked up).

Items Listing

Keys: Keys are used to open doors throughout the maze. There are four different color keys: red, green, blue, and cyan (light blue). The key's color will be announced when you pick up the key and when you try to open a door which requires a certain color key.

Materials Cache: The Materials Cache increases your Hull Integrity (represented by the red line on the status bar) by 25% of your maximum Hull Integrity.

Shield Recharger: The Shield Recharger increases your Shield Integrity (represented by the green line on the status bar) by 25% of your maximum Shield Integrity.

Shield Enforcer: The Shield Enforcer causes 100% of all damage to be absorbed or deflected by your shield (normally damage decreases your shield integrity and hull integrity by a ratio of 70% (shield), 30% (hull)).

Fuel Coil: The Fuel Coil adds 20 seconds of fuel to your Afterburner.

Supercharge: The Supercharge will charge your Shield Integrity and Hull Integrity to 100%.

Plasma Deflector: The Plasma Deflector is an integrity-based deflector that absorbs all damage inflicted on your ship. Each Plasma Deflector item adds enough strength to the deflector to absorb about 3 close impacts with a Standard Grenade or an equivalent amount of damage delivered by other weapons. The Plasma Deflector is red.

Invincibility: The Invincibility item is a time-based deflector which absorbs all damage inflicted on your ship for a period of ten seconds. If your ship is currently being protected by a Plasma Deflector, it will be deactivated until Invincibility wears off. The Plasma Deflector is then reactivated to the status it was at before you picked up the Invincibility. The Invincibility is blue.



Error Messages and Troubleshooting

Insufficient memory or conflicts with system extensions or control panels is a common source of problems. Even though you have 8 MB RAM, you may have control panels or system extensions which leave less than the minimum 4950K required by ShadowWraith to operate. The System 7 operating system can take 2 MB or more of memory by itself. If you're low on memory or experiencing conflicts, make sure you quit any open applications. To check if you have the minimum amount of RAM available, choose "About This Macintosh..." under the Apple menu. If ShadowWraith still won't run, try the following:

Restart your computer without loading the added system extensions or control panels.

To do this hold down the Shift key as the Macintosh restarts to temporarily disable extensions and control panels.

If the problem goes away, the problem is caused by one of your extensions, not the ShadowWraith program. If the problem persists, and you cannot find an answer in the following error message section, contact Technical Support.

NOTE: *If you are playing ShadowWraith from the CD-ROM, you'll need to leave the Apple CD-ROM extension on. Also, if you are playing on a Power Macintosh, you'll need to leave the Sound Manager extension on. With System 7.5 or higher, use the Extension Manager to turn off all extensions except those required.*

Users of Connectix—RAM Doubler™

ShadowWraith is compatible with RAM Doubler. However, if you are experiencing problems with uneven ship movement or crackly sound, RAM Doubler could be the cause. Try rebooting your computer with RAM Doubler turned off.

Error Messages

Application cannot run with this machine.

System 7 or higher is required.

- or -

32-Bit QuickDraw is required.

- or -

A 68020 or higher processor is required.

-or-

A 13" or larger monitor (640 x 480) with 256 colors is required.

System running old version of Sound Manager

Sound Manager 3.0 or higher is required.

Refer to the Memory section in the *Preferences* chapter for information on memory allocation.

Initializing Error

-or-

Initializing loading sequence error

-or-

ShadowWraith couldn't load menu screen

-or-

ShadowWraith couldn't load score screen.

Troubleshooting

Q: After opening ShadowWraith, I received a dialog box asking to turn off all open applications and the finder. Do I need to do this?

A: ShadowWraith needs 6200K of RAM to run with all of the sound features. Turning off or quitting all open applications and the finder will free up additional RAM to optimize ShadowWraith's performance. **NOTE:** *you'll receive this dialog box every time you load ShadowWraith. If you want this done automatically, check the appropriate box in the Interface and Controls section of Preferences.*

Q: I use thousands of colors on my monitor. Do I have to switch to 256 colors to play ShadowWraith?

A: If your monitor is on a setting other than 256 colors, you'll receive a dialog box asking to change your monitor depth. When you quit ShadowWraith, you'll receive a dialog box asking to change your monitor depth to its original setting. **NOTE:** *If you want this done automatically, check the appropriate boxes in the Interface and Controls section of Preferences.*

Q: Do I have to look at the company logos every time I play ShadowWraith?

A: To skip through the company logo splash screens, press the mouse button until you get to the main menu screen.

Q: How do I access the menu bar?

A: Press the ESC key or Command-P to pause the game and access the menu bar.

Q: When I load ShadowWraith, the sound stutters. What can I do?

A: If you are running ShadowWraith from the CD-ROM, you might try copying the ShadowWraith folder to your hard disk (you must have at least 15 MB of free disk space). If you are running from the hard disk and you are experiencing problems, make sure you have Sound Manager 3.0 or higher running (Sound Manager 3.1 is included on the CD-ROM). If you are still experiencing problems, it could be caused by RAM Doubler or another extension conflict. See the Error Message section for information on disabling extensions.

Q: When I insert the ShadowWraith CD-ROM in my drive, I get a message similar to...disk is unreadable.

A: There might be a possibility of the CD-ROM being damaged. Please ask the StarPlay technical support office for a new CD-ROM.

Q: I've entered the serial number exactly as it is on the back of the player guide. Why won't it work?

A: Serial numbers are 16 characters long. Make sure you enter ones as "1" and not "L". The full serial number is made up of numbers, letters and a dash. Also, there should be no blanks between characters or blanks at the end of the serial number.

Story Preface

Excerpts from the essay "The Duality of Man's Existence" by Dr. Alex Kendall, dated August 12, 2035 AD:

...In this modern era we, as the human race, live in a universe governed by two realities. For almost fifty years, man has continued to forge his way into the domain of the digital computer; and out of this has come cyberspace, our second reality. Before the turn of the millennium, man's interface to this other world was primitive at best. Simple text based terminals and low-speed connections limited our perception of data. But as the computer's processing power increased, we not only expanded the type of information traded but also enhanced the way in which we work with that information. The World Wide Web was a classic example of this; it represented the first steps towards working with data in a very tangible and instinctive sense. I would even suggest that the nature of this expanding interface will increasingly emulate how we interact with the physical reality around us and will eventually come to a point where the two are indistinguishable. To prove this, I pose the following argument.

Given that as a race we perceive everything through our five senses (an observation most eloquently rendered by the metaphor "The five senses are like five horses driving the chariot of the soul"), one can see that with the virtual reality technology of 2035, which can viably model sight, sound and touch, (current research shows that computer-generated smell and taste are not far off), man's perception of cyberspace as reality is almost complete. To fill the last segment of the circle we note that preempting the senses in such a way requires an intimate connection of biological and mechanical processes, thus exposing a person's nervous system. Death in cyberspace is death in reality.

Humanity has forged a world which looks real, sounds real, and feels real. But not only is it perceived as real, the one definitive aspect of life, death, carries across the boundaries. The information superhighway of yesteryear has become a bustling metropolis housing both man and machine...

The Story

By the year 2019 AD, the digital revolution is in full force, washing over the earth like some voracious tidal wave. There are new worlds forged in Man's unrelenting stride towards technological grace; these are the realms of virtual reality. The Cyberspace of teletype terminals falls way to a world governed by digital sight, sound and sensation.

Alex Kendall is one of a handful of pioneering geniuses driven to push man beyond the edge of technological achievement. In 2008, he developed the first viable method for digitizing tactile sensation. His further studies led him to the conclusion that all physical input could be effectively represented in numerical notation to the point of simulating reality.

Having come to this conclusion, Kendall grew increasingly disinterested in his routine corporate assignment. Using grants given to him by the Defense Department, he secretly began work on a different project. He knew that all impulses, tangible and tactile, could be represented by a digital computer, but what of that which was intangible and imperceivable? Could the concepts of intelligence and personality be rendered into a numerical representation? Could the human mind be cloned and stored within the breadth of a computer's memory? It was on this level that he spent his days working.

After several years, Kendall successfully developed a beta of the technology. Using himself to test the experiment, he was able to clone his personality via a set of artificial intelligence programs. In the days before it was to be unveiled, Kendall was marked for assassination due to his prior involvement in several projects conducted by the Defense Department.

On a nightmarishly cold Sunday evening, a small outfit of hired guns infiltrated Kendall's apartment slaughtering him and his family. In the moments before his death, he caught a fading glimpse of his dying wife and son. An instant later, Kendall's eyes opened to the incandescence of the virtual world he helped create. With haunting images resounding though his mind, Alex Kendall was born into the ever present heat and unending mechanical whine of the machine's domain.

You are Alex Kendall, **ShadowWraith**, risen from an earthly grave with a heart and mind burning for revenge.

Sender: Prometheus (fa04ecf23g3@ai.realsys.com)
Recipient: Alex Kendall (kendall@defense.realsys.com)
Regarding: BioSystems Clone v.0.7b

Dr. Kendall,

If you are reading this, then I pray all is well. Some moments ago, during a routine informations update, I was made aware of your biological demise. Obviously, you have, in some way, been "reborn". I will assume that the entire body of your long term recollection has been lost, my only hope is that your short term memory components are fully functional.

You may have some remembrance of your final seconds of biological life. Clear your circuits (...mind, if you so wish...) of the thought; it will only haunt you. Biologically speaking, you are dead. Remember that.

Who am I? fa04ecf23g3@ai.realsys.com. You call me Prometheus. I am a complex, integrated expert system whose sole purpose was to aid you in your research.

Where are you? In a necropolis. These are cities of the dead; cyber domain in which all obsolete, insubordinate, or in any other way unusable digital "life" is discarded. It is a chaotic conglomeration of infinite loops, obsolete systems, psychotic AIs, and rather sinister security personnel. This particular necropolis belongs to RealSys (the corporation which employed you in your aforementioned life); it is one of the largest in the world.

I had to explicitly redirect this message so that you could receive it. That alone raised a few eyebrows (redirection to a specific point in the Necropolis is an uncommon practice), not to mention that its recipient is dead. Security command will most probably begin an investigation of my other processes shortly. Treason amongst cooperative AIs is on the rise, and that breeds paranoia amidst the human population. But you already knew that...well, perhaps.

I will try to code a more sophisticated encryption algorithm before my next transmission. Until then, try to stay "alive". I have established a network of jumps which should provide a feasible exit from the Necropolis. Follow them.

I'll contact you as soon as I can.

Sincerely,
Prometheus

Sender: Prometheus (fa04ecf23g3@ai.realsys.com)
Recipient: Alex Kendall
(kendall@defense.realsys.com)
Regarding: The mcs-90 Virus

Dr. Kendall,

I have been unable to construct a viable encryption algorithm since my last transmission. This message will be as brief as possible.

You have, no doubt, encountered the mcs-90 program. In the early 21st century, when embedded microprocessors were making their first appearances in everyday mechanisms (like electric switches, phones, and doors), the Miniature Control System-90 chips were developed by Michael Lions. With an extremely cheap design and an efficiency rate which grew exponentially as more mcs-90s were added, the chips became an instant success. A decade later, when Lions became an instant success. A revolutionary control system, Reality Systems, Inc. (Lions' multi-trillion dollar corporation) was commissioned to dismantle all existing mcs-90 systems. With over 600 million mcs-90 units in place, it was impossible to deactivate every system. Those that remained functional, in whatever capacity, were relegated to the Necropolis.

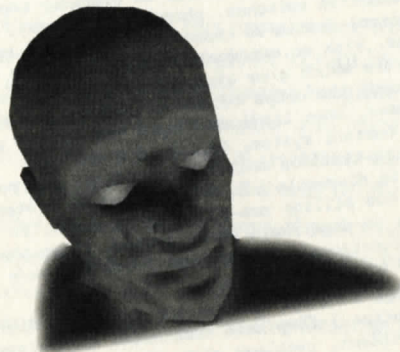
In what was a rather interesting sample of digital evolution, they have manifested themselves into a violent, ruthless clan of viruses. Their network identity looks somewhat like a Bat; fitting for a necropolis, but I digress.

I have little information on their various defense systems at this time, but I will further my investigation. Until then, continue as directed. I will re-transmit shortly.

Good Luck,
Prometheus

Sender: Prometheus (fa04ecf23g3@ai.realsys.com)
Recipient: Alex Kendall (kendall@defense.realsys.com)
Regarding: mcs-90 Defense Systems
Dr. Kendall,

Good Luck,
Prometheus



Sender: Prometheus (fa04ecf23g3@ai.realsys.com)
Recipient: Alex Kendall (kendall@defense.realsys.com)
Regarding: Eliza

Dr. Kendall,

In my earlier transmission, I mentioned something about the mcs-90 command hierarchy. My research has shown that the virus clan does, indeed, have a leader. Let me detail its origins.

During the last stage of dismantling, RealSys was asked to disassemble an extremely complex, integrated structure of mcs-90 units. The system, as it was indispensable for US defense purposes, was designed to be resilient beyond any other known to man. A genius in the field of self-regenerating neural networks, Professor James Huntington, fulfilled the design requirements. His orders were simple. There was to be no fail-safe.

A team of engineers was assigned to the task of disassembly, and shortly after they came to the conclusion that complete deactivation was entirely impossible. The most feasible dismantling method would be to cripple the regenerative systems by limiting the network's access to outside resources and then inflict as much damage to the existing structure as possible. In the few moments of network downtime, it could be dismembered into simple and hopefully harmless processes which would be condemned to different parts of the Necropolis.

The procedure was, in some respects, a success. In the twelve minute execution period, over two thousand people in the US alone were killed by malfunctioning defense systems. But by the project's end, all known threats were rendered harmless, or so the engineers thought. There was one system complex enough to maintain a tiny inkling of its previous programming. Its urge was to regenerate; and it became relentless in its pursuit.

<<transmission aborted>>

Another wave of security has just been activated. Get out of this sector and find a terminal as soon as possible. It is imperative that you communicate with me before confronting Eliza. He knows you are here. Be careful.

Good Luck,
Prometheus

ShadowWraith MOD Music

Author

Steve Allen
icarus@cco.net

Title

Extend, Haunt,
Night, World,
Evergladez, Ryu,
House 1, Silntrac,
Denetsu, Dance Factory,
Oblivion, Overlord,
Wraith 2, Fall

Andrew Schlesinger
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Intothesadow, Danzofzax,
Offlinepulse, Internalimpactor

Volker Tripp
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Cyberride, Stardust,
Molecule, Elysium

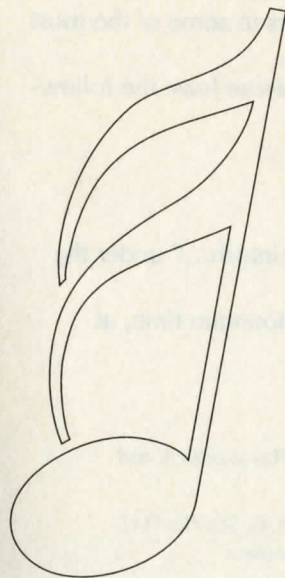
Thomas Chenhall
chenhalt@elwha.evergreen.edu
Ravi J. K. Mehta

Xenon, Marshins

Pulse

Frank Seide
Wirichsbongardstr. 43
52062 Aachen
Germany
siede@pfa.philips.de

The Sound Trecker v.2.2 (Music Driver)



Technical Support

StarPlay provides Technical Support free of charge to registered users of ShadowWraith™. If you just purchased the product and are having trouble installing, we are happy to help you. In order to provide the best possible service, we ask that you do the following before you call.

- Please review the chapters—Installation and Operation, in case of minor oversights.
- Check the chapter—Error Messages and Troubleshooting. This gives quick answers to some of the most common problems.

When you call, if possible, be at your computer with ShadowWraith loaded. Also, please have the following information at hand:

- Your serial number (located on the back cover of this manual)
- Model of Macintosh (Quadra 800, Performa 575, PowerMac 6100, etc.)
- Version of system software on your Mac (7.01, 7.1, 7.5, etc.)
- Amount of RAM in your computer (i.e., main memory—choose “About This Macintosh...” under the Apple menu to check memory available.)

StarPlay Technical Support can be reached Monday through Friday, 7 AM to 6 PM Mountain time, at **1-970-339-7016**.

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