

SHADOWGROUNDS

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Setup and Installation

System Requirements

Linux Kernel 2.2.x or later
Glibc 2.1.x or later
XFree86 version 3.3.5 or later
1.8 GHz or better x86 processor
500 MB RAM
3D Graphics card with at least 256MB of memory
OSS or ALSA compatible sound card
1x DVD-Rom
800 MB Hard disc space

Installation

Insert the DVD.

- Some Linux versions at this point will ask you if you wish to run the active content on the disc. You should answer yes.
- Some Linux versions will load the disc, and show you either a web page with instructions, or a window with the disc's files in it. Use this to start the *setup.sh* program.
- Some Linux versions will want you to do it all yourself. At this point type the following commands into a terminal window.

```
mount /media/Shadowgrounds_Linux  
sh /media/Shadowgrounds_Linux/setup.sh
```

Sometimes the DVD-Rom is not located in `/media/Shadowgrounds_Linux`, you should consult your Linux documentation if it is not.

If you have not previously installed the LGP update tool, this will be installed before the initial game installation. This will automate the process of finding and applying patches. You may wish to run it occasionally to check for updates to Shadowgrounds.

Uninstalling

To uninstall Shadowgrounds, simply select the LGP Uninstall tool from your Program Menu, or type

```
lgp_uninstall
```

from the command line.

Running the Game

Starting Shadowgrounds

Once you have installed Shadowgrounds, you may play it by selecting your Program Menu button on your toolbar, and choosing Shadowgrounds from the Games menu.

To start the game from the command line, simply type
shadowgrounds
from the command line.

Startup Hints

If you would prefer to play Shadowgrounds in a window instead of full-screen, simply use **-w** on the command line. For example: **shadowgrounds -w**. If you wish to switch between windowed and fullscreen during the game, use **Alt-Enter**.

When windowed, **Ctrl-G** will keep your pointer within the window so you can play Shadowgrounds more easily. To release your pointer press **Ctrl-G** again.

Copy Protection

Shadowgrounds is protected by a sophisticated protection system to prevent unauthorised distribution of the game. Our system relies on a key, located on the back of the manual. When you start the game for the first time, you will be asked for that key. You will also be asked for a password. If you install Shadowgrounds onto any other machines, you must use the same password. This ensures that it is only you that may install the game. Finally you may (optionally) enter an email address. This is not required for play, but if you choose not to, and you lose your password or key, it will be completely impossible to reactivate your game. Your email address will only ever be used for the purpose of key or password recovery.

Be careful with your password. If someone else knows your password, they can change it and will be able to lock you out of the game! You will then be unable to play the game unless you purchase a new key!

Technical Support

Please be sure to read the README document on the game disc, and review the Frequently Asked Questions on our support webpage: support.linuxgamepublishing.com. Here you can also check for any updates to ensure you have the latest version of the software.

You may also launch `lgp_update` as the user who installed the game to check for product updates, while connected to the Internet.

If you are still having problems, please contact our technical support team. Full information about how to do this is found on the above website.

By email, please contact support@linuxgamepublishing.com and we will do all we can to resolve your Shadowgrounds problem. In your email, please include the following information:

Complete product title and version number (found by typing `shadowgrounds -v`)

Exact error message (if any)

Linux distribution

Linux version (found by typing `uname -a`)

Computer processor type and speed (e.g. Athlon64 - 1.5GHz)

Video and sound card make and model

Faulty Disks

If you receive a faulty disc, please contact the company you purchased the game from.

Introduction

Mankind's longest dream - to reach out to the stars - started to become a reality in the 2050s, when technology research reached a point where a planet could be terraformed into a suitable home for man.

Nine unmanned spaceships were launched by the IGTO with the purpose of starting a chain reaction of life on Ganymede, the third moon of Jupiter.

The Ganymede project was declared a success after three decades of hard work, and manned spaceships were sent to Ganymede. The moon was still cold, battered and dark, but it was also a new beginning, a new home for hundreds of men and women.

The human colony grew over the years, and now in the year 2096, over 8000 people live on Ganymede.

Step into the shoes of Wesley Tyler. He is an ordinary man, if that's what you'd call a senior mechanic at the IGTO's Repair Base on Ganymede. He once was a security expert on Ganymede. But then things went wrong, accidents happened, and Wesley Tyler asked the wrong questions. He got the blame - and a dropship ticket to the outskirts of the Ganymede colony. Now he works day in, day out, at the IGTO Repair Base.

Life is dark, cold and frustrating. But all that is about to change when the electricity system starts malfunctioning again, and Tyler is sent to check out what is wrong...

Main Menu



Continue

Loads the last mission played under the current profile.

New Game

Starts a new game. You can select the difficulty level (easy, medium, hard).

Load Game

Lets you choose from all the current Profile's available savegame files.

Profiles

You can set up multiple profiles one for each player. This is especially useful if two or more people play Shadowgrounds singleplayer on the same computer. Each profile has its own savegame slots. Please make sure you always have your own profile selected when playing the game.

Options

This opens the Game Options menu

Credits

Allows you to see the names of people who made Shadowgrounds

Quit

End the game and return to the Linux desktop

Game Options

Shadowgrounds has been designed for keyboard and mouse.

The default controls can be changed in the Options menu. Please note that the controls are separate for each Profile. However, other settings such as Sound options and Gamma settings are not separate.

Default controls for Shadowgrounds

Fire Primary	Mouse Button 1
Fire Secondary	Mouse Button 2
Reload	R
Next Weapon	Mouse Wheel Down
Previous Weapon	Mouse Wheel Up
Flashlight	F
Use	E
Forward	W
Backward	S
Strafe Left	A
Strafe Right	D
Roll	SPACE
Map and Objectives	F11
Upgrade Weapons	ENTER
Open Logs	L
Camera Button	ALT

You can reset the controls to these default settings by clicking 'Reset to defaults'.

Screenshots can be taken by pressing the **F11** button. They will be saved in .bmp format to the directory `~/lgp/shadowgrounds/Screenshots`

Sound Options

The Sound Options allow you to change the music, sound and speech volume.

Camera Mode

In addition to the default camera mode, there is also a Free Camera mode and a few settings related to that. You may want to experiment with them.

Free Camera (off by default) shows the character in a more isometric perspective, allowing you to see much more of your surroundings. The Free Camera mode also allows you to shoot in any direction, and rotate the camera by moving your mouse cursor to the edge of the screen.

Camera Lock Y-Axis locks the camera angle, so when you use the Camera Button (**ALT**) to modify the view, the angle does not change, the camera only rotates around your character.

Rotate Speed means how fast the camera rotates when you take the mouse cursor to the edge of the screen. If you don't want the camera to rotate at all when the cursor is near the screen edges, set this setting to zero (empty).

Mouse Spring means how fast the mouse cursor is rebounded back towards the middle of the screen in the Free Camera mode. This setting is used in conjunction with the Rotate Speed setting.

Graphics

You can change the Gamma setting if the picture is too dark or bright for your taste. Please note that Shadowgrounds has been designed to be somewhat dark. It is recommended that you play in dim conditions and leave the Gamma setting at rather low.

Other graphics settings can be found in the Shadowgrounds Launcher, not within the game itself.

User Interface



Health



In the bottom-left corner is the Health bar that shows you how much health you have left. When you are in desperate need of a medikit, the Health bar is red. Keycards in your possession are displayed near the Health bar

Flashlight



The flashlight's batteries are displayed right above the Health bar. When the flashlight batteries are empty, the icon is red and you can't use the flashlight for a while. But don't worry, modern technology allows the flashlight to recharge its batteries in a short time when not in use. Recharging is more efficient when the player is exposed to surrounding lights, so try standing in a well-lit corner for a while.

Weapon and ammo



Your currently selected weapon is shown in the bottom right corner. Next to it is the ammo counter, and the total remaining ammo counter. Note: when selecting weapons with the mouse wheel, weapons with no ammo are automatically skipped and not selected. If you want to select a weapon that doesn't have any ammo, you can use the keyboard shortcuts (numbers **[0]** to **[9]**).

Motion Sensor



You have a Motion Sensor in the upper-right corner that shows you all of the moving objects nearby at two second intervals. Moving objects will be displayed as a red dot. But remember, just because the red contact has disappeared, it doesn't mean that it isn't out there... it's just not moving.

The motion sensor also has a blue circle that points to your next mission objective.

Weapons, Map and Logs

When you are in one of these three screens, you can access the others by clicking their respective button tabs in the top-right corner.

Weapons and Upgrades




Shadowgrounds has an extensive selection of weapons and an even more exciting collection of weapon upgrades! Your character picks up weapons, ammo and upgrades automatically during your journey. Weapon upgrades require a certain amount of upgrade parts that are dropped by dead aliens, and are shown using the symbol to the left. Collect them all and make sure you have the most devastating arsenal the aliens have ever known.



To upgrade your weapons, simply go into the Weapons & Upgrades menu (**ENTER**), check how many upgrade parts you have, and choose one of the available upgrades. Pay extra attention to Secondary Fire upgrades, they change the very nature of the weapon and allow you to create some interesting tactics.

Map and Objectives



The map helps you navigate and see your mission objectives (next to the map). To access this map, press the Map button (). The map works automatically and reveals areas when you visit them. Your character is displayed as a green arrow, and your objective is displayed as a green circle (as opposed to a blue circle in the Motion Sensor). Remember that you can't always take the most direct route.

Logfiles



You can read logfiles left by other people. Most of the logfiles are on computers that you can access, or PDAs that you can pick up. The logfiles are also saved to your logbook. These can give you hints as to what is happening and how to solve problems.

Saving the Game

Shadowgrounds uses a savepoint system that keeps the tension high. You have a number of lives at your disposal for each mission. If you die, you will be respawned in someplace safe but one life is lost. If your respawns drop below zero, it's game over and you have to reload the mission again. When you complete a mission, your game is saved to your Profile. You can load any of the already completed missions from the Load Game menu.

Credits

FrozenByte

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CASTING/DIRECTING: AudioGodz Inc, Lani Minella

Actors & actresses: Marc Biagi, Dan Castle, Brook Chalmers, Max McGill, Lani Minella, Chris Wilcox

The angry guitar wizard: Jussi "Amen" Sydänmaa

Music co-mixing: Antti "Wilhelm" Paajanen

Frozenbyte thanks: Sebastian Aaltonen, Tero Antinkaapo, Kai-Peter Bäckman, Petteri Henttu, Maritta Hyvärinen, Jarno Kantelinen, Mikko Lehtonen, Jukka T. Paajanen, Tatu Petersen-Jessen, Esko Piirainen, Santeri Pilli, Lordi, Tekes / Keith Bonnici, TE-keskus / Veli-Matti, Virrankari, NBC Staff, Neogames, Adage, Bugbear, Housemarque, Remedy

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