

# BLACKSHIFT

## PLAYER'S MANUAL

## Installation

Just extract all the files to a folder somewhere and run Blackshift.exe. That's it. The game begins. To uninstall, just delete the game folder. Easy as pie.

## Story

In this game you play the part of a gamer who visits a strange website and downloads a mysterious game called 'Blackshift'. While you find the rather weak story involving aliens and ducks a little silly, the game captures your interest. Intrigued by the ingenious level design, you find that you cannot rest until you have reached and beaten the hundredth level, for only then will you find true enlightenment.

## Controls

These are the keys you press to do things.

Key	Thingy	Key	Thingy
Up	Go Up	Space	Pickup/Fire
Down	Go Down	R	Restart
Left	Go Left	Esc	Menu
Right	Go Right	Ctrl-Q	Quit
Enter	Pickup/Drop	Ctrl-N	Nuke

# How To Win

On each level you must manoeuvre your little blue craft through the subterranean rooms and passageways, avoiding patrolling enemies and stray bullets, and sometimes shoving some blocks around too. The goal is to find and destroy the cryogenically frozen alien power at the end of the level, thereby stopping the twisted race from enslaving all the ducks.

# Options

If you click on the Options button on the main menu, you get a screen where you can control stuff.

## Music

**On:** Annoying music plays in the background.

**Off:** It doesn't.

## Sound

**On:** Things make noises.

**Off:** They don't.

## Scrolling

**Smooth:** The map scrolls around properly.

**Fix:** It scrolls jerkily and horribly.

## Stereo

**Normal:** Left is left and right is right.

**Swapped:** Use this if your speakers are the wrong way round.

## Window Mode

**Windowed:** The game runs in a little box.

**Fullscreen:** It takes up your whole monitor.

# Nuclear Capabilities

Every tenth level, there is a hidden nuclear silo where you can obtain a devastating weapon. Be warned, they are often hard to find and well guarded. Once you obtain the nuke, you may use it on any level by pressing Ctrl+N. There will be a large explosion and you can continue to the next level. Useful, no?

Each nuke is fitted with a safety device preventing it from being used until the level it was found on is complete. After that, however, you are free to use it whenever you like. Except on the last level. You can't nuke the last level. That would just be *silly*.

# Intelligence

The Duck Leader has given you as much information as he has been able to find on the underground complex, including several of the objects to be found down there. However, his expeditions into the complex have only gone so far. Who knows what lurks on the later levels?



## Walls and Floors

If you don't know what these do, you are stupid. Go and sit in the corner.



## Frozen Alien

You have to blow him up to finish the level. It doesn't actually matter if you die in the process.



## Bombs

From left to right: Proximity bomb, time bomb, portable bomb. They blow stuff up.



## Key Systems

Get the key (left), put it in the lock (centre) and the door (right) will spring open.



## Colour Locks

Also available in green, blue and yellow. Shoot the thing on the left to open the thing on the right.



## Blocks

Shove them around. They block things.



## Frames

They're like normal walls except you can shoot through them.



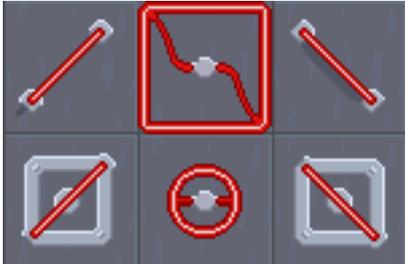
## Guns

You step on the gun and a projectile pops out. Bang. Be careful not to shoot yourself. The yellow guns can be used as many times as you like, but the blue ones only work once. All guns can be triggered by you, enemies, blocks and projectiles.



### Missiles

You can pick them up and fire them wherever you like. Good for one shot only.



### Mirrors

These deflect projectiles in strange directions. Available in fixed (pictured top) and portable (below) models. An interesting feature of the circular one is that it deactivates itself if too many projectiles are around. This could come in very useful in the right situation. . .



### Zero Friction Floor

As soon as you step onto this you will slide gracefully along until you reach the end or thud into a wall. Or a bomb. Be careful.



### You

This is the vehicle you control. It is capable of moving in four directions and carrying one item at a time.

Keep in mind that there are many other things in the complex that have not been mentioned here. Many, many things. You'll have to discover for yourself what they do. Luckily, you get infinite lives.

## Grow Your Own

If you've beaten the default levels, or can't do them, why not make your own? A full-featured level editor is included with the game, as well as some example levels created by random people who are not me. This is the same editor which was used to create the official game levels, so it can't be that bad. Give it a try.