SHIFT

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English manual

Introduction

SHIFT is a match game that requires the player to manipulate a board of gems in order to make the highest scoring sets.

Starting the game

SHIFT is a match game that requires the player to manipulate a board of gems in order to make the highest scoring sets.

After inserting the cartridge the title screen pops up. At the title screen you can choose from two game options or change some settings.

The game is intended to be run in PAL mode, and as such starts up using PAL display. If your display is unable to handle this, you can change it back to NTSC mode by pressing the [SELECT] key.

The game can be played using either mouse, joystick or keyboard. Your mouse is detected when the game starts. However, if, against all instructions in your MSX's manual, you want to hot-plug your mouse, follow this procedure:

1. Push [STOP] (a connector icon appears)
2. Plug the mouse
3. Push [STOP] again to detect it.

The mouse will now be detected correctly.

At the title screen you will be able to select two gameplay options:

*   Normal
*   Time Attack

In normal mode you will play levels until you reached a target, after which you will go on to the next level. If you don't reach your target in time, the game ends.

In time attack you choose a level to play. You keep playing until time runs out. Time bonuses are awarded to extend your gameplay.

Use the cursor, joystick or mouse to select the desired mode and press [SPACE] or button 1. If you use a mouse button to start the game, it will start in mouse mode and both keyboard and joystick cannot be used to control the game.

Playing the game

You are presented with a field of gems. Your task is to group a number of them together to complete a match. This must be done by a single move. A move is done by shifting a line of gems horizontally or vertically. A group can be any shape of horizontally and vertically connected gems of a single type. If a group meets the minimum requirements for a match (minimum size is shown at the start of the level) then you are rewarded points and possibly a time bonus (in time attack mode). If the minimum requirement is not met, the move is rolled back.

When using cursor or joystick, you control the moves by a rectangular shaped cursor. Move this cursor to the desired line or column. Hold button 1 while you move the line or column. When the desired spot is reached, you release the button.

When using the mouse, you can hold the mouse button when over the desired row or column. Releasing it will and the move and perform the match or return to the original position of no valid matches are found.

The game ends when the target counter reaches zero or time runs out (the time bar is empty).

Credits

Concept	Edwin Velds
Code	Edwin Velds
Graphics:	Wolf
Music	Wolf
ROM label	Wolf
Manual	Edwin Velds
Manual layout	Wolf

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