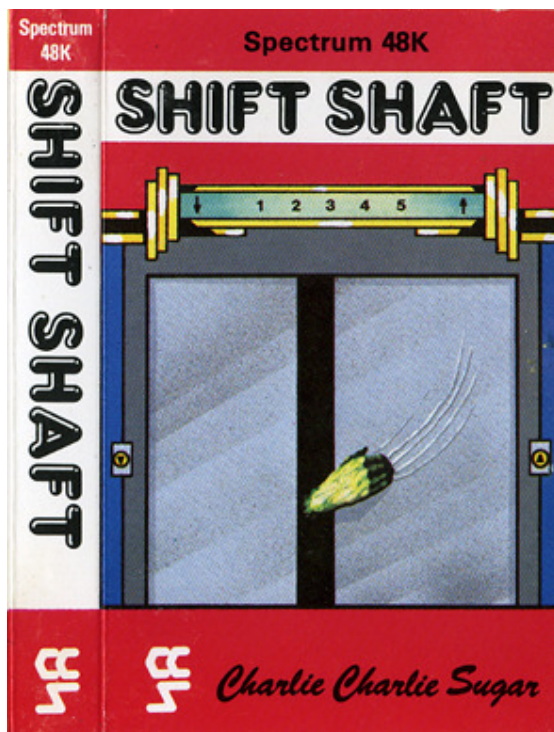


Shift Shaft is an original game for two players who compete against each other in an attempt to get their men transferred from one side of a building to another, across lift shafts, which are constantly changing colour. Sounds complex? It is!



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LOADING INSTRUCTIONS

The procedure for loading a program into your Spectrum is given in your manual. Please follow these steps for loading the program.

1. Connect the ear socket of the computer to the ear socket of your tape recorder.
2. Set the volume control as per Sinclair manual.
3. Adjust the tone control to maximum.
4. Type LOAD" ".
5. Start the tape recorder. The program will RUN automatically once loaded.

INTRODUCTION

1. PLAYING AREA

The playing area is a section of building in which there are six rows of lift shafts on which there are five platforms of various colours.

At either side of the lifts are brick platforms on which two men stand. These are the players with PLAYER 1 on the left and PLAYER 2 on the right.

At the side of the playing area is the games status panel upon which are: a dice, a number of moves indicator and a score counter for each player.

Underneath the playing area are two clocks to time the crossing of the two players to determine the bonus for the scores.

Brief comments on the game's play are shown on the bottom of the screen.

2. **OBJECT**

The object of the game is for each player to attempt to move their men to the opposite side of the building, to fill all five compartments and win the game.

To move the men, the players must move the lifts up or down until a platform of the corresponding colour is moved in front of the man, who has a characteristic colour.

Whenever a man completes a successful crossing the score is increased by whatever remains on that player's clock, with the clock being reset to 500.

Another method of scoring is to move to a platform upon which a number is present. These numbers are bonus points and increase the score accordingly.

When a game is completed, the victor (the player who has all five home) can note his winning score and compare it in future games to establish a record and increase the interest and compare performances.

The losers score however is wiped out as he has not completed the objective.

3. **LIFT MECHANICS**

The lifts may seem odd at first, as the colour of the emerging lifts, from top or bottom, are completely random, as are indeed the occupants which appear. So a platform which is moved off the screen will not necessarily reappear when moved in the opposite direction.

4. **STRATEGY**

Apart from looking for platforms you can move to, try and look at the platforms in the opponents vicinity in order to trap him on a deadly platform.

5. **DICE**

Each player has a dice, which they throw when the prompt appears at the bottom of the screen. (The key 'T' is used to throw the dice.)

The dice indicator blinks and stops on a random number, which represents the number of moves the player has in that particular go. the moves refer to the number of movements made by the player on the lift chains.

6. **MOVE INDICATOR ARROWS**

When the dice indicator stops the 'MOVES' indicator below the dice should show the corresponding number to that on the dice face.

A red arrow should appear on the top of the screen, this being the 'MOVE INDICATOR ARROW'.

(The keys 'Z' and 'X' enable the player to move the arrow, left or right.)

The arrow, when moved, can be positioned in an 'UP' or 'DOWN' position, indicating the direction in which, you wish, the lifts to be moved.

Once positioned correctly the 'ENTER' key can be pressed and the chain will then be moved pulling the platforms in the direction of the arrow above.

Once move has been performed on the screen and so the 'MOVES' indicator will decrease by one. The process can be repeated until the 'MOVES' indicator is set to zero, which signals the opposing players throw of the dice.

7. **PLAYER MOVEMENT**

Each man has a colour, selected at random by the computer, whenever a new man starts. Whenever a similarly coloured platform is moved in front of the man, he will automatically move onto the platform and therefore move towards the other side.

Once on the last lift shaft, you may move into a compartment if it is vacant i.e. if your opponent is already present in the compartment or filled by your previous successful commuter, you may not enter.

Once all five compartments have been filled your score is noted and the result shown.

8. **CLOCK & SCORE**

Each player has a 'CLOCK', at the bottom of the screen, which tick when it is the go of their corresponding players.

The clocks are similar to 'Chess clocks' switching back and for, decreasing from a set time. (Clocks originally set at 500).

9. CHARACTERS



MAN

The players control a man (pictured right) of varying colours.

PLAYER 1:- travelling from left to right...

PLAYER 2:- travelling from right to left...



SHAFT-MONSTER

Shaft monsters appear from the depths of the building and if met on the same platform, will kill you. Fortunately the monster will not move from its respective platform so relatively easy to avoid...unless pushed... (hint, hint)



SPRAY CAN

The spray can is harmless enough and only comes into operation if next to a man. When a man is moved by it the top is depressed and sprays its contents over the man turning him into the colour of the can and therefore moving onto the can's platform. The man will remain that colour until another can is met of a different colour.



WIZARD

The all powerful wizards have the ability to change colour and therefore platforms. Thankfully they only move occasionally, reserving their energy, but if met the results are as devastating as meeting a Shaft Monster. So beware when you are near a wizard.