NIGHT SHIFT™

C64, Spectrum and Amstrad CPC

LUCASFILM
GAMES

C64, Spectrum and Amstrad CPC Credits

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NIGHT SHIFT

Loading Instructions for Commodore 64/128™ – Cassette

Contents

Your Night Shift package should contain the following:
- One *Night Shift* cassette
- One *Toy Executive* Magazine Article
- One *Employee Handbook with Repair & Operational Guide*
- One Compliment Slip from Frank Foreman

Getting Started

1. Ensure that your computer system is connected according to the instructions that came with your computer.
2. Plug a Commodore compatible joystick into controller port 2 on your computer.
3. Switch ON your television/monitor.
4. Insert the *Night Shift* cassette carefully into your data recorder, and rewind fully to the beginning of SIDE A.
5. Switch your computer ON.
6. Press the **SHIFT** and **RUN STOP** keys together.
7. Press down the **PLAY** key on the data recorder.

Night Shift should now start to load into your Commodore computer automatically. This will take a short while. *Night Shift* will load further stages of the game program from the cassette as

necessary, therefore you should always leave the **PLAY** key on your data recorder pressed down when playing. At some stage you will need to turn the cassette to SIDE B and to rewind the cassette – the *Night Shift* program will tell you on-screen when you need to do this. **Do not rewind, fast forward or turn over the cassette unless the game asks you to.**

Joystick Controls for Commodore 64

MOVE LEFT	
MOVE RIGHT	
JUMP	
KICK LEFT	
KICK RIGHT	
USE TOOL	

space bar	**ENTER TOOLBOX MODE**

(When you activate Toolbox Mode, the currently selected tool flashes, and you do not control the actions of Fred or Fiona. Use the

Toolbox to select a different tool. The tool in the centre window of the Toolbox will be used next. You will automatically regain control of Fred or Fiona once you have selected a tool.)

SELECT TOOL IN TOOLBOX MODE

RIDE BICYCLE

(You must be standing in front of the Bicycle to use it . . . then alternate the joystick direction left and right in a smooth rhythm).

ALTER SECURITY/ SHIFT CODES

START SHIFT

Show Production Order for Current Shift

Pause Game

Restart Game

(Use this option to replay current shift if you feel you could do better, but be sure to press the key before the shift candle runs out!)

Now see 'Quick Reference Notes' to start playing *Night Shift*.

Loading Instructions for Sinclair ZX Spectrum – Cassette

This version has been designed to work on the Sinclair ZX Spectrum 48K, 128K, +2 and +3 computer range, with a compatible data recorder attached if not already built-in.

Contents

Your Night Shift package should contain the following:
- One *Night Shift* cassette
- One *Toy Executive* Magazine Article
- One *Employee Handbook with Repair & Operational Guide*
- One Compliment Slip from Frank Foreman

Getting Started

1. Ensure that your computer system is connected according

to the instructions that came with your computer, and that any necessary interfaces (including data recorder if not built-in) are attached.
2. Switch ON your television/ monitor and data recorder.
3. Switch ON your Sinclair Computer.
4. Insert the *Night Shift* cassette carefully into your data recorder, and rewind fully to the beginning of SIDE A.
5. If your computer has a LOADER option on-screen, select **LOADER** now and press **ENTER.** Otherwise, type **LOAD ""** on the keyboard and press **ENTER.**
6. Press down the **PLAY** key on the data recorder.

Night Shift should now start to load into your Sinclair computer automatically. This will take a short while. *Night Shift* will load further stages of the game program from the cassette as necessary. At some stage you will need to turn the cassette to SIDE B and to rewind the cassette – the *Night Shift* program will tell you on-screen when you need to do this. Do not rewind, fast forward or turn over the cassette unless the game asks you to.

Now see 'Keyboard & Joystick Controls for Spectrum and Amstrad CPC'

Loading Instructions for Sinclair ZX Spectrum – Disk

This version has been designed to work on the Sinclair ZX Spectrum 128K, +2 and +3 computer range with a compatible disk drive attached, if not already built-in.

Contents

Your Night Shift package should contain the following:

- One 3˝ diskette
- One *Toy Executive* Magazine Article
- One *Employee Handbook with Repair & Operational Guide*
- One Compliment Slip from Frank Foreman

Getting Started

1. Ensure that your computer system is connected according to the instructions that came with your computer, and that any necessary interfaces (including disk drive if not built-in) are attached.

2. Switch ON your television/ monitor (and disk drive, if not built-in).
3. Switch ON your Sinclair Computer.
4. Insert the *Night Shift* disk carefully into the disk drive.
5. If your computer has a LOADER option on-screen, select **LOADER** now and press **ENTER.** Otherwise, type the disk loading command recommended by the manufacturer of your disk drive.

Night Shift should now start to load into your Sinclair computer automatically. This will take a short while. *Night Shift* will load further stages of the game program from the disk as necessary therefore you should **always leave the disk in the disk drive until you have finished playing**

Now see 'Keyboard & Joystick Controls for Spectrum and Amstrad CPC'

Loading Instructions for Amstrad CPC – Cassette

This version has been designed to work on the Amstrad CPC 464, 664 and 6128 computer range with a compatible data recorder attached if not built-in.

Contents

Your Night Shift package should contain the following:
- One *Night Shift* cassette
- One *Toy Executive* Magazine Article
- One *Employee Handbook with Repair & Operational Guide*
- One Compliment Slip from Frank Foreman

Getting Started

1. Ensure that your computer system is connected according to the instructions that came with your computer, and that the data recorder is attached, if not built-in.
2. If your data recorder is not built-in, switch it ON now.
3. Switch ON your Amstrad Computer.
4. Insert the *Night Shift* cassette carefully into your data recorder, and rewind fully to the beginning of SIDE A.
5. If your data recorder is not built-in, type **|TAPE.**
6. Press the **CTRL** and the small **ENTER** key at the same time.
7. Press down the PLAY key on the data recorder.

Night Shift should now start to load into your Amstrad computer automatically. This will take a short while. *Night Shift* will load further stages of the game program from the cassette as necessary. At some stage you will need to turn the cassette to SIDE B and to rewind the cassette – the *Night Shift* program will tell you on-screen when you need to do this. **Do not rewind, fast forward or turn over the cassette unless the game asks you to.**

Now see 'Keyboard & Joystick Controls for Spectrum and Amstrad CPC'

Loading Instructions for AMSTRAD CPC – Disk

This version has been designed to work on the Amstrad CPC 464, 664 and 6128 computer range with a compatible disk drive attached if not built-in.

Contents

Your Night Shift package should contain the following:
- One 3˝ disk
- One *Toy Executive* Magazine Article
- One *Employee Handbook with Repair & Operational Guide*
- One Compliment Slip from Frank Foreman

Getting Started

1. Ensure that your computer system is connected according

to the instructions that came with your computer, and that the disk drive is attached if not built-in.

2. If your disk drive is not built-in, switch it ON now.
3. Switch ON your Amstrad Computer.
4. Insert the *Night Shift* disk carefully into the disk drive.
5. If your disk drive is not built-in, type |DISC.

6. Press **RUN "DISC** and then press the **ENTER** key.

Night Shift should now start to load into your Amstrad computer automatically. This will take a short while. *Night Shift* will load further stages of the game program from the disk as necessary, therefore you should always leave the disk in the drive until you have finished playing.

Keyboard & Joystick Controls for Spectrum and Amstrad CPC

I	**MOVE LEFT**
P	**MOVE RIGHT**
N	**JUMP**
I + Z	**KICK LEFT**
P + Z	**KICK RIGHT**
Z	**USE TOOL**

| space bar | **ENTER TOOLBOX MODE** |

(When you activate Toolbox Mode, the currently selected tool flashes, and you do not control the actions of Fred and Fiona. Use the Toolbox to select a different tool. The tool in the centre window of the Toolbox will be used next. You will automatically regain control of Fred or Fiona once you have selected a tool).

| N | **SELECT TOOL IN TOOLBOX MODE** |
| Z | **RIDE BICYCLE** |

(You must be standing in front of the Bicycle to use it . . . then alternate the joystick/key direction for left and right in a smooth rhythm).

Q	Z	**ALTER SHIFT CODES**
I	P	
N	**START SHIFT**

Show Production Order for Current Shift — F1

Pause Game — F3

Restart Shift — F7

(Use this option to replay current shift if you feel you could do better, but be sure to press the key before the shift candle runs out!)

Spectrum and Amstrad CPC owners should follow on-screen instructions following loading to select keyboard or joystick play. If keyboard is chosen, an option to redefine the above keys is available at that time.

Quick Reference Notes

The Night Shift game program should have started to load into your computer by this stage – but if for any reason you experience difficulties, switch your computer system OFF, refer to the *LOADING INSTRUCTIONS* for your computer and repeat them *carefully*.

Security Clearance

Industrial Might & Logic has a strict policy on security, and only authorised employees may enter their factory! The next thing you will be required to do is identify yourself as either Fred or Fiona Fixit – you can be either! The screen displays a picture of Fred and another of Fiona – move left or right to highlight the character you would like to play and press the joystick button (or 'N' key on Spectrum and CPC keyboards). A demonstration sequence will soon follow, introducing the game characters.

Shift Codes

Although *Night Shift* does not feature a Save Game option, each of the thirty shifts has a unique Shift Code (four fruit symbols) that appears on the IML Security Card displayed on screen. As you successfully complete a Shift, the Code for the next Shift is revealed to you by Frank Foreman, your Production Manager. This allows you to start playing *Night Shift* at any of the Shifts for which you've received Shift Codes. Simply alter the Shift Code presented on the screen to that of the Shift you wish to play.

Note: You should write down the Shift Codes you receive from Frank. The game does not remember which Shifts you've completed! But don't worry about Shift 1 ... its Code is not important.

Spectrum and Amstrad CPC owners should follow on-screen instructions following loading to select keyboard or joystick play. If keyboard is chosen, an option to redefine the above keys is available at that time.

Quick Reference Notes

The Night Shift game program should have started to load into your computer by this stage – but if for any reason you experience difficulties, switch your computer system OFF, refer to the *LOADING INSTRUCTIONS* for your computer and repeat them *carefully.*

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Note: You should write down the Shift Codes you receive from Frank. The game does not remember which Shifts you've completed! But don't worry about Shift 1 ... its Code is not important.

MEMO

FR: FRANK FOREMAN

TO: ALL NEW IML EMPLOYEES

RE: TRAINING MATERIALS

It has come to my attention that some of our newest employees may find working on BEAST especially challenging. Because of this I have personally assembled this brief training guide. Please read the following carefully. It will illustrate the basic procedures for working the *Night Shift*. As you gain experience, you should refer to the more detailed REPAIR & OPERATIONAL GUIDE for the BEAST, that can be found in your I.M.L. folder, together with EMPLOYEE HANDBOOK.

Basic Mechanics

Here are some of the basic pieces of hardware you'll need to be familiar with:

BICYCLE

• Ride the Bicycle by standing just in front of it, then perform the 'RIDE BICYCLE' control . . . you'll automatically jump on. Then alternate moving left and right — if you do this in a steady rhythm, you'll notice the flashing lights closeby getting faster.

• Press the 'JUMP' control to jump off.

• Ride the Bicycle at the beginning of each shift until the lights flash very quickly.

• NOTE: If the power goes out, you'll need to ride the Bicycle to get the indicator lights flashing again, and then LIGHT THE FURNACE WITH MATCH!

SWITCHES

• Directional — Most common — used on Conveyor Belts to change their direction.

• On/Off — These can be either vertical or horizontal in their orientation.

- The Burner Switch (beneath flask at top left of BEAST) – has five positions ... the centre one maintains current temperature, the other two on each side cool or heat the mixture accordingly. Get the mixture boiling without steam coming out of the top then maintain the temperature!

BOLT ON RESIN MAKER

- Tighten this by using the Wrench (you'll find this in the "Toolie" – our incredible bottomless toolbox!)

- Fix the Bolt as soon as you reach the top of BEAST!

ELECTRICAL PLUG FOR RAW MATERIAL FEEDER

- Kick in the Plug as soon as you've fixed the Bolt!

PAINT VAT

- Whenever you need to make Dolls of a specific colour, you must squeeze paint from one of the three tubes into the Paint Vat below. From here it gets sprayed onto the heads and bodies in production.

- Squeeze paint into the Vat by turning the wheel above the tube of paint containing the required colour. If there is no tube of paint for the colour you need, try adding more than one colour into the vat.

- If the vat contains the wrong colour or the mixture gets contaminated, you can flush the vat clean by pulling the chain just above the paint tubes near the centre and start again.

WARNING LIGHTS

- We recently had these installed for the convenience of our employees. The Lights are located just under my office window (you start each shift from outside my office, so you should have no difficulty seeing them). There are four Lights, each one corresponding to a different section of BEAST. From left to right, the Lights represent:

1. The Three Raw Material suppliers, the Resin Mixer and the top two Conveyor Belts.
2. The Paint Showers.
3. The Drying Fans and the Conveyors next to the Bonding Unit.
4. The Power Generator and the Quality Controller.

- Whenever any of these components is malfunctioning the corresponding Warning Light will show RED. Once the problem is fixed, the Light(s) will return to their usual colour.

SIRENS

- Although you can't see them, you'll undoubtedly *hear* them! Learn to differentiate the Resin Mixer Siren (the alarm you usually hear at the beginning of a Shift) from the Power Generator Siren. It's important to know which is which once you get into the thick of it!

Shift Duties

Remember, I'll give you the Security Code for the next shift and your Shift Duties at the start of each shift. **Note:** Whenever you receive Shift Duties showing non-coloured dolls, you don't need to worry about painting them . . . they'll be painted different colours automatically!

SHIFT 1

- Ride the Bicycle to generate full power.
- Climb up BEAST to Steaming Bolt on Resin Mixer.
  - Use Wrench to tighten Bolt.
- Jump across to Raw Material Feeder at upper left corner.
  - Kick in Electrical Plug. Plastic Resin should now start to be produced from the Resin Maker as a result of these fixes.
- While Trooper Toddlers are being produced, collect as many tools as you can for the coming shifts.
- Note the direction of the Conveyors . . . on Shift 2, some of these will need adjustment!
- Make sure Bodies are under Heads on finished Dolls.

SHIFT 2

- Ride Bicycle to Generate full power.
- Switch direction of any Conveyors above centre trash can.
  - Switch their direction if resin is being dumped into trash can.
- Check on the Bolt . . . if it's steaming, fix it!
- Jump across to Raw Material Feeder at upper left corner and check the plug . . . kick it in if necessary.
- The Burner may need to be lighted with a match, or have its flow adjusted by hand.

- Get back down to check on the power . . . ride the Bicycle if necessary.

SHIFT 3

- Same as Shift 2, except you now have control of an extra part of the BEAST — the Paint Vat! From now on, it's up to you to mix the right paint in the Vat to match the Dolls in production.
- On your way to the top of BEAST, turn the knob above the tube which is the colour you need to paint the Dolls — if you do it right, you'll see the tube being squeezed, squirting paint into the Vat below.

SHIFT 4

- Same as Shift 3, only more colours!
- Remember to pull the Flush Chain between colours if necessary.

SHIFT 5

- Now the Quality Controller (QC) is unveiled!
- Learn how to jump on the components of the QC.
- To see if the QC is switched off, check the right-hand Warning Light beneath my Office Window. If it's RED, either the Power Generator is faulty, or the QC is switched off! Turn it on with the switch on the side of the QC television set.
- The QC will automatically reject any defective Dolls you manufacture. However, if it's switched off, all Dolls will be rejected, even the good ones!

SHIFT 6 AND BEYOND

- More components of BEAST will be uncovered as you become more experienced.
- Each new component will demand new skills of you, and you'll need to manage your time effectively to fulfill increasing quotas.

Tools

It's important to understand the value of tools on the _Night Shift_. For each tool you collect, you'll receive a bonus. And, with our revolutionary new Toolie, you'll be able to carry a virtually limitless supply of tools, each in its own neat slot. Learning to use the following tools well is a key to success:

Your Hands: Use your Hands to ride the Bicycle, flip switches, and turn knobs and handles.

The Wrench: Use the Wrench to tighten the Bolt on top of the Resin Mixer.

The Match: Use the Match to light both the Burner and the Furnace whenever necessary.

The Balloon: Use the Balloon to get higher up on BEAST *fast!* To stop use the 'JUMP' control.

The Umbrella: Use the Umbrella to fly down BEAST quickly. To stop use the 'JUMP' control.

The Vacuum: Use the Vacuum to get rid of those pesky Lemmings on the run! You can continue to use the Vacuum until you select another tool (unless you get knocked out first!). And remember, no kicking allowed while vacuuming!

The Venus Trap: Use the Trap to catch the Lemmings. Just plant the Trap and lure a Lemming into it! (The Trap will eventually disappear if it doesn't catch a Lemming.)

Note: After you pick up or use a tool, the Toolie switches back to your Hands as the default tool.

Bonus Items

If you see one of the following items while on the job, you'd be well advised to pick it up! The effect of each item is immediate, and as such they don't get stored in the Toolie.

The Hourglass: This rare item will, if grabbed, actually extend the Shift time, giving you more opportunity to make Bonus Dolls.

The Cash Bonus: You never know when one of these will pop up, and I'm sure you'll know what to do with it!

Employee Handbook

The Handbook makes reference to IML Security Under Section 2 – "Starting Work". This process has been phased out under a recent company restructure, and now it is only necessary for an employee to identify their picture entering the factory.

Warranty Information

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