

A black and white photograph of a character named Delta's Shadow. She is wearing a dark, form-fitting bodysuit and a helmet with a visor. She is sitting on a motorcycle, looking back over her shoulder. The background is a dark, industrial setting with buildings and a cloudy sky.

**DELTA'S  
SHADOW**

DELTA'S  
SHADOW

**HINTS**

# USEFUL HINTS

DEFAULT CONTROLS: W.A.S.D.B.N.M.P  
KEYS ARE REDEFINABLE IN THE OPTIONS MENU.

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WHEN USING SPECTRUM EMULATORS DON'T FORGET  
TO ENABLE WRITES TO DISK.

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YOU CAN LAUNCH THE GAME ON ANY 128K  
SPECTRUM VIA DIVMMC AND ESX-DOS.  
TO DO THAT, COPY THE GAME'S .TRD FILE TO  
YOUR DIVMMC SD CARD.  
ZX SPECTRUM NEXT USERS CAN SIMPLY INSERT  
THE CARD WITH THE GAME ON IT INTO THEIR  
NEXT AND PLAY!

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IN THE WINDOWS VERSION YOU CAN PLAY EITHER  
THE CLASSIC SPECTRUM VERSION OR  
THE NEXT VERSION.

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WHEN PLAYING ON THE PC OR ON THE  
ZX SPECTRUM NEXT, YOU CAN CHOOSE  
CLASSIC/NEXT TILES, SPRITES AND MUSIC,  
AND COMBINE THEM AS YOU LIKE!

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THE GAME AUTOMATICALLY SAVES YOUR PROGRESS  
BUT YOU ALWAYS CAN RESET PROGRESS IN  
THE «SYSTEM» MENU.

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TURBO MODES ARE PREFERABLE. IF THE GAME IS  
LAUNCHED ON ORIGINAL MACHINES, GRAPHICS  
WILL BE AUTOMATTICALLY SET TO «LOW».  
YOU CAN ALWAYS CHANGE THAT IN THE OPTIONS  
MENU, BUT FOR PROPER OPERATION ON «HIGH»  
SETTINGS THE GAME NEEDS AT LEAST 7MHZ.  
(SOME EMULATORS HAVE TURBO MODES,  
SPECTACULATOR, FOR INSTANCE)

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**GOOD LUCK, NOVA!**