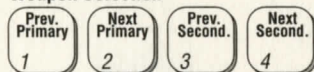


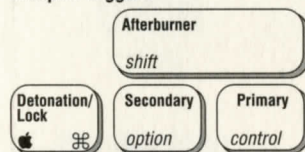
Operation

1. Open the ShadowWraith application by double-clicking on the ShadowWraith™ icon.
2. After a series of splash screens, you'll get ShadowWraith's main menu screen. From this screen, choose New Game to begin playing ShadowWraith. For information on the other options in the menu screen, see the Operation section of the Player Guide.
3. ShadowWraith supports keyboard controls for all aspects of game play. The default keys are shown below. You may change any of the keys in the Interface and Controls section of your Preferences dialog box.

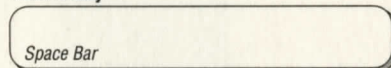
Weapon Selection



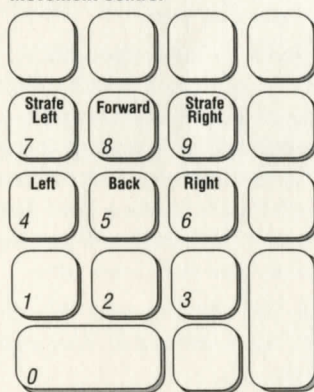
Weapon Triggers



Action Key



Movement Control



4. After you have completed a level, you'll get a Score Screen 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!
5. To quit out of 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.

SHADOW WRAITH



Quick Instruction Card

Quick Installation

System Requirements

33MHz 68030 or faster processor (68040 or Power Macintosh recommended), 8 MB RAM, 13" or larger monitor (640 x 480) with 256 colors, System 7 or higher and Sound Manager 3.0.

Installation

1. Insert the CD-ROM into your drive.
2. 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.
3. 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 exactly as it appears on the back of your Player Guide. Click the Register button when you're finished.

We highly recommend installing Sound Manager 3.1 for optimal performance. See the Installation section of your player guide for further information.

DEVELOPED BY

TERMINAL



SUNSET

GRAPHICS BY



B.E.G.
GRAPHICS

PUBLISHED BY



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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.

Weapon Triggers

Weapons are deployed by three triggers: the primary trigger, the secondary trigger, and the detonation/lock trigger.

Primary Trigger: The primary trigger is used to fire any weapon classification which is labeled as (Primary) below.

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

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.

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

Simple Weapons (Primary)- Bullet-like projectiles similar to guns on a fighter plane. They are heavy for their size and deliver a fair amount of kickback.

Energy Weapons (Primary)- 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.

Grenades (Secondary)- 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.

Missiles (Secondary)- 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.*

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.

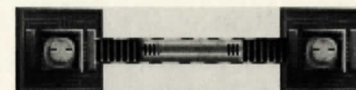
Teleporters- Move your ship over the white teleporters to instantly transport you to a different place in the maze. Be aware, some teleporters are only one way.

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.

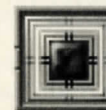
Start Gates- You start with your ship directly on a Start Gate. Some levels may have more than one entrance.

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.

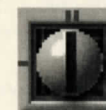
Secret Doors- Throughout the levels, you'll find several Matrix anomalies (secret doors). These anomalies appear as normal walls, but are physically transparent so your ship can fly right through them! Finding a secret door will often lead you to a room of items and will sometimes give you the chance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



Door



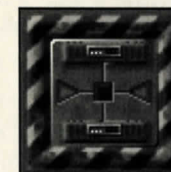
Teleporter



Switch



Start Gate



End Gate