SHADOW WATCH

GAME MANUAL

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Introduction

The first attempt to build the International Space Station has ended in failure due to the collapse of post-Yeltsin Russia. A new attempt forms from a wider, global support base: NASA, Russia, the European Space Agency, the Brazilian Space Agency, and the brand-new Chinese space agency. Humanity is flush with excitement, and the rhetoric flows freely.

Until something goes wrong. Armed attackers raid major ISS construction facilities. A space shuttle comes under enemy fire. Evil is afoot, and it has targeted the ISS project.

But the backbone of the ISS is not a single country, nor a space agency. It is the Corporation: a massive multinational conglomerate with plenty of space experience. The Corporation's will is not easily thwarted. When things begin to go wrong, the Corporation sends in a crack team of highly skilled operatives to find the trouble and shoot it. But that team needs a sharp investigator to help them pinpoint the trouble. That team needs a leader to direct them in combat. That team needs you.

Overview

Shadow Watch is a turn-based, isometric game of stealth, intrigue and combat. You have been given command of a team of six highly trained operatives with orders to find out who is behind the attacks against those working on the ISS.

The game consists of a campaign as well as customizable individual missions. The campaign can be played over and over again without it ever being the same. Shadow Watch takes place in three different settings: Baikonur, Rio de Janeiro and Hong Kong.

At each locale, you must talk to various contacts to determine what is going on and then solve the problem through a series of missions. These missions can have a variety of objectives including planting surveillance devices at a location, rescuing a hostage, defending a building, demolishing a building and much more.

As each mission is completed, the characters in your team gain experience. This allows them to learn new skills, which can make them more effective during future missions. Once the problem at one of the settings is solved, you continue on to the next two before undertaking a final mission to complete the campaign.

Shadow Watch is a quick, but engrossing game, which is easy to learn and can be replayed time and time again. The single missions can also be traded with other players to allow them to try to beat your high score.

Enough talk for now. Let's get started!

GETTING STARTED

Minimum Specifications

To play Shadow Watch, your computer must meet the following criteria:

Computer: Pentium 133 Mhz

Memory: 32 MB RAM Required

Operating System: Windows 95 or
                     Windows 98

Video: DirectX compatible 2D
                     video card with 2MB
                     VRAM capable of 16bit
                     color (High Color)

CD-ROM: 4x or Better

Sound: DirectX compatible
                     sound card required

Hard Drive: 200 MB uncompressed
                     space

DirectX: DirectX 6.1 or higher
                     must be installed.
                     (DirectX 7 included on
                     CD)

Installing the Game

1. Start the Windows 95/98 operating system.

2. Insert the Shadow Watch CD into your CD-ROM drive. Installation should automatically begin.

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Note: If Installation does not automatically
 begin, double-click the My Computer icon
 located on your Desktop. Then double-click
 the icon corresponding to your computer's
 CD-ROM drive. Installation should begin.  If
                    not,
           click on "install.exe."
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The installation routine will now walk you through each step of the setup and installation process.

Once you have created a directory for Shadow Watch, the program will automatically be installed on your hard drive. In addition, the program will check to see whether or not a current version of DirectX has already been installed on your hard drive. If there is an older version of DirectX on your computer or DirectX does not exist, then the program will automatically ask you if you want to install version 7, the latest version of DirectX. To play Shadow Watch you must have version 6.1 or higher. It will also ask you if you want to install Explorer 5.0. *Shadow Watch does not require Explorer 5.0.*

3. After you have completed the installation process, you can select Shadow Watch from the Start menu or double-click on the Shadow Watch.exe file to run the game.

Uninstalling Shadow Watch

To uninstall Shadow Watch:
1. Start the Windows 95/98 operating system.
2. You may uninstall Shadow Watch by going to your Start menu, scrolling to where the game is, and clicking on the Uninstall icon. You may also uninstall with the add/remove program in the Control Panel.
You will be asked to confirm that you wish to uninstall Shadow Watch.
If you are sure you want to uninstall Shadow Watch, click Yes.
If you are not sure, click No.
Note: If you uninstall Shadow Watch, any previously saved scenarios will remain on your hard drive in the Shadow Watch Save game subdirectory. You may delete these saved games using Windows Explorer.

Quickstart-Tutorial

Can't wait any longer to get into the action? Not to worry. This section will help you get into playing the game as quickly as possible. Then after you have tried a mission or two, you can take some time to read the rest of the manual and get to know Shadow Watch even better.

Starting a New Single Mission Game

Note: This section assumes the difficulty is set to Easy.

[The Single Mission Setup Screen is where you customize and configure your mission.]

Start up Shadow Watch and you will be taken to the Main Menu. Click on the "Single Mission" button. This takes you to the High Scores screen. Unless you have already played a Single Mission, the listings for High Scores will be blank. Either way, click on the "New Single Mission" Button.

You are now at the Single Mission Setup screen. Here you can customize your mission however you want. For the purpose of this Quickstart-Tutorial, follow along with the selections mentioned.

Click on the "Select Map" button at the top left of the screen to bring up a menu of the various maps in Shadow Watch. Click on Russian Dacha under Baikonur to highlight this map, then click on the "Accept" button at the bottom to return to the setup screen.

Now click on the "Select Faction" button to bring up another menu. Select Scientists under Baikonur and click on the "Accept" Button.

To the right of the graphic of the Dacha, change the Guard and Alert levels to Low by clicking once on each of the arrows on the left side of these options. For this first mission, we will keep it real easy.

Now you must select a Mission Type. In the bottom left corner of the screen, click on the "Raid" button. This type of mission requires your team to locate and take possession of an object.

It is now time to choose the characters for your team. All six characters are available and listed down the middle of the screen. However, for a Raid, you can only take three. For this Tutorial, select Archer, Lily, and Gennady. To select a character for the team, click on their box and their portrait will appear on the list to the right.

[For this Tutorial, train each of your characters in an additional skill. Give Archer "Initiative".]

In a Single Mission, you can Train your characters prior to starting the mission. Let's give each a few extra skills for this mission. Click on the "Train" button in the bottom right corner. This will take you to the Training screen. Click on Archer's portrait on the right side to bring up his training tree. On the left side of the screen are all the skills

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in which you can train Archer. While adding them all would be great, the more skills you add, the more difficult the mission. This is how Shadow Watch balances the Single Missions.

For this Tutorial, let's just give Archer Initiative. Click on the "Initiative" button on the left side of the screen. The text box in the middle of the screen will explain what this skill does. Initiative gives Archer four Action Points each turn. Click on the "Initiative" button again to select it. Or you can click on the "Add Skill" button to do the same thing. Now Select Lily and train her in Martial II which allows her to attack an opponent in hand-to-hand combat at a range of one tile. Finally, train Gennady in the Deep Scan skill which will increase the range of his scanner. Click on the "Finished Training" button to return to the setup screen.

We are now ready to begin the mission. Click on the "Proceed" button to start the mission.

[The Placement Screen is where you position your characters for the start of the mission. Here, all three are placed outside the front door.]

Raid on the Russian Dacha

Now that your team is at the Dacha, you must decide where they will begin the mission. At the Placement screen, the "Area 1" button should already be lit. This allows you to place characters by the front door. Click on the "Next" button until the placement circle in front of the door is highlighted in white. Then click on Lily's portrait to place him or her in front of the door. Using the same procedure, place Archer to Lily's right and Gennady to her left. When all characters are placed, click on the "Proceed" button.

Since Archer has the highest Initiative, he goes first. However, we don't want to open the door until Gennady has had a chance to use the Scanner to see what is on the other side. Therefore, order Archer to Cover the Door by either clicking on the "Cover" button to the right of the Movement control or by pressing "ENTER". This ends Archer's turn and brings up Lily for orders. Have her Cover as well. Covering converts all of a characters' Action Points into Cover Points. These are used during an the enemy's turn to allow your character to fire at opponent's using Action Points in their line of fire.

[While Archer and Lily Cover the door, Gennady scans the building for opponents.]

Now it is Gennady's turn. Click on the Red Action button or press "CTRL" to scan the area on the other side of the door. Since you have two more Action Points, turn to the left and scan again, then to the right and scan a third time. You can turn by clicking on the Turn buttons on either side at the top of the Movement control or by pressing either "Left Arrow" or "Right Arrow".

Any opponents detected by Gennady's Scanner will appear as shadows on the Isometic Combat Scene. Not only does this show their location, but also their facing. Since the enemy is randomly dispersed throughout the Dacha, this tutorial cannot guide you precisely through the remainder of the mission.

The room on the other side of the door is usually clear. Archer's turn will come up again at the start of the second turn. Open the door by either clicking on the White Action button while facing the door or pressing the "Space" bar. Enter the Dacha using the Movement control or the "Arrow" keys. The object you are searching for looks like a green briefcase. It will either be located in the room in the northeast or the one in the southwest.

[The Team enters the first room of the building. Gennady detects opponents in the adjoining rooms.]

There should only be three opponents in this mission. While your team can handle them without difficulty, try to stay as stealthy as possible. As long as you don't set off the alarm, all of the opponents will likely stay put. Both Archer and Lily carry firearms. If they come across an opponent within their line of sight and can shoot at them, a reticule will appear over the targeted enemy and the Red Action button will contain a reticule icon. The number on the reticule over the target represents the percentage chance to hit the target. If a target is hit, the opponent will be knocked down. However, they may still be active and require your character to fire again to eliminate them.

Lily can also use her Martial Strike against the enemy. To do this, she must be adjacent to or one tile away from and facing the target. (If you hadn't trained her in Martial Strike II, she would have to be adjacent to the target). If she can use this attack, a white icon will appear over the target, in addition to the firing reticule. Use the White Action button or the "SPACE" Bar to send Lily to take down the opponent and end the move in the target's tile. The Martial Strike is better for close attacks because it is always successful.

With all of your team in the first room, send Archer out the side door to the left and Lily through the door straight ahead. Continue using Gennady to scan for enemies. If possible, try to approach them from behind so you can eliminate them without setting off an alarm.

[Archer locates the item. This time it is located in the room to the left.]

[Once the object is in his possession, Archer and the other characters run for the exit.]

Archer should check the room in the southwest while Lily checks the one in the northeast. When the briefcase is located, send the closest character adjacent to and facing the tile. Then use the white action to Pick Up the

Object. With it in your possession, get back to where you started to complete the mission. Hurry back as quickly as possible by using the Run order. This will let your character move two tiles straight ahead for only one Action Point. To run, click on the Run button on the Movement control or press "SHIFT" + "Up Arrow". We did not use this going into the Dacha because running decreases the accuracy of your characters when they fire a weapon by half. Once all three characters reach the tiles with the blue circles, the mission will end. A status screen will come up informing you the objective is completed. Click on the "Proceed" button.
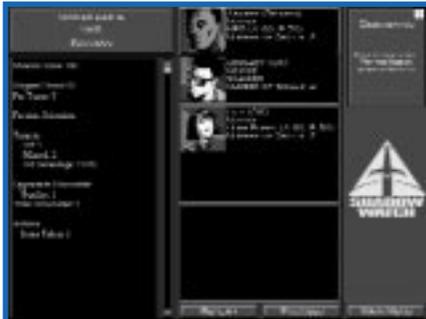
[At the Debriefing screen, you can see how each character performed during the mission.]

You will be taken to a Debriefing screen. On the left side, you will see your mission score. By clicking on each of the characters in the middle of the screen, the left side will show their statistics for the mission. Click on the "Proceed" button to return to the High Score screen. Your mission will now appear in the High Score list. If your initials do not appear next to the score, go to the Preferences screen from the Main Menu and enter in your Player information. Now that you have been through this mission once, try it again. Click on the mission in the High Score list to select it. Then click on the "Challenge Score" button. You will get to try the mission again. You cannot change anything at the setup screen. To improve your score, try to get through the mission faster, in a fewer number of turns.

That wraps up the Quickstart-Tutorial. Try setting up this same mission, but using different characters and test out the various skills in which they can be trained. When you feel comfortable with single missions, head into the campaign. Good Luck!

GAME MENUS
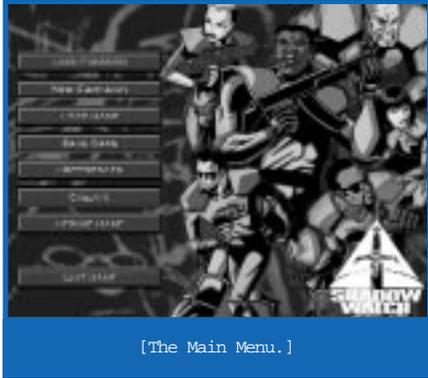
[The Main Menu.]

When you first start Shadow Watch, you are taken to the "Main Menu." Here you can choose from eight different selections. Shadow Watch contains a number of different menus, which are organized to simplify the process of setting up and starting a new game, or continuing a previous game.

Single Mission

Clicking on this button takes you to the High Score/Single Mission Setup screen. Here you can start a mission for play outside of the campaign or try to beat the High Score of previously played missions.

New Campaign

Clicking on this button lets you begin a new campaign by taking you to the Start Campaign screen.

Load Game

Click on this button to take you to the Load Game Screen. Here, you can select a previously saved game from the list box in the center of the screen. Details for the saved game are listed on the left side of the screen. When you have selected the game you wish to load, click the Load Game button.

Save Game

Click on this button to take you to the Save Game screen. Here you can Save the current game. Click on a game name in the center box to overwrite the current game. The details of the selected game will appear in the box at left. To create a new save game file, click on an empty slot. The name of the save file will default to the current Player Name (set on the Preferences screen). To change the name of the file, click in the white area at the center top of the screen and type in the new name. The Time and Date will be placed by all saved games.

> If you are playing Shadow Watch with the Difficulty set to High, you will be unable to save
> a game during a Mission.

[The Preferences screen.]

Preferences

Clicking on this selection will take you to the Preferences Screen. This screen allows you to set a variety of preferences settings for Shadow Watch.

Name

Enter your Name here. It is used primarily for High Scores in Single Mission play. Saved Games default to the Name you enter here. If more than one player will use this computer to play Shadow Watch, changing the Name and Initials for each player will help keep High Scores and Saved Games separate.

Initials

Enter your Initials here. For High Scores in Single Mission play, the Initials of the player will be displayed next to the name of the mission.

Email Address

Enter your Email address here. The Email address is useful for posting your High Scores to the Internet; Red Storm Entertainment does NOT have access to this email address. It is appended to your High Score file only.

Volume Controls

Volume Controls allows you to set the volume of various portions of the sound of Shadow Watch. Click the right arrow to raise the Volume of that component, and the left arrow to lower it. All Volumes range from 0 (off) to 10 (maximum).

Master Volume

The Master control affects the volume of all sound components.

Music Volume

The Music control affects the volume of the music in all screens.

Speech Volume

The Speech control affects the volume of the Character speech during a Mission.

Sound Effects Volume

The Sound Effects control affects the volume of all Sound Effects in a Mission, except Speech.

Difficulty Control

The Difficulty control lets you choose how difficult Shadow Watch can be to play. Changes in difficulty will not affect current campaigns or single missions. They will not take place until a new campaign or single mission is begun.

Easy

If Low Difficulty is selected, there will be 25% fewer Opponents in the Missions and these Opponents will be 10% more likely to be the simple Level I Opponents. The other major effect is that you have access to a special command called Undo. At any time, you can press the Backspace key, which will Undo the current turn back to the beginning. You can use this command an unlimited number of times. Single Missions played on the Easy Difficulty score only 75% of the normal Score for a successful Mission. When playing a Campaign set to Easy, you have access to 3 Free Passes to protect yourself against poor development of your Characters. See Free Pass (4-5).

Normal

If Normal Difficulty is selected, all the settings will be normal. There are no adjustments to any systems. You do not have access to the Undo command, but you may save an unlimited number of times during combat. When playing a Campaign set to Normal, you have access to 2 Free Passes to protect yourself against poor development of your Characters. See Free Pass (4-5).

Hard

If Hard Difficulty is selected, there will be 50% more Opponents in each Mission, and these Opponents will be 10% more likely to be the hard Level III Opponents. Additionally, you will be unable to Save during a Mission. You can freely save from the Investigation screen while playing a Campaign. Single Missions played on the Hard Difficulty score 50% more points than the equivalent Normal mission. When playing a Campaign set to Hard, you have access to only 1 Free Pass to protect yourself against poor development of your Characters. See Free Pass (4-5).

Tooltips

If Tooltips is selected, small text boxes listing the name or purpose of a button will appear when the cursor is positioned over the button.

Auto Scroll Speed

Auto Scroll Speed changes the speed at which the game will scroll the Map during a Mission when action occurs off-screen. Adjust this setting based upon the speed of your computer.

Custom Cursor

The Custom Cursor may be turned on or off. If you turn it off, your default Windows Mouse or Cursor will be used.

Credits

This takes you to a screen listing all of the people who worked on this game.

Resume game

Clicking on this button will take you back into a game already in progress. Use this after Saving a game or changing Preferences.

Quit Game

Exits the Game and returns to Windows.

SHADOW WATCH

SINGLE MISSIONS

Single Missions

Single Missions allow you to play a quick game outside of the confines of a campaign game. From the Single Mission menu, you can either try a previously created mission and attempt to beat its high score from a previous play, or you can set up a new custom mission. Playing the variety of Single Missions helps you understand the combat portion of campaign play. Therefore it is a good idea to get a few Single Missions under your belt before starting a campaign.
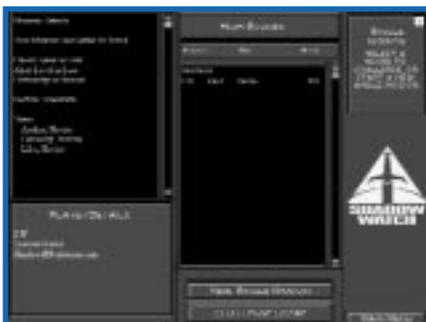
[The High Scores screen allows you to try and beat the scores of previously played Single Missions: your own and those of others.]

High Scores

The list in the middle of the Single Mission screen is a list of all the Scores for all the Single Missions this computer knows about. Click on a Score to see the details of the Mission at the upper left, and the details of the player who completed it at the lower left. (Player Details are set in Preferences.) To Challenge a High Score, click on the Score and then click on Challenge Score. Since you have chosen to Challenge a High Score, you cannot change any of the settings and choices here. You can review all the Mission settings here. To see the Skills chosen for each Character, click on the portrait of the Character to go to the Team Dossier.

One purpose of the High Scores, in addition to continually challenging yourself, is to challenge other players of Shadow Watch with your Scores. Every High Score in the list is actually a separate High Score File on your hard drive. These files can be found under the Scores directory of Shadow Watch. Each High Score File is very small and saved as hsf files. An example would be S944822379500.hsf. You can take High Score Files that you are particularly proud of and send them to others using email or the Web. To view other people's High Score Files, simply save them into your Scores directory under Shadow Watch. The next time you enter Single Mission play, you will see the downloaded High Scores alongside your own. A High Score contains a specific Mission in a Map against a certain Faction, using the same Characters with specified Skills. You can use the High Score feature to create very difficult or tactically interesting Missions and share them with your friends.

New Single Mission

To Start a New Single Mission (and create some new High Scores), click on New Single Mission.

[The Single Mission Setup Screen is where you customize and configure your mission.]

Setting Up a Mission

There are six quick steps to setting up a New Single Mission.

Select Map

First, select a Map. When you click on the Select Map button, you will see a list of all 18 Maps. You can also choose Random, which will give you any Map at random.

Select Faction

Second, select a Faction. When you click on the Select Faction button, you will see a list of all nine Factions. You can choose any Faction, even if the Faction would not normally appear on that Map. You can also select a Random Faction.

Select Mission

Third, select a Mission. Any of the eight Mission Types can be played on any of the 18 Maps. Click on the name of the Mission Type to select it, and read about it in the text box at the bottom left. If you select Raze or Surveillance, the appropriate Character (Rafael or Gennady) will be automatically assigned to the Mission Roster, and he will be automatically trained with the appropriate Skill. (For more information on the different types of missions, see Types of Missions in the Playing a Mission section later in this manual. See page 5-1.)

Select Guard and Alert Levels

Finally, set the Guard Level and Alert Level of the Mission. The Guard Level may be Low, Medium, or High; this affects the rough ratio of Enemies to Characters on the Mission. For example, if the Guard Level is Low, there will be half as many opponents compared to a Medium Level. On the other hand, a High Guard Level doubles the number of opponents.

The Alert level may be Low, Medium, or High. It determines the placement of the guards as well as their initial state. The higher the alert level, the more likely guards will be placed near the objectives and entrances as well as positioned in secure locations. High alert levels also increase the chance of guards patrolling. At Low Alert levels, guards are less likely to be patrolling.

Select team members

Now assign Characters to the Mission. Different Mission Types allow different numbers of Characters. To assign a Character to this Mission, click on their picture in the center of this screen. Their picture will gray, and they will appear on the Mission Roster on the right.

To remove a Character from the Mission, click on their grayed picture in the center of the screen. Their picture will no longer be grayed, and they will be removed from the Mission Roster at right. Some Mission Types require that certain Characters be assigned to the Mission; these Characters (Gennady for Surveillance and Rafael for Raze) begin assigned and cannot be removed from the Mission.

Important information about each Character is contained in the box to the right of their pictures. Their name is listed, along with their status. The next line lists their Rating. Below that is their weapon type, followed by their Accuracy and their Power. Their number of Skills is listed last. To view the Dossier on each Character, click on their portrait after they have been added to the Mission Roster at bottom right.
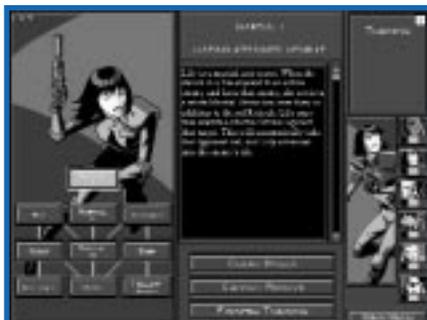
[For Single Missions, you can train each of your characters. However, for each skill in which you train them, the more difficult the mission will be.]

Training

After Characters have been added to the Mission, you can Train some or all of them to a higher Rating. Click on the Train button to go to the Training Screen.

You can train all the Characters in as many skills as you want. There are no prerequisites, as in the Campaign game. However, the game will balance the number and type of Opponents you face based upon the Rating of each Character, so if you give all the Characters the best Skills, you can expect to face stiff opposition.

To add a Skill to a Character, click on the Skill and then click Add Skill. To remove a Skill, click on the Skill and then click Remove Skill. You can also double-click a Skill to perform either action. The box in the middle top of the screen will let you know what Rating this Character will become if you add this skill. The deeper in the Skill Tree you go, the higher the Rating, and therefore the more Opponents you will face. To select a different Character to train, click on his or her portrait in the Mission Roster at lower right. When you have trained all the Characters you wish to train, click on the Finished Training button to return to the Mission Setup screen.

Begin Mission

After you have assigned at least one Character to the Mission, you can click Proceed to enter the Mission.

Scoring for Single Missions

The score for a single mission is based on four factors. The first is Mission Time. Each Map has a Par Time for each type of mission based upon the mission tile (object, hostage, raze, surveillance) used. This Par Time is divided by the actual number of Combat Turns used during the mission and multiplied by 1,000 to create the Time Score.

The second Factor is Contact. If the alarm was not set off during a mission, then the Contact Score is 500 points. If the alarm is set off, then the Contact Score is 0. If reinforcements arrive and your team eliminates them all, then the Contact Score is –500 because you were excessive.

The third factor is the damage your characters take. Your Damage score is equal to 100 points for every character who's been bruised and 250 points for each wounded character.

The Total Mission Score is equal to the Time Score plus the Contact Score, minus the Damage Score. The Total Mission score is then multiplied by 0.75 for Easy level or 1.5 for Hard level.

Total Mission Score =
(Time Score + Contact Score - Damage Score)
x Difficulty Level.

To maximize your Single Mission Score, go through a mission as quickly as possible without setting off an alarm or taking any damage.

Example:

The player has just successfully completed a Rescue Mission in the Dacha. The Mission was completed in 20 Turns. The Characters eliminated 8 of 12 Opponents, and Maya is Bruised.

The Mission Score is calculated by starting with 1000 points for the successful mission. The Par Time for a Rescue in the Dacha for the specific Hostage location is 18 Turns. The Time Score is (18/20) * 1000, or 900.

The Contact Score is 0, since the Alert was sounded. One Character is Bruised, so the Character Damage Score is 100.

The Total Mission Score is (900 + 0 - 100) 800 points. The Mission was played at Normal Difficulty, so no further modifier applies.

CAMPAIGN GAMES

Every Campaign consists of three subplots of five Missions, plus a Final Mission. Every Campaign will go through the cities of Baikonur, Hong Kong, and Rio de Janeiro, but in a random order.

Every Campaign subplot is not the same. There are three possible subplots for each city. For example there is a Rio 1, a Rio 2, and a Rio 3. All three start off with the same events (the bloody protest at the Corporate offices), but immediately all three have a different plethora of plot possibilities, since all three start with a different Contact. Each subplot is a massive branching tree. Based upon the way you talk to the first Contact, you will be given one of two Missions. Upon its completion, you will have a choice of one of two Contacts, who will each offer you one of two Missions. That Mission's completion will offer a choice of two Contacts, each of whom will offer you a choice between two Missions, etc. There are somewhere between 120 and 200 ways through each subplot, based upon the way you talk to the Contacts. Even if you have played Rio 3 before, if you talk to a different Contact, or even the same Contact in a different way, you will have a very different play experience, and actually a different plot as well. Shadow Watch features more than 200,000 words of Contact Dialogue to support this massive replayability. In each subplot, a different Faction is the primary enemy, and the Mission Maps are used in a certain way accordingly.

For every Campaign, the order of the cities, as well as the subplots, is randomized. Since the number and type of Opponents you face is balanced by the Ratings of your Characters (see Number of Opponents and Type of Opponents), your experience will differ based upon the order you encounter the subplots in. Even if you have played Hong Kong 1 before, and manage to follow roughly the same plot (out of 120-200 possibilities), if you played it with low-level Characters before, it will be quite different with high-level Characters.

With three cities occurring in a random order, and three subplots per city, there are a total of 162 possible Campaigns in Shadow Watch. Shadow Watch remembers which Campaigns you have played before, and will make sure that the next New Campaign you start is different from the previous one.
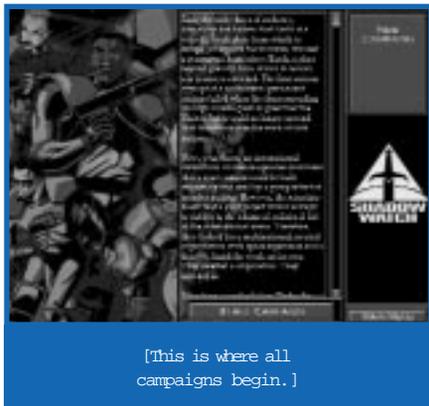
[This is where all campaigns begin.]

Start Campaign

When you begin a New Campaign, you are taken to a screen which briefs you on the background of the campaign. Once you are ready to begin, click on the "Start Campaign" button.

Note: To select the difficulty level of the Campaign, return to the Main Menu and from there go to Preferences where Difficulty can be selected.
Also, you cannot change the difficulty for the current campaign once you start.
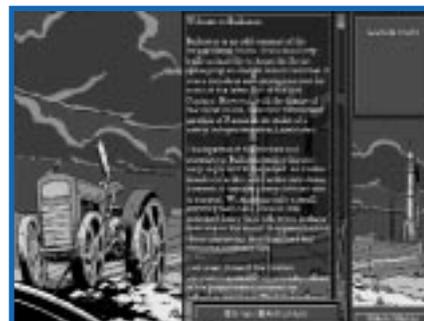
[A Campaign will begin in one of three Settings.]

Setting Screen

After Starting a Campaign, you are taken to the Setting Screen. Here you will be given important information on the situation at the first setting. There are three different settings in Shadow Watch—Baikonur, Hong Kong and Rio de Janeiro. These settings can come in any order depending on the campaign. After reading the briefing, click on the "Enter Location" button to continue.
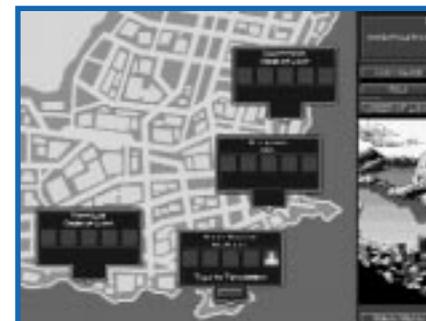
[The Investigation screen is where you select Contacts to talk to as well as missions.]

Investigation Screen

This is your view of the city. As you investigate, people and places will appear on this map. You will be able to talk to Contacts here, and launch Missions into those places. Before you can run any Missions, you need to learn more about the problems in the city. You will learn more through conversations with suspects, informers and associates. These people are called Contacts. Sometimes you will have a choice of more than one Contact. To select the Contact, click on the button below the location of the Contact and you will be taken to the Contact screen. As your investigation progresses, you will learn more about the Factions at large in this city. When you discover enough information about a Faction, a Faction Dossier Button appears below with the name of the Faction on it. To read the Faction Dossier, click on that button. The other information at each location refers to parameters that affect Missions there. You can learn more about them after you have spoken to a Contact.
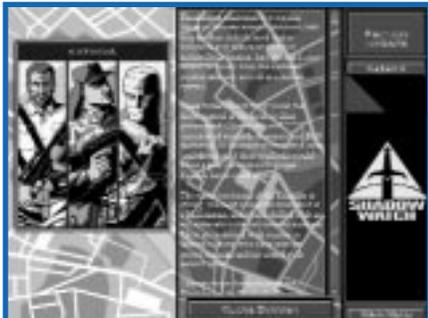
[Dossiers provide background information on Factions and Contacts.]

[How you respond to the Contact during a Conversation will determine the missions available to you during a campaign.]

[A Contact Dossier.]

[After a conversation, you must determine your next choice of action.]

Faction Dossier

When at the Investigation screen, you can access Dossiers on the different Factions in the current setting. At the start of a Campaign, you will usually only have information on one of the factions. However, as you talk to Contacts and complete missions, information on other Factions will become available.

Click on the button listing the name of a faction in the upper right corner of the Investigation screen. The Faction Dossier will open. It contains background information on the selected faction. In addition, it also mentions the three types of opponents which make up each faction. Take note of what they look like and their weapons and characteristics. This will let you know what you face when you see one during a mission.

Each setting contains three different Factions. During each Campaign, one Faction is friendly, one neutral and one hostile. However, which Faction is which can vary from Campaign to Campaign.

> Note: You may not Save a game while in a Conversation.

Conversation Screen

When you click on a Contact on the Investigation screen, you are taken to the Conversation screen. The Contact has vital information about the plot in this city. You must question him or her to learn enough information to use your Characters in appropriate Missions. The Contact will first tell you important information, either introducing themselves or telling you about the effects of your previous Mission. You then select one of three responses. The Contact will then respond, and you will have a choice of two further responses. The Contact will then give you enough information to launch a Mission, or possibly a choice of Missions, but you'll go back to the Investigation Map to do that.

Be careful as you question the Contact. Your choices determine which Missions you will run in order to solve the plot. The plot itself changes based upon your choices. Be aware that some Contacts will lie to you, or try to manipulate you into serving their needs, rather than the needs of the project and the Corporation.

Contact Dossier

When you move to the Conversation screen, you can access a Dossier on your current Contact. Click on the Dossier button in the upper right corner of the Conversation screen. The Contact Dossier will open. This will provide some background information on the Contact. Use it to help determine whether the information the Contact gives you is beneficial for you, or just self-serving for the Contact.

After a Conversation

After you have spoken to a Contact, you will return to the investigation screen, ready to launch a Mission. The Contact has given you enough information for you to send your Characters into action. Sometimes you will have a choice of more than one Mission to run. To select the Mission, click on the button below the location of the Mission. Each location on this map displays information that alerts you to conditions at that location. The location displays the name of the location, the Faction that controls the location, five icons (not all of which are always displayed), and the Mission Type. All the guards at the location will be members of the Faction that controls this location. The exception is a Defend Mission, during which members of that Faction attempt to take control of this location.

The first icon refers to the Guard Level at the location. An open lock indicates that there are a Low number of guards there. A closed lock means that there are a Medium number of guards at the location. Two locks mean that there are a High number of guards there. The Mission will be more difficult based upon the number of guards.

The second icon refers to the Alert Level of the guards there. A green light means that the guards are on Low Alert, and will often be talking, lounging in rooms, or are otherwise unready for combat. A yellow light indicates that the guards are on Medium Alert. Some will be guarding entrances, while others may be working or idling somewhere in the location. A red light indicates that the guards are on High Alert. Many will be in secure locations or covering the entrances. The Mission will be made more difficult based upon the Alert state of the guards, especially Theft and Surveillance Missions.

The third and fourth icons indicate whether there is an Item or a Hostage at the location.

The fifth icon indicates whether a Contact is here, but that doesn't matter now. It's time to launch a Mission, not talk to someone.

The final piece of information is the most important. It is the name of the Mission Type you will run. You can find out more information about the Mission Type when you set up the Mission. For now, you just need to know that Raze and Surveillance Missions require that one of your Characters have a special skill in order to even try the Mission. If they do not have those skills, and you wish to complete the Mission, you can use a Free Pass.

[these icons give you valuable information about missions.]

Free Pass

As you play a Campaign, you must balance the development of all your Characters. In particular, Gennady and Rafael have important Skills that they must learn for the team to be able to perform all Mission Types. Gennady needs the Skill Plant Bugs to perform a Surveillance Mission, and Rafael needs the skill Place Charges to perform a Raze Mission.

You may find yourself in a Campaign where you are required to, or wish to, complete one of those Mission Types to continue, and you have not yet developed the appropriate Character. In these cases, the Corporation will grant you a limited opportunity to use specialists that are not your Characters.

These specialists will arrive and automatically complete the Surveillance or Raze Mission for you. None of your Characters will gain any experience for this Mission. You have only a very limited number of chances to use this Free Pass: 3 on Easy, 2 on Normal, and 1 on Hard. If you need a Free Pass, and are out, you will not be able to complete the Campaign. Make sure you develop your Characters equally and well to avoid this situation.

[The Mission Setup screen is where you select which characters to assign to the current mission.]

Mission Setup

When you select and click on a mission located on the Investigation screen, you will be taken to the Mission Setup screen.

In the upper left corner of the screen is the name of the map on which the mission will take place as well as the faction you will be facing. Beneath this is a graphic of the mission location as well as three boxes which show the Guard level, the Alert level and whether there is an objective for the mission.

In the bottom left corner are a series of boxes listing the various types of missions. The current mission type will be illuminated. The text box below the types of missions lists the requirements for successfully completing the current mission.

To assign a Character to this Mission, click on their picture in the center of this screen. Their picture will gray, and they will appear on the Mission Roster on the right. To remove a Character from the Mission, click on their grayed picture in the center of the screen. Their picture will no longer be grayed, and they will be removed from the Mission Roster on the right. Some Mission

Types require that certain Characters be assigned to the Mission; these Characters (Gennady for Surveillance and Rafael for Raze) begin assigned and cannot be removed from the Mission.

Important information about each Character is contained in the box to the right of their pictures. Their name is listed, along with their status. The next line lists their Rating. Below that is their weapon type, followed by their Accuracy and their Power. Their number of Skills is listed next; a Character gains a Skill every time they are promoted to a higher Rating. Finally, their current number of Experience Points is listed, along with the number of XP they need to receive a promotion to the next Rating.

After you have assigned at least one Character to the Mission, you can click Proceed to enter the Mission.

[The Team Dossier contains information on each of the characters under your command.]

Team Dossier

To view the Dossier on each Character, click on their portrait after they have been added to the Mission Roster at bottom right. The Team Dossier contains five options.

Note: The Team Dossier can be accessed from within the mission as well. Click on their portrait to access.

Career Record

This lists the statistics for the currently selected Character for the entire campaign. Here you can examine such information as the number of targets the Character has attacked, their hit percentage, the number of opponents eliminated and the number of various actions taken.

Mission Record

Similar to the Career Record, the Mission Record lists the statistics only for the current mission.

Skills

This lists all of the skills learned by the current Character as well as descriptions of each skill.

Bio

This is a brief background of the current Character.

Close Dossier

Click on this button to close the Dossier.
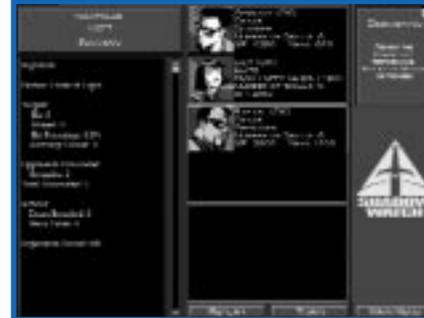
[Following a successful mission, you can examine each characters statistics for the mission.]

Mission Debriefing

When a mission ends, you are taken to the Mission Debriefing screen. What type of information appears here depends on the results of the mission.

Successful Mission

You may review the individual accomplishments of each Character in the box at left by clicking on their pictures. This box will list every important activity the Character completed, including number of Opponents eliminated, items taken, etc. The center row of Character information reveals the current details of each Character. If a Character is Wounded, he or she will begin the next Mission Bruised. If the Character gained any Accuracy, the increase will be shown here.

If you are unhappy with the status or performance of the Characters, despite your victory, you may click on the Replay button. This will return you to the Mission Setup screen and allow you to completely replay the Mission with the same or different Characters. All statistics, knowledge, and effects of this Mission are deleted, to be replaced with the new Mission.

If you are satisfied, you may click on the Proceed button to return to the Investigation Map. If one or more Characters earned enough Experience Points to be promoted to the next Rating, the Proceed button will be replaced by a Train button. Click that button to go to the Training Screen.

Failed Mission

There are three ways a mission can end in failure. A Character may have died, a Hostage may have died, or the Alert may have been sounded on a Theft or Surveillance Mission. The cause will be listed at the upper left. You have three options. If you are playing at an Easy Difficulty Level, you may, by clicking the Undo button, return to a point in the Mission one Turn before the failure event occurred. This may allow you to avoid failing the Mission again. By clicking the Replay button, you can return to the Mission Setup for the Mission. You may then choose a different group of Characters, different Entry Points, etc., and undertake the Mission again from the beginning. Finally, you could go to the Main Menu and load a saved game. The accomplishments of each Character so far are listed in the box at the left when you click on their pictures. All these will be lost if you Replay, however.
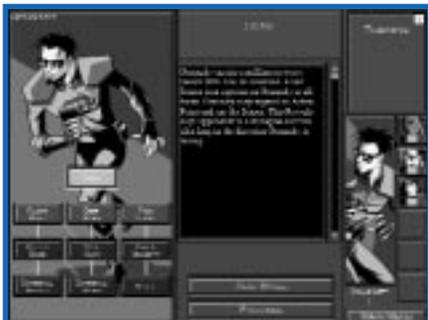
[Train your operatives in those skills you will use most often and reflect your style of play.]

Training

When a Character earns enough Experience Points to be promoted to the next Rating, he or she will also learn a Skill. It is possible for a character to score enough points to earn more than one new skill. Click on the Train button from the Mission Debriefing screen. The number of skills earned is listed at the bottom right of the screen. You can select the Skills to give the Character. The diagram at the bottom left of the Training screen is the Skill Tree for the selected Character. You can click on any Skill to read its description in the box in the middle. Skills the Character already has are highlighted. The selected Skill has a white outline outside its boxes. Skills the Character can choose have white text; Skills the Character can not yet learn have gray text.

To order the Character to learn the Skill, click on a Skill with white text and then on the Add Skill button. You can also double-click on the Skill to select it. Be careful. There's no "unselecting" skills button.

The portraits of all Characters who were promoted are at the bottom right in the Mission

Roster. Each one must be trained in a Skill. After all have been, the Proceed button will become available.

The red lines between the Skills show prerequisites. A Character can always learn any of the top three Skills. In order to learn any other Skill, the Character must already know all the Skills at are connected above it with the red lines. For example, to learn the middle leftmost Skill, the Character must already know the top left Skill. To learn the middle Skill, the Character must know all three top skills. During a Campaign, a Character can only learn seven new Skills. Therefore, there will always be at least two Skills each Character cannot have. You must choose Skills according to the situation and your preferred tactics.

Setting Debriefing

Once you have completed the fifth Mission successfully in a Setting, you will be taken to the Setting Debriefing screen. Here you will be given a brief synopsis of the results of your actions in this setting. When you are ready to move on to the next setting, Click on the Leave button.

Campaign Debriefing

After you have completed all three Settings, you will be taken to the Campaign Debriefing screen. Here you can read about the results of your actions. However, the Campaign is not finished. You still have one more mission to go. Click on the "Enter Final Mission" button to begin the last mission in the campaign.

Final Mission

If you thought the previous fifteen missions in the Campaign were tough, this mission will make them look like child's play. The Opponents you face on this Mission are a mix of the toughest enemy type from each of the three Enemy factions you fought during the Campaign. For example, if the Order of Light was the enemy Faction in Rio, you will face Priests in the Final Mission, along with the toughest enemy type from the other two enemy Factions. Every time you go through a Campaign, the Final Mission will be different because of the different enemies.

You must successfully complete the Final Mission in order to finish the Campaign.

APPENDIX

SHADOW WATCH

PLAYING A MISSION

The missions are where the main action can be found in Shadow Watch. Whether you are playing a Single Mission or a Campaign Mission, both are played the same way.

Types of Missions

There are eight different types of missions available in Shadow Watch. Each has certain victory conditions which must be met. In addition to keeping all of the Characters alive, they may have to exit the map, rescue a hostage, plant a bug or some other type of objective. Each mission also has a limit to the number of characters you can send.

Defend

For this mission, you can take up to five characters. You must repel an enemy attack. Your characters will begin randomly placed throughout the map. Note, the enemy must enter through the Entry Points.

You win when all opponents have been eliminated.

Assault

You can take up to six characters for this type of mission. It requires you to enter a location and eliminate all hostile forces.

You win when all opponents have been eliminated.

Raze

This mission requires you to take Rafael and up to four other characters. Rafael must place three demolitions charges in special places. In campaign, if Rafael does not have the Place Charge skill, you cannot attempt this type of mission. However, you can call in an external team to accomplish the mission. See Free Pass section (4-5).

You win when all charges have been placed and all characters exit the map. After completing this mission, the map location is destroyed.

Kidnap

You can take up to four characters on this type of mission. Your characters must search a location for a specific person, and then escort him or her to an exit under the threat of bodily harm.

You win when all characters and the kidnapped person exit the map. The mission fails if the hostage dies.

Rescue

This is similar to the Kidnap mission in that you can take up to four characters and must locate a specific person. However, this time, you must free the individual and escort him or her to an exit, without the hostage dying.

You win when all characters and the hostage exit the map. The mission fails if a hostage dies.

Raid

For this type of mission, you can only take up to three characters. You must enter a location and search for an object. You can use full force on any opponents.

You win when you take the object and exit it along with all characters.

Theft

This is similar to a Raid. You can take up to three characters and must locate and take an object. However, during a Theft mission, you must not allow the alarm to be sounded.

You win when you take the object and exit along with all characters. The mission is a failure if the alarm is sounded.

Surveillance

For this mission, you must take Gennady and up to one other character. Gennady must place listening devices in two areas. You must not allow the alarm to be sounded.

You win when all bugs are placed and the team exits. The mission is a failure if the alarm is sounded.

Select Team

Your team consists of six operatives. Each is unique and plays a specialized role during a mission.

Archer

This strong and reassuring Englishman is the combat
commander of the team and carries an MP5SD5 suppressed submachine gun. Archer can boost morale of other operatives. He can also use an Iron Will skill that will never allow
his morale to be reduced.

Notes:

Lily

This Asian martial arts expert
is full of energy and carries
a silenced Hush Puppy pistol. Lily's default skill is Martial strike I. When she uses this skill, she must be in an adjoining tile to strike. Once she strikes, she will move into the opponent's tile. Fully trained, she can use this skill from further tiles out.

Notes:

Bear

This big, strong Canadian
is built like a fullback and
carries a Benelli M1 tactical shotgun. Bear is capable of a variety of skills once trained. He can break down doors, smash enemies from adjoining tiles, increase armor strength, and use a variety of ammunition types.

Notes:

Rafael

This dark and burning man
from Rio de Janeiro is a
demolitions expert and
carries a lot of grenades. Rafael has many different grenades. Train him to use different types.

Notes:
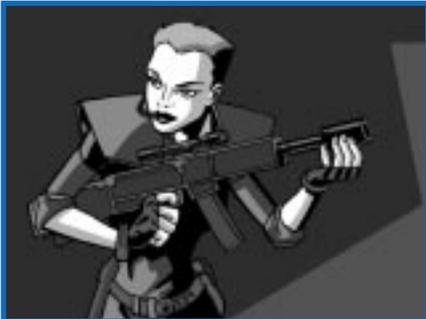
Maya

This American sniper is very cold, calm and quiet.

She carries a Sniper Rifle. Maya's default skill is sniper cover. That means if a target is available, she must fire upon them on her first action point. If no target is available to her during her first action point, she will only be able to move into position. Firing or covering will not be available to her until her next turn. Train her and she becomes more adept at firing on enemies.

Notes:

Gennady
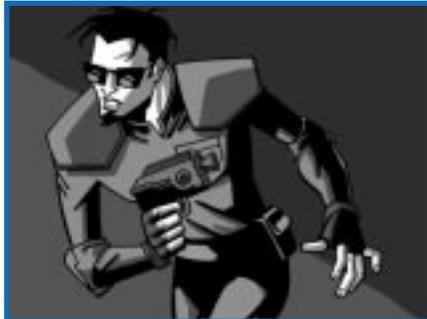
This young Russian electronics expert is jittery and nervous, unreliable in open combat. Instead of carrying a weapon, he carries a sensor that allows him to see opponents through walls. Gennady's default skill is a 5 tile forward scan. Train him to become more adept at wider scans.

Notes:

[The Team Placement screen.]

Team Placement

When you begin a mission, the Characters will have already scouted and cleared the perimeter of the location. You must now place your Characters. There are a total of twelve Entry Points, grouped into two sets of 6 called Area 1 and Area 2. Each Character must be placed into an Entry Point before the Mission can begin. To cycle between the Areas, click the two Area buttons at upper right. You can scroll the map by moving the mouse to the edges of the screen, or by using the scroll keys: Home for Up, Delete for Left, End for Down, and Page Down for Right. Archer must be on the mission to break your team up between area 1 and 2.

In each Area, there are five blue Entry Points and one white Entry Point. The white one is the currently selected Entry Point. To place a Character into that Entry Point, click on their portrait in the Mission Roster at bottom right. To select another Entry Point, click on the Next button at upper right. To remove a Character who has already been placed, click on their portrait in the Mission Roster at bottom right.

If Archer has been assigned to this Mission, you may place Characters in both Areas (due to his Coordinate Skill). If not, you must place all Characters in only one Area. The Auto button will automatically place all Characters into the currently selected Area. This is fast, but the resultant random placement may not be the best arrangement, especially for several Characters in a narrow Entry Area. However, once you have placed any Character, the Auto button becomes unavailable.

After all Characters have been placed, the Proceed button becomes available. Click it to start the Mission.

Note: To use both entry areas, archer must be on the mission.

The Combat Screen

The Combat Screen is where you actually play a mission. It is divided into six areas.

Isometric Combat Scene

This takes up roughly three-quarters of the left side of the screen. It contains a 3-D map of the location and shows where each of your characters are located as well as any detected opponents. There is nothing in the Isometric Combat Scene which can be clicked on. All orders are given using either the keyboard or mouse interface.

Movement Controls

The directional pad located near the top right of the Combat screen allows you to control the current character by ordering him or her to move forward or back, side-step left or right, change which direction they're facing or run straight ahead.

Posture Buttons

To the right of the Movement Controls are three little buttons. These buttons change according to the character and the circumstances. They allow you to change the character's stance, order them to Cover and change their order of play for the current game turn.

The Combat Screen (cont.)

Action Buttons

Below the Posture buttons are two Action Buttons: one red and one white. As different types of actions become available, the icon for the corresponding action will appear on one of the buttons. Clicking on these will order the character to perform the action.

The Red Action Button will order the team member to fire their weapon at the selected target. Since Gennady does not carry a weapon, he will use his sensor to scan instead. The White Action Button orders the team member to perform all other types of actions. The different actions are discussed later in this manual.

Current Character

Below the Movement Controls is a graphic of the current character. This can either be one of your team members or an enemy. Below the graphic, the character's Action Points remaining and Morale are listed.

Team Member Status

To the right of the Current Character is a listing of all of your team members. Under each team member's icon is their initial Action Points and Morale. The color of the character's background designates the character's status.

Heavy Armor	Tints Green (Bear only)
Advanced Armor	Tints Blue
Armor	Normal Flesh Color Bruised
Tints Yellow Wounded	Tints Red
Dead	Black/white negative

Morale-Action Point-Initiative Setup (MAPI)

All game play in combat revolves around the Morale-Action Point-Initiative system. In-mission game play proceeds in an initiative-based turn sequence, although initiative, morale, and action points are intertwined in a unique manner. In every turn, the active combatants are sorted by action points. The combatant with the highest action point total executes his/her move first, followed by the next, on through the list.

Events that occur to the combatant may affect his/her morale, which changes the action point number, which in turn changes the initiative order for the next turn. As adrenaline flows, the action points climb higher and higher, until the morale breaking point is reached, at which point the Character panics, goes berserk, or dives for cover until morale slips beneath the breaking point again.

Initiative

At the beginning of every Combat Turn, every Active combatant is sorted by Action Point totals. Ties are resolved by Morale, followed by Level (Rating for Characters). Any remaining ties are randomly resolved.

This Initiative Order absolutely controls combatant order throughout the turn. Individual combatants may have Action Points added to their total, but their place in the Initiative Order does not change during a turn.

The first combatant in the Initiative List becomes the Current Combatant. The Current Combatant receives a number of Action Points based upon his or her Action Point Total.

The Current Combatant takes an Action, using one Action Point. After the Action is resolved, if the combatant has one or more Action Points remaining, the combatant takes another Action. When the Current Combatant has no Action Points remaining, the next combatant in the Initiative Order becomes the Current Combatant. After all combatants listed in the Initiative Order are done, the Combat Turn ends.

Action Points

Each combatant begins a Mission with an Action Point Total of 3. As combatants take their Actions for the Turn, points may be added to or subtracted from other combatant's Action Point Total. At no time will any Action Point Total be less than 3 or more than 9.

A combatant uses Action Points to take any activity during the game. Movement, weapons fire, and environment manipulation all use Action Points. All Actions require 1 Action Point; thus, the number of Action Points indicates the number of Actions a combatant may take.

During a Combat Turn, points may be added to the Action Point Total based upon events that the combatant sees or experiences. Addition of Action Points does not alter the Initiative Order during this turn; the Initiative is reorganized at the beginning of every turn.

Action Point Additions

Event	Occurrence
Hearing a Loud Noise	First Time
Seeing an Enemy	First Time
Being shot at per enemy	First Time per turn
Being Hit	Every Time
Being within the radius of a grenade	Every Time
Seeing a Friend Break	Every Time
Seeing a Friend Be Hit	Every Time

At the end of every Combat Turn, combatants who cannot see any Enemies lose 1 from their Action Point Total.

Morale

Each combatant (both Characters and Opponents) has a threshold number of points that he or she may safely use at any time. This number represents their Morale. This is the middle number under the characters image.

If a combatant's Action Point Total exceeds his or her Morale, he or she will Break. Broken combatants automatically behave according to one of three Plans (Panic, Berserk, or Dive for Cover), regardless of the combat situation. The middle number will become an orange background to indicate the character is broken. A Broken combatant recovers when his or her Action Point Total drops below his or her Morale level.

Panic

Gennady will Panic when he breaks, as will the less experienced Opponents. The Panicked combatant will abandon all reason and flee wildly. The combatant will run as far and as fast as he can, looking for a good hiding place. A cornered and Panicked Opponent will occasionally fire a shot at reduced Accuracy.

Berserk

Bear and Rafael will go Berserk when they Break, as will the more insane or zealous Opponents. A Berserk combatant will charge the nearest enemy, close to point-blank range (5 tiles for Grenades), and fire until that enemy is gone. The Berserk combatant will use hand-to-hand attacks if possible. Berserk Characters can be very useful, except when they charge in the wrong direction, or too far out into an entrenched enemy position.

Dive for Cover

Archer, Maya, and Lily will all Dive for Cover when they Break, as will the more experienced Opponents. The combatant will panic in a calm, tactically controlled manner. The combatant will analyze the surrounding area, and select a 'safe' spot to run to and kneel in. The spot chosen will be reachable this turn and will be hidden from as many visible enemies as possible. The Broken combatant may use spare Action Points to shoot at visible enemies.

Movement

Movement is one of the main types of actions characters perform. Each type of movement, except changing facing, expends one Action Point. (See Turn below)

Move Forward

This moves the character forward one tile. To do this, also use the Forward Button on the Movement Control Pad in the upper right corner. You can also click the "Up Arrow".

Run

This moves the character two tiles forward. To do this, click on the Run Button on the Movement Control Pad. You can also press "Shift + Up Arrow". After a character runs during a turn, his or her firing accuracy is decreased by 50% for the remainder of the turn.

Move Backward

This moves the character backward one tile. To do this, click on the Backwards Button on the Movement Control Pad. You can also press "Down Arrow".

Sidestep

This moves the character one tile to the right or left while maintaining the same facing. To do this, click on the Sidestep Left or Sidestep Right Buttons on the Movement Control Pad. You can also press "Alt + Right or Left Arrow".

Turn

This changes the facing of the character 45 degrees to the right or left while remaining in the same tile. You can make two turns in a row (without a different action in-between) without costing an Action Point. However, turning three turns in a row costs an Action Point. To turn, use the Turn Left or Turn Right Buttons on the Movement Control. You can also click on the "Right or Left Arrow".

Postures

The choices for posture vary with the condition of the mission and the character.

Kneel

If a character is standing, you can order him or her to kneel by clicking on the Kneel button or pressing "Alt + Down Arrow". A kneeling character is more difficult to hit.

Rise

If a character is prone, you can order them to rise to kneeling by clicking on the Rise button or pressing "Alt + Up Arrow".

Stand

If a character is kneeling, you can order them to rise to standing by clicking on the Stand buttons or pressing "Alt + Up Arrow".

Cover

Cover is an extremely important action. When a combatant armed with a gun (not Gennady or Rafael) takes a Cover Action, that combatant converts all remaining Action Points into Cover Points. The combatant will bring his or her gun up to firing position, and wait for an enemy to take an action in his or her line of sight.

Every time an enemy takes an action in the sight of a covering combatant, the covering combatant takes a shot at the enemy and loses one Cover Point. When a covering combatant has no more Cover Points, he or she lowers the gun and waits for the next turn. Cover Points are the third number shown under the Mission Roster Portraits of the Characters.

If more than one covering combatant can see the enemy taking the action, the nearest one with the best shot tries to hit. If he or she misses, the next nearest takes the shot, until someone hits or all have tried and missed.

> Note: Until the Alarm has been sounded, neither Bear nor Maya will take a Cover Action, because their weapons are not silenced. Maya has certain other restrictions on Covering based upon her Sniper Skill.

Wait

Clicking on the Wait button skips to the next character in the initiative order while preserving your characters Action Points. After the next other characters turn, the waiting character can go or choose to wait again.

End

Clicking on the End Button will end his or her turn and waste all of the character's Action Points.

Actions

Actions are how the character's interact with their environment. They range from attacking an opponent to opening a door. There are two Action buttons located to the right of the Movement Controls. The Red Action Button orders the character to use a weapon. The White Action Buttons orders all other types of actions from picking up an object to busting down a door. Different icons will appear on these buttons depending on the character and what types of actions are available at the time. When an action is possible, an icon will also appear on the Isometric Combat Scene showing the target of the action.

See Insert included in packaging.

Using a Weapon
(Red Action Buttons)

To order a character to use their weapon, you can either click on the Red Action Button or press the "CTRL" key. There are several different types of actions available.

In some cases, there may be more than one target from which to choose. In those cases, a narrow red button will appear to the left of the Red Action Button. Pressing this new button will allow you to cycle through the available targets. Pressing "TAB" will do the same.

Fire Weapon

If the character can shoot a firearm at an opponent, this icon will appear on the Red Action Button and a reticle with a hit percentage will appear over the target. This action orders a character to fire their weapon once at the selected target.

Running Fire

This action is similar to the Fire Weapon action. However, because the character has run during this turn, their accuracy is halved.

No Shot
(Maya)

This icon appears if Maya has moved too much during a turn and does not have enough time to ready her sniper rifle.

Throw Grenade
(Rafael)

If Rafael can throw a grenade at an opponent, this icon will appear on the Red Action Button and a reticle with the hit percentage will appear over the target. Each time this order is given, Rafael will throw a single Grenade towards the target. He can also target floor tiles between groups of enemies as well. Using the Tab Key allows you to cycle through all possible targets.

Rafael can carry four different types of grenades. He begins with the Concussion Grenade and can gain access to the others through training. However, he can carry only one type at a time. At the start of a mission, you must decide which type of grenades he will carry.

Concussion

This type of grenade will knock down combatants in the tile where it lands and can knock down those in adjacent tiles as well.

Gas

Gas Grenades knock out the opponent is the tile where it lands and can affect those in adjacent tiles. Your characters are immune to these grenades. A nice feature of these grenades is they are silent.

Proximity

Proximity Grenades are standard-issue Concussion Grenades, with a twist-their fuse is linked to a rudimentary motion sensor. If a Proximity Grenade is thrown into a tile containing a combatant, or adjacent to a combatant, it explodes and behaves exactly as a Concussion Grenade. If not, however, it begins acting as a Proximity Grenade. It does not explode—yet. If a combatant enters its tile, or an adjacent tile, the Grenade will explode. When Rafael is using Proximity Grenades, tiles outside doors become valid targets, so that Rafael can mine an area and prevent Opponents from moving through.

Frag

This type of grenade throws heavy shrapnel for meters around its detonation point. A Frag Grenade will knock down and damage anyone in its target tile. It will then have a chance to knock down any combatant within two tiles of the target tile.

Running Grenade Throw
(Rafael)

If Rafael runs and then throws a grenade later in that same turn, the accuracy of the throw will be decreased by half.

Breach Door
(Rafael)

Once he has acquired the Breach Door skill, he can use explosive charges to destroy any door locked or unlocked.

Heavy Breach
(Rafael)

Once he has acquired the Heavy Breach skill, Rafael can destroy doors with an explosive charge, damaging any combatant within two tiles of the other side of the door.

Shockwave
(Rafael)

Once he has acquired the Shockwave skill, Rafael destroys the door with such force that any combatant in the room on the other side of the door is knocked down.

Scan
(Gennady)

When using this action, Gennady scans an area 5 tiles deep in a 90 degree arc in the direction he is facing. Any opponents detected will appear on the Isometric Combat Scene as a shadow showing the location and facing of that opponent.

Deep Scan
(Gennady)

After Gennady trains to learn the Deep Scan skill, he can scan an area 10 tiles deep in a 90 degree arc in the direction he is facing.

Wide Scan
(Gennady)

After Gennady learns the Wide Scan skill, he can scan an area 5 tiles deep in a 180 degree arc in the direction he is facing.

Deep and Wide Scan Combo
(Gennady)

When Gennady has trained to learn both the Wide Scan and Deep Scan skills, he can scan area 10 tiles deep in a 180 degree arc in the direction he is facing.

Snake Eyes
(Archer)

After Archer trains to use the Snake Eyes skill, he can use a fiber-optic camera to move his point of view into the tile in front of him. This allows him to see around corners or through doors without alerting an opponent to his presence or exposing himself to fire.

Other Actions
(White Action Buttons)

All other actions available to characters are accessed through the White Buttons. To order a Character to perform one of the following actions, either click on the White Action Button or press the "SPACE" bar.

Open Door
The Character will open the door.

Close Door
The Character will close the door.

Locked Door
This icon will appear over a door which is locked when the selected character has no way of opening it.

Pick Lock (Gennady)
Once Gennady has learned the Pick Locks skill, he can silently unlock a Locked Door. This action does not open the door.

Smash Door
(Bear)
When Bear comes upon a Locked Door, he can kick it open. This action makes a lot of noise and will set off an alarm.

Charge Door
(Bear)
Once Bear has learned the Charge Door Skill, he can run and break open a door. He must be standing one tile away and with a straight path to the door. When given this order, Bear will run to the door, break it open and end the action in the doorway tile.

Smash Enemy
(Bear)
After Bear is trained in the Smash Enemy skill, he can engage in hand-to-hand combat with the enemy. He must be adjacent to the target. When Bear executes this action, the targeted opponent will always be eliminated for the remainder of the mission.

Charge Enemy
(Bear)
When Bear learns the Charge Enemy Skill, he can be one tile away from an opponent before engaging in hand-to-hand combat. After ordering him to execute this action, Bear will run to the targeted opponent and eliminate him.

Martial Strike I
(Lily)
Lily begins with this skill. She is able to silently eliminate an opponent in an adjacent tile using martial arts. She then enters the opponent's tile.

Martial Strike II
(Lily)
Lily can train in this skill. Once learned, she can execute a Martial Strike on an opponent one tile away.

Martial Strike III
(Lily)
Once Lily has learned this skill, she can execute a Martial Strike on an opponent two tiles away.

First Aid
(Maya)
When Maya learns the First Aid skill, she can heal a wounded Character. To do this, she must be standing adjacent to and facing the targeted character.

Medic
(Maya)
If Maya is trained in the Medic skill, she can save a character from dying and ending the mission. To do this, she must move adjacent to the character within two turns and then perform the Medic action. The dying character will then be healed to wounded.

Go Code
(Archer)
When Archer learns the Go Code skill, this action is available anytime during a mission when another White Button action is not available. A Go Code can only be used once per mission. Once it is given, the current turn ends and a new one begins. However, in this new turn, only characters take normal combat turns. Opponents can only use their remaining Cover Points.

Rally
(Archer)
After Archer is trained in the Rally skill, he can calm down other characters who have broken. Archer must move adjacent to and face a broken character and then perform the Rally action. The targeted character will retain the same amount of action points, but no longer be broken.

Place Bug (Gennady)

Gennady can train to gain the Place Bug skill. It is important to gain this skill early during a campaign or your team will not be able to perform Surveillance missions. When Gennady moves adjacent to a Surveillance Tile and faces it, this action will become available. Gennady will then place a bug at the location.

Place Charge (Rafael)

Rafael can train to gain the Place Charge skill. It is important to gain this skill early during a campaign or your team will not be able to perform Raze missions. When Rafael moves adjacent to a Demolition Tile and faces it, this action will become available. Rafael will then place a demolitions charge at the location to be detonated after the team leaves the building.

Secure Hostage

During Kidnap and Rescue missions, your team must locate and extract a person to complete the mission successfully. When one of your characters is adjacent to and facing the hostage or kidnap target, the Secure Hostage action will become available. Once given, the hostage will follow the character through the building to the exit. The hostage must be on an entry point to be safe.

A Hostage will stop following the Character if that Character is knocked down by an attack. If the Mission is Rescue, the Hostage will start following the nearest standing Character. If the Mission is Kidnap, the Hostage will try to run away, and a Character will have to re-secure the Hostage.

Pickup Object

In Theft and Raid missions, your team must locate and take an object from the building. When one of your characters is adjacent to and facing an Object (which looks like a Green Briefcase), the Pickup Object action will become available. The character will then take possession of the object for the remainder of the mission.

Reticules

During a mission, when a character can fire a weapon or throw a grenade, a reticle will appear over the target. There are several different types of reticules. Each one represents a different type of action.

Reticule
Normal gunfire reticule.

Run Reticule
The Character ran this turn, so the chance to hit has been halved.

Concussion Grenade
This Grenade will affect its tile and the tiles adjacent. It can harm Characters as well as Opponents.

Run Concussion Grenade
Rafael ran this turn, so his chance to hit with the Concussion Grenade is halved.

Proximity Grenade
This Grenade is a Concussion Grenade with a fuse. It will not explode until a Character or Opponent is in an adjacent tile.

Run Proximity Grenade
Rafael ran this turn, so his chance to hit with the Proximity Grenade is halved.

Gas Grenade
This Grenade will affect its tile and the tiles adjacent. It cannot harm Characters, and is silent.

Run Gas Grenade
Rafael ran this turn, so his chance to hit with the Gas Grenade is halved.

Frag Grenade
This Grenade may damage any Characters or Opponents in a two tile radius.

Run Frag Grenade
Rafael ran this turn, so his chance to hit with the Frag Grenade is halved.

Combat Resolution

Whenever a character uses a weapon against an opponent, or vice versa, the attack must be resolved in two steps. First, whether the weapon hit the target must be determined. If it did, then the damage inflicted on the target is resolved.

Accuracy

A Character's chance to hit an Opponent is based upon his or her Accuracy. The only calculations done are very simple.

The Character starts with his or her base Accuracy. If the Opponent is behind cover, such as a desk or part of a door, the chance is halved. If the Opponent is Kneeling, the chance is halved. If the Opponent is lying down, the chance is halved. If the Character Ran this turn, the chance is halved.

However, if the Character is in an adjacent tile, none of these modifiers apply. The chance to hit is 99%. If a Character fires and misses, the chance to hit doubles. The maximum chance to hit is 99%. All these rules apply to Opponents as well as Characters. In a Campaign, a Character gains Accuracy as the Campaign continues. The Character gains 1 Accuracy point for every 2 misses he or she makes in a Mission.

Power

Every time a combatant is hit by gunfire or a grenade explosion, he or she is knocked to the floor or ground. However, the combatant may not have been killed by the damage. The chance that an Opponent was killed, or a Character damaged, is called Power.

Each Character has a different Power Rating. Maya's Sniper Rifle is deadly, while Lily's small pistol is less so. Rafael's varies by Grenade Type. Gennady doesn't have one at all, since he is armed only with a scanning device.

Character	Power
Archer	80
Bear	70
Lily	50
Maya	90

Lily, Maya and Bear have Skills that raise their Power. Archer's never changes. Opponents have a Power from 50 to 70, depending upon their type of weapon and their training. Hand to hand attacks do not have Power. They automatically Damage their targets.

Grenades

Rafael (and one Opponent, the Democratic Revolutionary) do not use guns. Instead, they hurl small but powerful Grenades. The rules for the Grenades are quite different from gunfire.

Rafael receives a Reticule for the Grenade, just like a gun user does. However, the chance to hit reflected in that Reticule is based upon the range from Rafael to the target. If Rafael ran this turn, this chance to hit is halved. This chance is 100% minus 10% for every tile from Rafael to the target.

If the grenade misses the target tile, it will explode somewhere else. The tile the grenade lands in will be a random tile near the target, although it will be nearer if the thrower is nearer. The grenade will scatter 1 tile if the range is 1-3 tiles; 2 tiles, if the range is 4-6 tiles; and 3 tiles if the range is 7+ tiles.

If the tile the grenade lands in has a combatant or is empty, the grenade will explode. If the tile contains a wall or other object, however, the grenade will bounce to a random adjacent square. This will continue until the grenade finds a person or an empty tile, whereupon it will explode. The grenade can scatter or bounce back to the tile of the thrower, so be careful.

Rather than just throw directly at a person, Rafael can target floor tiles between groups of enemies as well. These tiles will appear in his target list, to be scrolled through by clicking on the change targets button or by pressing the TAB key.

When a Concussion Grenade explodes, it will knock down a combatant in its tile, and it has a 75% chance of knocking down a combatant in adjacent tiles. Anyone knocked

down has a 50% chance of being Damaged. Democratic Revolutionaries only use Concussion Grenades, and they are Rafael's default grenade.

Rafael can learn to use Gas Grenades. Characters, due to the filters in their Armor, are immune to the powerful anaesthetic gas in these grenades. Opponents in the grenade tile are automatically knocked down, while adjacent Opponents have a 50% chance of being knocked down. All Opponents knocked down by a Gas Grenade are knocked out immediately. Gas Grenades are also silent.

Rafael can also learn to use Proximity Grenades. Proximity Grenades are standard-issue Concussion Grenades, with a twist — their fuse is linked to a rudimentary motion sensor. If a Proximity Grenade is thrown into a tile containing a combatant, or adjacent to a combatant, it explodes and behaves exactly as a Concussion Grenade. If not, however, it begins acting as a Proximity Grenade. It does not explode—yet. If a combatant enters its tile, or an adjacent tile, the Grenade will explode. When Rafael is using Proximity Grenades, open doors, or tiles outside closed doors, become valid targets, so that Rafael can mine an area and prevent Opponents from moving through.

Rafael's best Grenade is a Fragmentation Grenade. A Frag Grenade throws heavy shrapnel for meters around its detonation point. A Frag Grenade will knock down and damage anyone in its target tile. It will then have a chance to knock down any combatant within two tiles of the target tile, based upon the amount of cover they have from it (kneeling, laying down, behind a desk, etc.). Anyone knocked down by a Frag Grenade has an 80% chance of being Damaged.

Rafael has an unlimited supply of whichever grenade he chose. He can choose a different Grenade for every Mission depending on his training skills. Rafael has a different targeting Reticule for each Grenade.

Damage and Armor

If an Opponent is hit by a Character and Damaged, that Opponent dies or is otherwise incapacitated. However, the Character can take a little more punishment than that.

Normally, Characters enter a Mission wearing Armor. When a Character is Hit, that Character is knocked to the floor or ground. If that Character is Damaged, their Armor is penetrated and the Character becomes Bruised. To show this, the Character's portrait in the Mission roster turns yellow. There are no long-term effects to being Bruised.

When a Bruised Character is hit and Damaged, they become Wounded. Their portrait in the Mission Roster turns red, and they have a different Action Portrait as well. A Wounded Character will heal, slowly; he or she will be Bruised on the next Mission.

When a Wounded Character is struck and Damaged, the Character Dies. Unless Maya has the Medic Skill and is on the Mission, the Mission is automatically a failure and ends.

Bear can learn to build better Armor for himself and others. When he learns the Advanced Armor skill, he starts wearing Advanced Armor. When he is Damaged while wearing Advanced Armor, he is downgraded to regular Armor. Bear's Mission Roster Portrait is blue, and he will have a different Action Portrait.

When Bear learns the Heavy Armor Skill, he piles on the armor. When he is Damaged while wearing Heavy Armor, he is downgraded to Advanced Armor. Bear's Mission Roster Portrait will be green while wearing Heavy Armor.

Finally, Bear can learn the Armorer Skill. He can then outfit every other Character with Advanced Armor.

Experience and Rating

During a mission, Characters receive Experience Points for completing different types of tasks and actions. As these points are accumulated, the Characters can advance in Rating. Each Rating advancement allows the character to train in one additional skill. The scale for promotion is as follows.

Experience Points Rating

0-500	Recruit	(1)
501-1000	Novice	(2)
1001-1500	Green	(3)
1501-2250	Seasoned	(4)
2251-3250	Veteran	(5)
3251-4000	Crack	(6)
4000+	Commando	(7)
Special*	Elite	(8)

> Note: The seventh and final promotion is a team promotion; when and if all six Characters become Commandos, all six then advance to Elite.

Gaining Experience

On the Debriefing screen, the box at the left shows the achievements of each Character in turn on the previous Mission. Each Character can earn a maximum of 1,500 Experience Points per Mission. Characters earn experience for each event based on the following chart.

Achievement Experience Points Earned

Go on a Mission	250
Go on a Stealth Mission (Theft, Surveillance)	250 (Additional to Mission Bonus)
Accomplish Victory Condition (Take Item, Escort Hostage)	100
Kill Opponent	50 per Opponent
Scan Opponent (Gennady)	10 per Opponent per Scan
Open a Locked Door	50 per Door
Perform Medic/First Aid (Maya)	100 per action

Ending a Mission

A mission can end either as a success or as a failure. In order to succeed, you must complete the objective of the mission and all of your characters must survive.

A mission will end in failure if any of the following occur.

• A Character is killed
• An Alarm is set off in either a Surveillance or Theft mission
•The Hostage is killed during either a Kidnap or Rescue mission

If the mission is a failure, you can replay the mission again, load a saved game, or Undo the last Turn if playing at Easy level.

Keyboard Commands

Shadow Watch features a simple and intuitive keyboard interface as well as a full mouse interface. All actions can be taken with the keyboard. The basic keyboard interface is exactly the same as a classic first-person shooter.

Move Forward 1 tile	Up Arrow
Move Backward 1 tile	Down Arrow
Turn Left 45 degrees	Left Arrow
Turn Right 45 degrees	Right Arrow
Run Forward 2 tiles	SHIFT and Up Arrow
Sidestep Left	ALT and Left Arrow
Sidestep Right	ALT and Right Arrow
Kneel	ALT and Down Arrow
Rise	ALT and up arrow
Red Action	CTRL
White Action	SPACE
End Turn/Cover	ENTER
Wait	SHIFT and ENTER
Switch Targets	TAB
Scroll Map Up	HOME
Scroll Map Down	END
Scroll Map left	DELETE
Scroll Map Right	PAGE DOWN
Undo	Backspace (only on Easy)
Main Menu	ESC
Screen Shot	F12

Notes:

Enemy Faction Chart

Faction	Type	Weapon	Accuracy	Power	Morale	Special	appearance*
Triad	Thug	P	50	50	6P		1-33
Triad	Gunman	R	70	70	7D		34-67
Triad	Goon	P	60	50	6B	Smash Enemy	68-99
Democrats	Student	P	50	50	7P		1-50
Democrats	Leader	P	70	50	8D		51-67
Democrats	Revolutionary	-	-	50/75	7B	Concussion Grenades	68-99
Chinese Army	Private	P	50	50	6P		1-50
Chinese Army	Sergeant	R	70	70	7D		51-84
Chinese Army	Special Forces	R	70	70	7D	Martial Strike II	85-99
Russian Army	Private	P	50	50	6P		1-50
Russian Army	Sergeant	R	70	70	7D		51-84
Russian Army	Rifleman	R	70	70	7D	Burst Fire	85-99
Scientists	Scientist	P	50	50	5P		1-33
Scientists	Mercenary	R	70	70	7D		34-84
Scientists	Elite Mercenary	R	80	80	8D	Burst Fire	85-99
Kazakhs	Militiaman	R	50	50	6P		1-50
Kazakhs	Soldier	R	70	70	7D		51-84
Kazakhs	Warlord	R	70	70	7D	Adds +1 Morale; Rally	85-99
Order of Light	Convert	P	50	50	5B		1-67
Order of Light	Brother	R	70	70	7D		68-84
Order of Light	Priest	R	50	70	6P	Adds +2 Morale; Rally	85-99
BSA	Security Guard	P	50	50	6P		1-50
BSA	Soldier	R	70	70	7D		51-84
BSA	Spook	P	50	50	7P	Sensor	85-99
Rio Police	Cop	P	50	50	6D		1-50
Rio Police	SWAT Cop	R	70	70	7D		51-84
Rio Police	Sniper	R	140	90	7D	Sniper	85-99

Legend

Weapon	P = Pistol	Morale	P = Panic
	R = Rifle		D = Dive for Cover
			B = Bezerk

Appearance: Before a Mission begins, Shadow Watch determines how many Opponents are in the map (based on the levels of the Characters on the Mission). It then randomly determines which type each Opponent is by randomly selecting a number between 0 and 99. That number is then checked against this chart to determine which type the Opponent is.

Red Storm Technical Support

Before contacting Red Storm Entertainment's Technical Support Department we recommend that you consult the readme.txt file contained on the CD, since it contains the answers to some of the most frequently asked questions and may therefore provide an easy solution to some of your problems. You can also browse through our FAQ listings, or search our support database at our website, http://www.redstorm.com/support Here you will find the most recently updated information since the game's release.

Also, please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria. Whenever you contact the Technical Support Department, please include the following information:

1) Complete Product Title (including version number)
2) Exact error message reported (if any) and a brief description of the problem you're encountering
3) Processor speed and manufacturer
4) Amount of RAM
5) CD-ROM or DVD-ROM drive
6) Sound Card
7) Video and/or 3D accelerator card
8) Operating system

Contact us over the Internet:

Our website contains the most up-to-date Technical Support information available including patches that can be downloaded free-of-charge. We update the Support pages on a daily basis so please check here first for solutions to your problems.

http://www.redstorm.com/support.html

Contact us by E-Mail:

For fastest response via email, please visit our website at:

http://www.redstorm.com/support

From this site, you will be able to enter the Red Storm Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

If you don't have access to the World Wide Web, you can contact our Support Department by e-mailing them directly at support@redstorm.com. Please ensure that you include all of the bulleted information above for your computer when sending email to this email address. It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

Contact us by Phone:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints and tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all the necessary information as listed above at hand.

Be advised that our Support representatives are available to help you Monday – Friday from 9 a.m. – 12 p.m. and 1 p.m. – 6 p.m. (Eastern Standard Time).

Red Storm Entertainment's Tips Line

All the hints, tricks and cheats you'll ever need! If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service.

(900) 288-2583 (CLUE)
$.95 per minute

Contact us by Standard Mail:

If all else fails, you can write us at:

Red Storm Entertainment
2000 Aerial Center
Suite 110
Morrisville, NC 27560

Attn: Customer Support

Please do not send any game returns directly to Red Storm as it is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

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