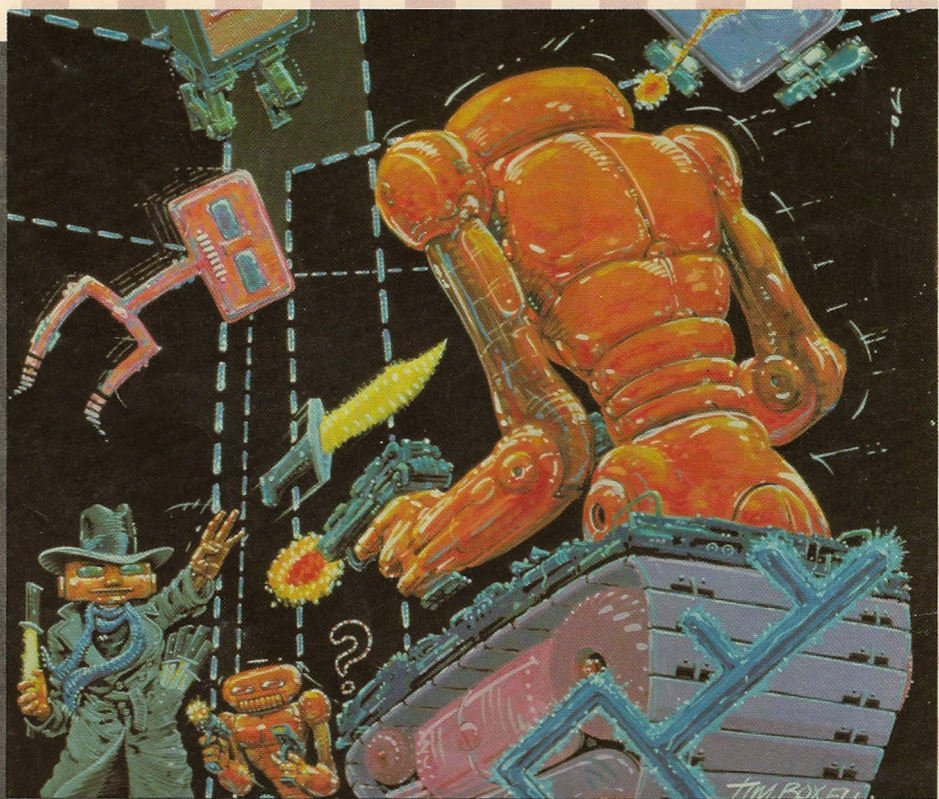


SHAMUS*

FROM ATARISOFT™

Experience New Thrills on the TI 99/4A#



TELL THE SHADOW THAT SHAMUS IS HERE!



Load the SHAMUS cartridge into your Texas Instruments 99/4A Computer as explained in your computer owner's manual, and turn on your computer. Plug the joysticks into the controller port. This is a one player game.

Press the Plus Key (+) to choose one of 3 difficulty levels: novice, experienced, or advanced.

Press enter to start the game.

Press the space bar to pause during a game, or to reactivate the game after a pause.

You are the SHAMUS. Your goal is to reach the very core of the SHADOW's Lair and destroy him. This is accomplished by progressively exploring each level of the Lair and accumulating the greatest number of points, bonuses, and extra lives. The Lair consists of four levels, the colors in order of progressive difficulty are BLACK, BLUE, GREEN, and RED. You gain extra points for completely clearing each room of intruders. In the Lair you will encounter POD rooms, which exist in another dimension and have only a small time window which must be opened to gain entrance.

Each of the colored levels of the Lair contains various colored Keys which are paired with matching

colored Keyholes. These Keys are picked up by SHAMUS by touching them. As they are touched they are displayed in the right-hand bottom of the screen. When encountering a Keyhole of the matching color, SHAMUS merely makes contact with the Keyhole and the wall retracts permitting you to proceed through the Lair. If the wall does not drop you have not obtained the correct color coded Key, and you will not be permitted past the Keyhole. This is the only way to gain entry from one color level to another.

Lurking in the Lair are the SHADOW's dangerous henchmen to overcome. Never underestimate the ferocity of the SPIRAL DRONES. They are sneaky, and

intensely sensitive to movement within the passages of the Lair. They are armed with disruptors. Relatively slow moving semi-mechanical androids are the ROBO-DROIDS. These droids are methodical and never give up. They are also armed with disruptors. SNAP JUMPERS are self-propelled annihilators who cannot think. This feature, however, makes them all the more dangerous. They are a strange mutation who exist simultaneously, in two dimensions. They "snap" in and out of your time-space continuum and are therefore unpredictable and because of this quality are extremely quick. Their speed makes them very dangerous. SHAMUS' only weapons are the ION-SHIVS (Ionic-Short High Intensity Vaporizers). These weapons are banned in every part of the galaxy. They totally disintegrate any life form upon contact, unless shielded by Tri-Gamma body armor. There can only be two ION-SHIVS on the screen at one time.

The arch villain himself, the SHADOW is constantly monitoring your activities in his Lair. Be extremely careful when you hear a low pitched pulsing begin. This is a signal that the SHADOW is

about to enter the room. You cannot kill the SHADOW since he wears Tri-Gamma armor. You can, however, stun him. He remains stunned for a short time, after which you had better move quickly!

The current number of lives are displayed in the upper right-hand corner of the screen. If you encounter a bubbling bottle in a room you need merely to touch it to obtain an extra life. By passing over pulsating question marks you will invite either bonus points or an extra life.

Unlike other text adventures, SHAMUS can only be mastered by a long and arduous training period, in which your reflexes are sharpened to a point where you can deal with the incredible speed and viciousness of the attacks of the Shadow and his henchmen. Only in the deepest recesses of level RED will you find the answer to this puzzle! Tell the SHADOW that SHAMUS is here!



SCORING:

You start each game with 5 lives. The Shamus figures located in the top right corner of the game screen represent the number of lives remaining. You may accumulate up to 12 extra lives.

You and SHAMUS score points in several ways:



Shooting Robo-Droids 10 points



Shooting Spiral Drones 10 points



Shooting Snap Jumpers 10 points

Bonus for Clearing a Room 200 points

Mystery Symbol (?) Random amount of points
and possibly an extra life

SHAMUS can move and shoot in 8 directions — left, right, up, down, and 4 diagonals. To shoot, press the joystick button while holding the controls in the direction you wish to shoot.

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, Atari, Inc., is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions.

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