

ENIGMATEAM is expendable. They allowed General Zoff, dictator of the Cosmos, to escape while he was being transported to the Emperor for final sentence. Their craft was brought down by the General's Psi power and now they must find him in the corridors of the city complex under team member Syyk's home world.

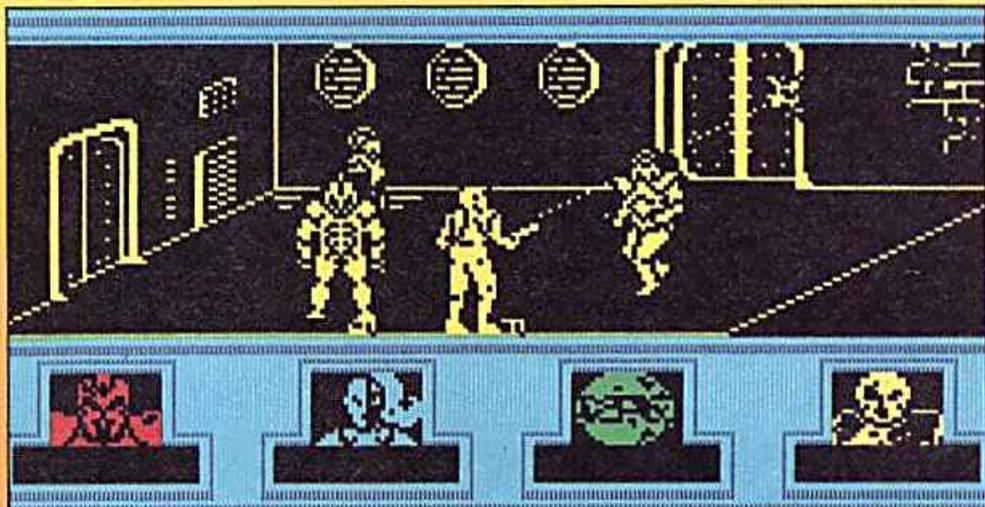
Destructor tugs are on the way. If you fail to capture Zoff the planet will be destroyed along with the Enigmatem and its inhabitants — the Reptiloids and Insectoids. Those races are at war and alliances must be formed before the General can be captured. Zoff will exploit the hatred of the reptiles for the insects, and the Enigmatem must find a way of getting the insects onto their side.

"Zoff is basically a coward and needs an army to do his fighting for him," comments John Heap, the Denton Design programmer who was largely responsible for the Spectrum version of *Enigma Force*. "You won't find him taking part in a fight, he just runs away."

Zoff is quick to make his alliance with the reptiles, but for Zark and his cohorts getting to know the Insectoids is not an easy task. For one thing the group does not know whether

Enigma Force

Zoff's back again and the galaxy stands on the brink of disaster. John Gilbert discusses Enigmatem tactics with Denton Designs



Insectoids fight reptiloid allies of Zoff

the insects will listen to their pleas for help, or just regard them as enemy agents who they must crush with their

magenta mandibles.

John thinks the solution to the problem is very logical. "As Syyk is a member of the insect race, he is the one who must look for the insect queen. She's the leader of her race and their meeting is the first major turning point in the game.

Without an agreement between her and Syyk the team will be shot at by both reptiloids and insectoids."

To make the pact you should take all the team members into the room to the right of the crash site. This is a safe room off the path of insect and reptile patrols. You should then take Syyk back into the crash room, through the doors on the left and through the doors at the top of that screen. At one of those locations you will find a key. Pick it up and find a locked door only a few rooms away.

To use the key activate it and bump against the door you want to unlock. The door will

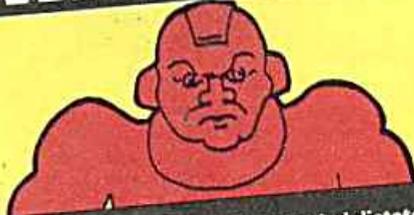
slide open and you can enter.

Once through the door you are into Insectoid territory and if you hang around the queen will find you. "That's not advisable though," says John. "Reptiloids are always on the prowl and if you're not quick they'll get you."

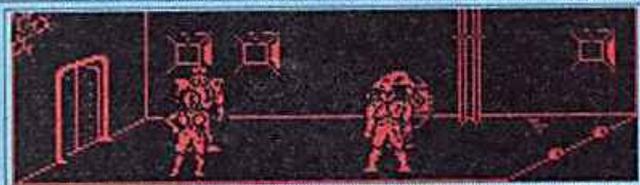
Once you've met the queen — and believe me it's a quick meeting with only a brief news flash on the screen to show that it's happened — you can start playing the game properly. "When you've found the queen the insects will stop attacking and you'll have free run of their armoury."

The armoury includes laser weapons and bombs. Syyk should take all the weapons available in that room and bring them back to the group. According to John Heap there is an inexhaustible supply of laser pods and bombs so you can make several trips to the armoury when your ammo runs

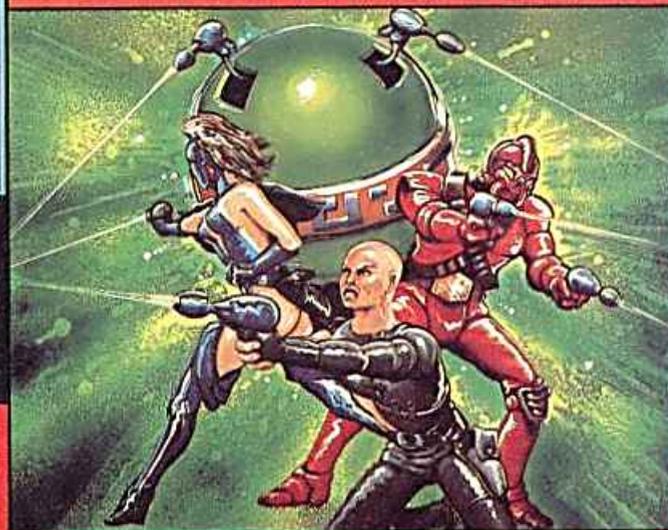
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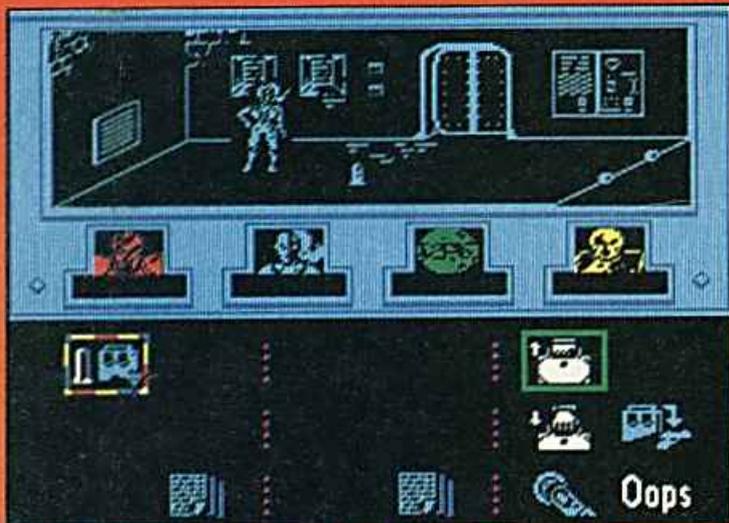


GENERAL Malthadius Zoff, self-styled dictator of the Cosmos. Last seen escaping from the Enigmatem on his way to the only escape pod on the planet. The Empire will reward Enigmatem if Zoff is recaptured. Failure to do so means death.



The Safe Room, just one door way from crash site. Enigmatem can relax here without disturbance





Sevrina Maris, Mistress of Mayhem, finds a round of ammunition. One bullet may be for Zoff

low. Syylk has one of the highest staminas of the group so he is able to carry heavy loads as long as he's not involved in combat.

If he does become involved with the reptiles on his way back to the group, use the mind probe which will transfer his control to your joystick. You can then move him out of the danger location with only a few hits from the reptile.

John Heap pours scorn on players who use mind probe all the time. "Once you know the map it's much easier to use the icons and make characters do several things one after the other. With mind probe you can't have all four characters moving around, performing different tasks."

Mind probe is a help in the early phase of the game when you're getting used to the layout of the city. Mapping is important so you can leave the rest of the group in the safe room by the crash sight and take the robot Maul to explore the 64 rooms.

The city hides many objects behind its doors, the most important of which is the toolkit. It is ideally suited for picking locks and one character in particular can use it. "Sevrina may have been the last of the Enigmateteam characters to be created but she's the most important when you're exploring the maze. Once she has the toolkit she can open all but one of the doors in the complex. That's why it's not such a good idea to get her killed too early in the game."

Maul can also pick up ammo while he's on patrol but it's not advisable for him to keep it. "Maul's got his own lasers and he can stand any amount of reptile fire because of his armour. You're wasting ammo if you get Maul to pick it up."

General Zoff is initially located in a random room within the maze and can be

used as a hostage against the reptiles if you capture him. When you find him a message will flash up telling you he's in the room. You'll then have to chase him — a good time to be in mind probe mode.

There are two ways to capture Zoff. The first requires an in-depth knowledge of the city map and is best accomplished with Syylk or Zark. Don't use Maul as he's too slow and will lose the General.

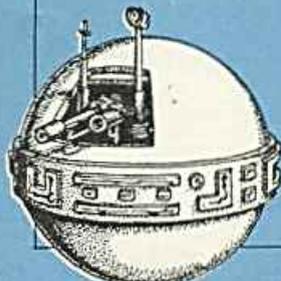
Once you have found Zoff, locate a room in the maze with only one door. You can then push Zoff towards that room following him, using your knowledge of the map. He will go for the nearest unblocked exit so you can force him to move in the right direction by standing in front of the other exits as he tries to run for them.

The other method of capture cannot be accomplished using mind probe and will only work if you have all four members of **Enigma Force** acting as a team. Syylk should locate Zoff, then the other members of the team should block off the exits. He will then surrender.

Once you've captured the General you should keep him

The Enigmateteam

Zark Montor. Leader of the team and a cyborg who is tough and resourceful. Horrific battle injuries, some of which were caused by General Zoff in the *Shadowfire* mission, have destroyed his body — most of which is now made up of plastoid organs. He will do anything to capture Zoff, even to the extent of sacrificing members of his crew. He is an expert with laser weapons and bombs.



Maul. A combat weapons droid who hovers above the floor. Two laser guns make him one of the most difficult characters to kill. He can be used as a lookout and as a block against reptiloid forces if a tactical withdrawal is required.

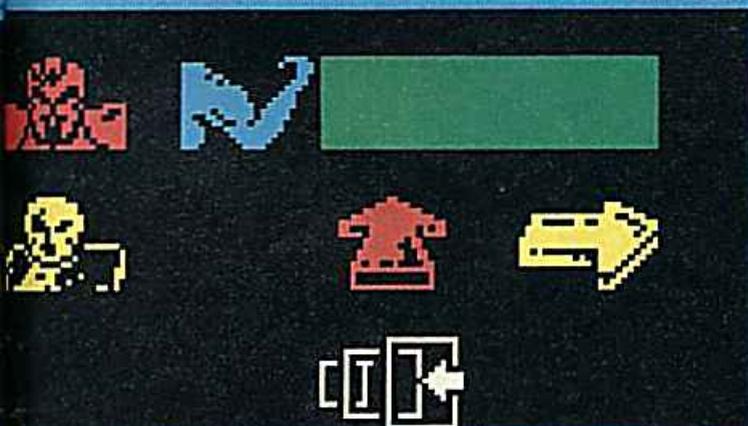
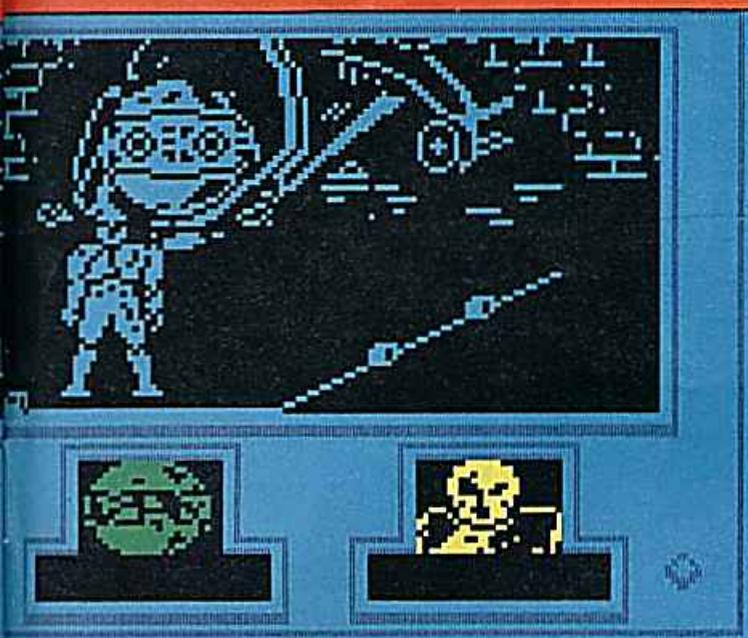


The crash site. Enigmacraft lies stranded

alive at all costs and go in search of the escape ship. By now time will be running out and if you want to see just how long you've got have a look at the status report which shows casualties for lizards and insects. If the total for either is more than 600 you're in trouble.

Denton wanted a way of timing the game to end without

using an obvious clock. "We wanted something which would announce the end of the game with the destruction of the planet," Heap explains. "Some people think the casualty figures for lizards and reptiles are random numbers, they're not. You may not see



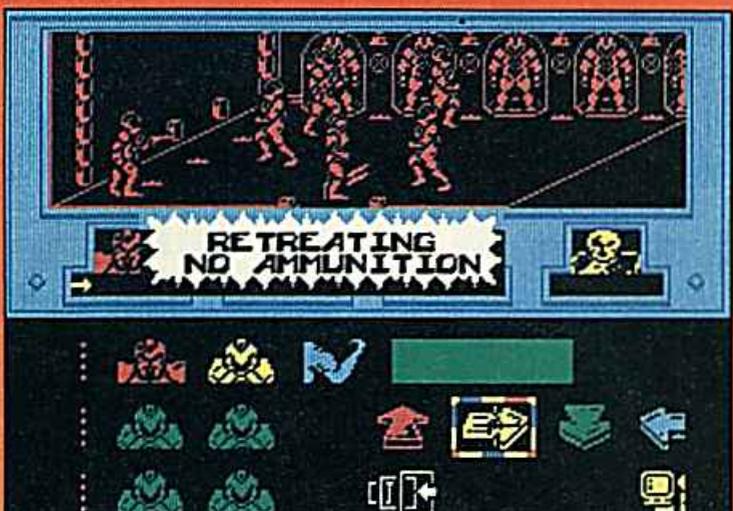
the battles between the two races but they're happening within the computer and the results are put on the status screen. "The computer picks a random number between 600 and 800 and when the casualties for one of

the races hits that figure the destructor tugs arrive and the planet's blown to bits."

The next task is to find the ship — Zoff is never far from its location. It's behind a locked

Syilk. Second in command and a member of the insectoid race which inhabits the planet. He has a pathological hatred of Zoff because of the General's attempts to enslave his home world. His high stamina makes him a natural long distance traveller.

Sevrina Maris. Known as the Mistress of Mayhem, she was a late addition to the team — an afterthought. Among her many talents is a love of weapons and the ability to pick almost any lock. She is hardly a token woman as she is regarded as an expert. Her importance to the mission ensures that her colleagues keep her alive.



A battle in the insectoid recharging centre where insects are re-animated after death

door but Sevrina with her wonder toolkit will not be much use this time. Zoff has the key and he is your prisoner but he won't give it up easily. He would rather die.

Once you've got past the locked door the ship is yours but, as John Heap explains, it's probably the only thing in the game with a conscience. "The ship has a drive which won't take off until every surviving member of the Enigmteam is on board. That means it's not a good idea to take group members off in different directions. . . but it's not quite as simple as that."

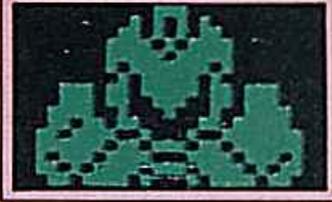
The whole game isn't as simple as that. As Heap says, everything may appear random but it has been plotted down to the finest detail. "There are pages of rules defining how fights occur, who carries what object and where characters are located. We could tell you what's going to happen in a particular situation but it's so complex that we've never tried. We let the computer take care of it."

It's nice to know that programmers like John Heap have control over their programs.



INSECTOIDS
THE RACE which spawned team member, Syilk and which represent the 'good' interests on his home planet. They are a tight bunch and their society is structured around a queen who looks after the regeneration of forces and commands the insect guards and soldiers.

REPTILOIDS
CHAOTIC forces who only take orders from their commanders. Their society is structured around individualism although they will stick together in a fight.



About the programmers

DENTON DESIGNS was formed in 1985 by a group of disenchanting Imagine programmers. The company included programmers John Heap, John Gibson, and Dave Colclough with graphic designers Steve Cain, Ally Noble and Karen Davis.

John Heap, head of the Spectrum Enigma Force programming team, had just joined Imagine when the company folded. He recalls "I was promised my own car and got a Sage — computer — to work with".

Denton bought Imagine's Sages, wrote their own graphics and programming utilities, and started work on

projects such as Frankie Goes to Hollywood, for Ocean and Shadowfire, for Beyond.

Since the launch of Enigma Force at Christmas, Denton has split up. Steve Cain, John Gibson, Ian Weatherburn and Karen Davies have opened an agency for programmers while the second generation of Denton programmers, including John Heap and Dave Colclough, have reformed the company. Heap confirms "The split was amicable and we will continue to do contract work."

Denton's books are full. They are currently working on two projects for Beyond and two for Ocean. Those will be available before the end of the year.