

SHIFT

USER

MANUAL

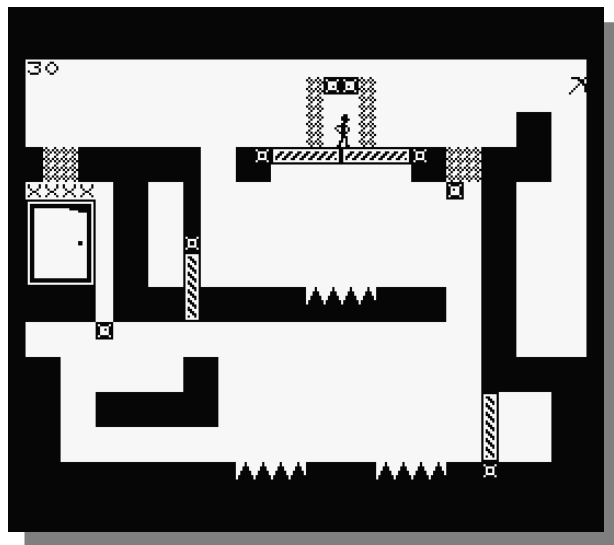


Overview

Step into the monochromatic and mind-bending universe of Shift, where black and white landscapes hide more than meets the eye... where inside is outside, and light and dark don't differ!

Shift is a puzzle-platformer developed for the MSX family of home computers. You take the role of a test subject for the experimental use of **Shift**. It is a device used to flip gravity, swap planes, and manipulate the environment, and you will need it to find the exit and escape.

This manual explains how to load the game, the controls, gameplay mechanics, and tips from the development team.



System requirements

- **MSX compatible computer, or emulated system**
- **Game cartridge or cartridge image (32KB)**
- **MSX joypad** (optional; keyboard fully supported)
- **Memory** 8 KB RAM minimum

Loading from cartridge

1. Turn off your MSX.
2. Insert the **Shift** cartridge into the slot.
3. Turn the MSX on. The title screen will appear automatically.

Saving

- **Password system** A password is displayed above the exit in each level. Write it down to resume progress later from the title screen.

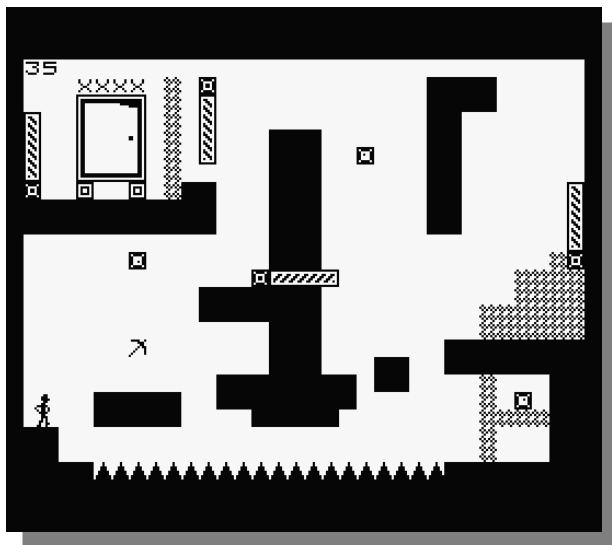
Controls

Keyboard (default)

- **Cursor Left / Right:** Move left / right
- **Cursor Up:** Jump
- **Space:** Shift
- **R:** Restart level
- **M:** Toggle music on / off

Joypad (port 1 or 2)

- **Left / Right:** Move left / right
- **Up:** Jump
- **Fire:** Shift



Gameplay mechanics

Core concept

The central mechanic of the game is **Shift**: it flips the local gravitational vector and swaps the active plane of the level. Each screen is composed of layered planes; using Shift reverses polarity and turns space into solid ground, and ground into air, opening (or closing) your path and allowing you to explore the level to get to the exit. **Shift** contains 45 levels (including one secret level).

Switches and stone walls

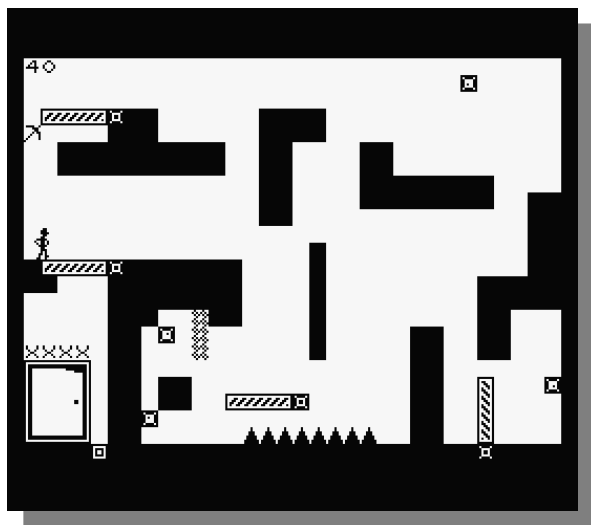
- Many puzzles require toggling switches to activate platforms to move around the level
- Some areas are blocked by stone walls, which can only be accessed after collecting a low tech device called a pickaxe.

World inversion

- When gravity flips, the world turns upside down, light turns into darkness and outside becomes inside.
- You can only shift when you are fully standing on solid ground. It is not possible to Shift while standing on a platform or on a stone wall.

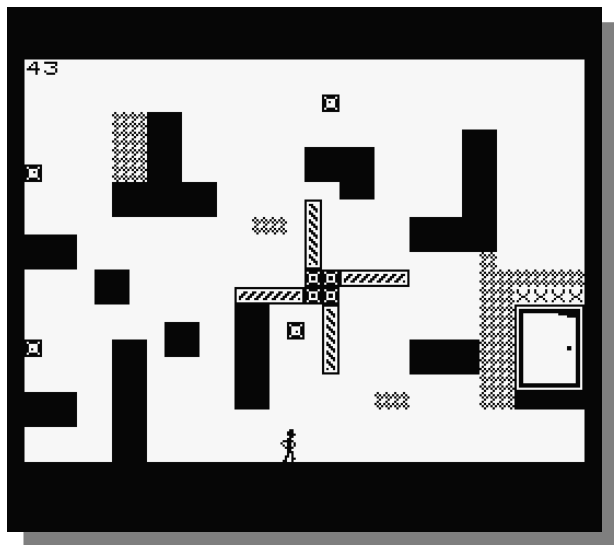
Common hazards

- **Spikes:** These are bad for you, test subject. Avoid stepping on them.



Beginner hint

- **Learn the Shift mindset:** Practice Shifting in different rooms and areas to understand how the world changes.



Credits

- **Code:** Ali Poualdi (Haplo)
- **Graphics** Ali Poualdi (Haplo) and Andy Johns
- **Music:** Karbofos
- **Manual and testing:** Marukpa
- **Original concept:** Anthony Lavelle from Armor Games

Support and more information

If you have any questions, comments, or feedback about Shift for the MSX, or you would like to know more about other 8- and 16-bit games please contact Haplo via email or on itch.io.

Website: <https://h4plo.itch.io/>

Email: haplotenebra@gmail.com

We appreciate your support and hope you enjoy the game!

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Armor Games.

Final note from the team

We built **Shift** to reward curiosity and keep you thinking. Shifting is a simple idea with deep consequences... experiment, observe, and you'll find elegant solutions to get to the exit door. Good luck, test subject.