

# NIGHT SHIFT™

Commodore™ 64/128  
Quick Reference Guide

**LUCASFILM™**  
GAMES



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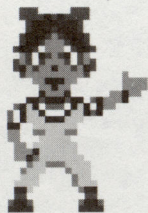
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# NIGHT SHIFT™

## Commodore™ 64/128 Quick Reference Guide

### Contents

**Your Night Shift package should contain the following:**

- ▲ One 5.25" disk
- ▲ One *Toy Executive Magazine* Article
- ▲ One IML Security Decoder
- ▲ One *Employee Handbook* with *Repair & Operational Guide*

### Getting Started

**Note:** We recommend that you first make a backup copy of the original disk, and then put the original disk in a safe place. The disk is not copy-protected, so to copy it just follow the instructions that came with your computer.

1. Plug a Commodore-compatible joystick into controller port 2 (nearest the back of your computer).
2. Turn on your television/monitor, disk drive, and computer.
3. Insert the *Night Shift* disk, label side up, in the disk drive. Do not use a FastLoad™ cartridge while playing *Night Shift*.

4. Type **LOAD "\*"8,1** and press the **RETURN** key. The game will now load.

**Note:** The game loads from the disk as you play, so **do not remove the disk from the disk drive** until you have finished playing.

### Security Clearance

Industrial Might & Logic has a strict policy on security, and only authorized employees may enter the factory!

You are first required to identify yourself as either Fred or Fiona Fixit. The screen displays two pictures, one of Fred and another of Fiona. Move the joystick to highlight the character you would like to play, and press the joystick button to register your selection.

When you are shown a sample toy figure on the screen, align the two disks of the IML Security Decoder included in the package to match the top and bottom halves of the toy presented on the screen. Then look at the window on the Decoder which matches the color listed on the screen. Using the joystick, alter the four fruit symbols above the sample toy figure to match the sequence shown in the window on the Decoder. When you've completed this process, press the joystick button to proceed. A demonstration sequence will follow, introducing the game characters.





# Joystick Controls

MOVE LEFT



MOVE RIGHT



JUMP



KICK LEFT



KICK RIGHT



USE TOOL



ENTER  
TOOLBOX  
MODE

**space bar**

(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 center

window of the Toolbox will be used next. To exit this mode and regain control of Fred or Fiona, press the joystick button.)

SELECT TOOL IN  
TOOLBOX MODE



RIDE BICYCLE



THEN



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

ALTER SECURITY/SHIFT CODES



START SHIFT



## MEMO

FR: FRANK FOREMAN

TO: ALL BEAST OPERATIVES

RE: UPDATE TO EMPLOYEE HANDBOOK

The **Employee Handbook** and **Repair & Operational Guide** which you have been issued is now out of date -- in fact, it has not been updated since our founder, Mr. Bingham, first wrote it. In that time we have made several significant modifications to BEAST, as you will discover. **DO NOT BE ALARMED** if you find that the illustrations in the handbook do not match exactly the machine you find yourself operating. Think of it as a challenge!



## Function and Command Keys

Show Production  
Order for Current Shift

Pause Game

Restart Shift

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

F1

F3

F7

## 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 the 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 always the same as the Security Code you entered to start the game.





# MEMO

FR: FRANK FOREMAN

TO: ALL NEW 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 illustrates the basic procedures for working the *Night Shift*. As you gain experience, you should refer to the more detailed **Repair & Operational Guide** for BEAST, together with the **Employee Handbook** (these materials are found in your IML folder).

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## 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 pulling the joystick down...you'll automatically jump on. Then alternate moving the joystick left and right in a steady rhythm.
- Press the joystick button firmly 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 rapidly again, and then **LIGHT THE FURNACE WITH A MATCH!**

### SWITCHES

- Directional--Most common...used on Conveyors 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 center 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 MIXER

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

## PAINT VAT

- Mix paint by turning the wheel above the correct color. Mix colors by turning more than one wheel. Only the following colors can be mixed:

- Red
- Blue
- Yellow
- Green
- Purple

- Mix paint whenever required to make a Doll of a specific color. Sometimes you'll need to flush the vat between colors...other times you can just add another color to achieve the proper combination. For example, if you've mixed yellow and blue to create green, you can get purple by adding red paint to it (normally, of course, green and red would make *brown*, but the BEAST's recycling process produces some unique effects). To flush the vat, just pull the Flush Chain to the right of the blue paint wheel.

## WARNING LIGHTS

- We recently had these installed for the convenience of our employees. The Lights are located just under my office. 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 Conveyors.
  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 flash red. Once the problem is fixed, the Light(s) will return to green.

## SIRENS

- Although you can't see them, you'll undoubtedly *hear* them! Any time the Resin Mixer (whose alarm you usually hear at the beginning of a Shift) or the Power Generator are malfunctioning, sirens will sound to alert you. Handling either of these problems quickly is essential to successfully fulfilling your quota!

## Shift Duties

**Note:** Whenever you receive a Shift Order with White Dolls, you don't need to worry about painting them...they'll be painted different colors automatically!

## SHIFT 1

- Ride the Bicycle to generate full power.
- Climb up BEAST to steaming Bolt.
  - Use Wrench to tighten Bolt.
- Jump across to Raw Material Feeder at upper left corner.
  - Kick in Electrical Plug.
- While Trooper Toddlers are being produced, collect as many tools as you can for the coming Shifts.
- Note the direction of all of the Conveyors...on Shift 2, some of these will need adjustment!
- Make sure Bodies are under Heads on Finished Dolls
  - If not, then dump a Body by switching the Conveyor above the Power Box (marked 'DANGER')...then switch it back!

## SHIFT 2

- Ride Bicycle to generate full power.
- Switch direction of any Conveyors that will misdirect Dolls.



- Climb up BEAST to Conveyors above center 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 to 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 to MIX PAINT!
- On your way to the top of BEAST, turn the Knob above the tube which is the color you need to paint the Dolls.

### SHIFT 4

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

### SHIFT 5

- Now the QUALITY CONTROLLER (Q.C.) is unveiled!
- Learn how to jump up on the components of the Q.C.
- When the Q.C. is on, you'll see small lights flashing on it...if it's off, turn it on with the switch on the side of the television set!
- The Q.C. will automatically reject any defective Dolls.

### 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 using the Balloon, press the joystick button.

**The Umbrella:** Use the Umbrella to fly down BEAST quickly. To stop using the Umbrella, press the joystick button.

**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!







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