

SHADOW FIELDS

User Manual

Introduction

Shadow Fields is a game for the ZX Spectrum 128K (any 128K model). It was created specifically to make use of the two video pages available on these models, replacing the usual stack dumps from a buffer with a video page switch.

What kind of game is Shadow Fields?

A horizontal scrolling shoot-'em-up where you can destroy the entire scenery.

How do you play Shadow Fields?

Using a real ZX Spectrum 128K (either loading from tape or from a fast-loading device such as any DivIDE model), or a ZX Spectrum emulator/clone (*).

(*) *Notes on emulators:*

- Playing on some emulators, the game will suffer from scroll smoothness issues and sound issues, so we strongly recommend playing in real hardware, FPGA implementations, or emulators like RetroVirtualMachine, SpecEmu or Spectaculator.

Controls

Shadow Fields can be played with keyboard or joystick. In the main menu, press **K** to select keyboard or to cycle through the different key sets:

- QAOP SPACE
- QAOP M
- AWSD M

Or press **J** to select joystick or to cycle through the different supported joystick types: Kempston, Sinclair Interface 1, and Sinclair Interface 2.

You can abort the game at any time by pressing CAPS SHIFT + X.

Game menu

In the main menu, press the following keys to access the different options:

S	Start game
K	Select keyboard or cycle through the different key configurations
J	Select joystick or cycle through the different supported joystick types
H	View the high-score table
I	Game info / Tips
C	Enable the cheat console (So nobody gets frustrated! But try it without cheats first—it's more fun.)

The game

The game consists of 6 stages. After completing them, you will be able to escape the supernova and cross the black hole to return home. In the first 4 stages you will face end-of-stage bosses, while in the last two you will try to outrun the supernova's destruction as it follows close behind.

Tips to progress through the game:

- Shoot fast and try to carve paths by destroying the scenery—playing passively will make you lose lives quickly.
- The green power-up lets you defeat end-of-stage bosses very easily, so if you get it near the end, try not to waste it.
- When you face a boss without the green power-up, take advantage of your higher speed and try to stay away from its shots while keeping up your fire.
- Try to prioritize taking out the upper and lower cannons as soon as you see them, since their fire will cost you many lives and is hard to dodge.

Credits

All of the game's code was written from scratch, and the following people took part:

- **Manuel Ferreira Moreno** (Gandulf) as programmer and graphics artist
- **Fede J. Álvarez** as the game's musician