# D A R K     S I D E™
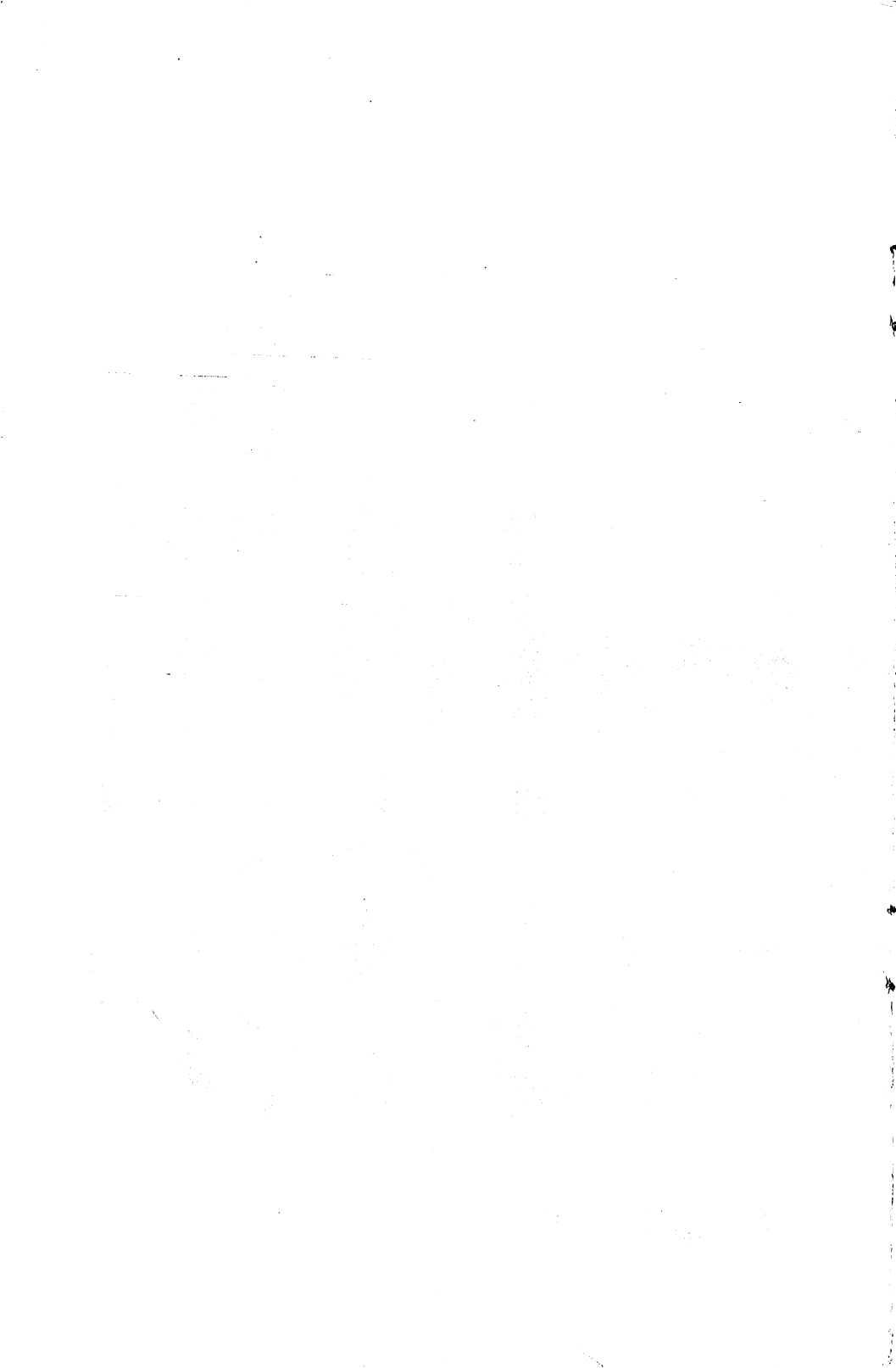
# SP★TLIGHT
## S★F T W A R E

## Presents
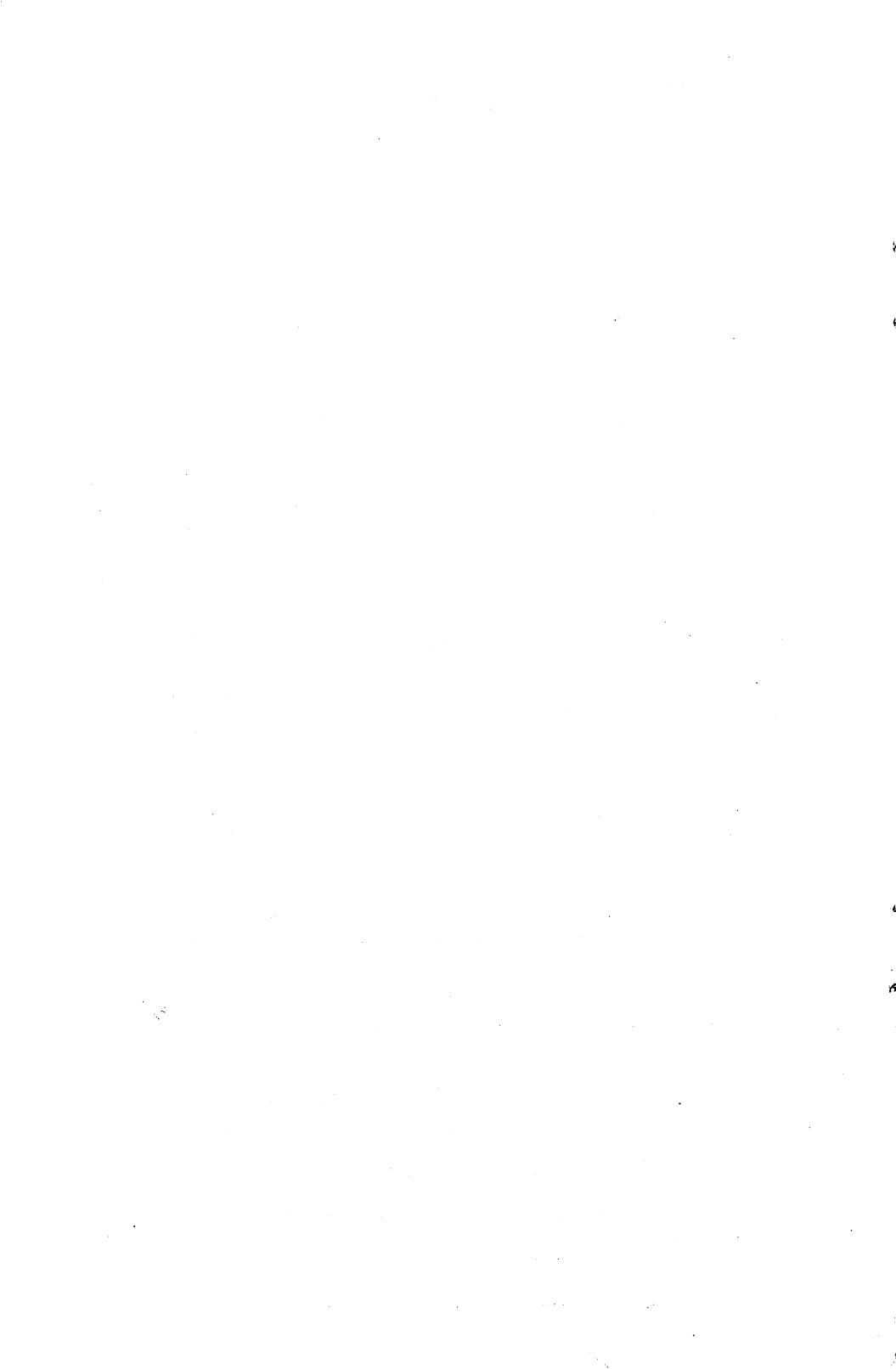
# D A R K   S I D E™

## FEATURING FREESCAPE™

Programmed & Designed By Major Developments
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Amiga, Atari ST, & C-64/128 Music By
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Instruction Manual Written & Illustrated By
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# THE STORY

Centuries ago, Earth pioneers colonized the planet Evath. In an effort to avoid the serious social problems on their home planet, these transplanted Earthlings developed one simple punishment for any crime: banishment.

The exiled convicts called themselves Ketars and set up their own motley colony on Evath's moon, Mitral. By ignoring the ecology, the Ketars mined Mitral to destruction. After this devastation 200 years ago, the Ketars tried to re-establish themseleves on Evath, but were driven out. So they took over Evath's second moon, Tricuspid. Tricuspid's surface was too soft to build on, so the Ketars constructed a geometric platform around the moon (as they had originally done on Mitral). All activities take place on this artificial surface.

Since the criminal elements are forbidden to live on Evath, they have decided to blow it up! The Ketars now have a network of Energy Collection Devices (ECDs) around Tricuspid. A suspended solar cell at the apex of each ECD collects energy from Evath's sun. This energy is then transmitted through a power line matrix to an awesome weapon. This weapon, the Zephyr One, is aimed directly at Evath. When enough solar power is generated by the ECDs, the Zephyr One will annihilate Evath.

Evath's leaders have learned of the Ketars' dastardly plan and have dropped you into a safety zone on Tricuspid from a routine patrol ship. Your top-secret mission is to destroy all the ECDs, thus disabling the Zephyr One and saving Evath from destruction.

# LOADING THE GAME

Atari ST, Commodore 64/128, and MS-DOS users should format a blank disk for saving games *before* loading *Dark Side*. Amiga users must save games to the game disk.

### AMIGA LOADING INSTRUCTIONS

Connect mouse and joystick (if desired). Turn on computer and monitor (load Kickstart™ if required). Insert *Dark Side* disk at the Workbench™ prompt and the game loads automatically.

**Caution:** Make a backup copy of your game disk. Keep the original in a safe place and play with your backup. This is important, since saved games are stored on the game disk.

### ATARI ST LOADING INSTRUCTIONS

Connect mouse and joystick (if desired). Turn on monitor. Insert *Dark Side* disk and turn on computer. The game loads automatically.

### COMMODORE 64/128 LOADING INSTRUCTIONS

Connect joystick (if desired) to Port 2. Turn on computer, monitor, and disk drive. Insert *Dark Side* disk into drive. Type **LOAD"BOOT",8,1** and press RETURN. When you see the *READY* prompt again, type **RUN** and press RETURN. The game loads automatically.

## MS-DOS LOADING INSTRUCTIONS

Connect joystick (if desired). Turn on computer and monitor. Load DOS 2.0 (or later), then insert *Dark Side* disk into drive A. At the A> prompt, type **DARKSIDE** and press RETURN.

A Display Options menu appears. Select the type of video display you have (type the number next to the name of your display) and press RETURN. The title screen appears. Press the SPACEBAR and the Configuration Menu appears. Make your selection (keyboard or joystick) from this menu by typing the appropriate number, then press the SPACEBAR (if you are using a joystick, follow the prompts for centering). The game loads.
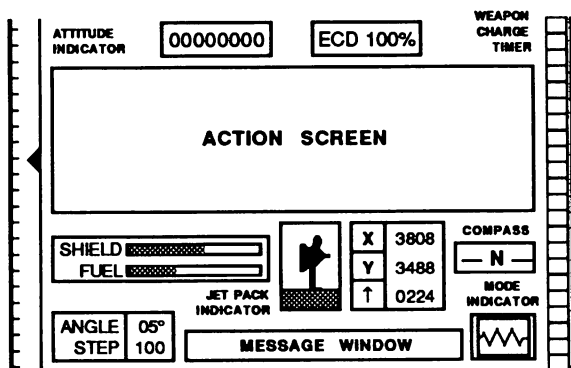
**Note:** To return to the Display Options menu at any time during play, press CONTROL and ESCAPE keys simultaneously.

# GAMEPLAY AND CONTROLS

Below are illustrations and explanations of the *Dark Side* game screens.
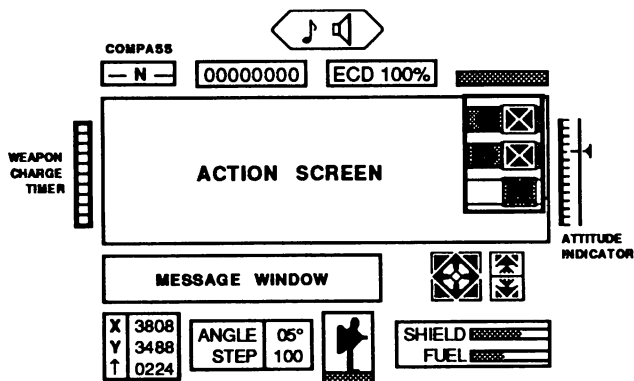


**AMIGA & ATARI ST GAME SCREEN**



**COMMODORE-64/128 & MS-DOS GAME SCREEN**

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The Action Screen shows the gameplay graphics. A walking cursor (+) helps you guide your steps.

A box at the top of the Action Screen records your score. To the right of the score box is an indicator showing the percentage of ECDs that are currently active. To the left and right of the Action Screen are indicators for your attitude (your up or down direction) and the weapon charge timer (when this is full, Evath explodes and you lose!).

The Message Window indicates your current sector location. The compass lets you see which direction you're heading. Other boxes indicate your shield level and fuel amount; the degree of your angle when turning; the size of your step; the co-ordinates (and altitude) for the sector you're in; whether your Jet Pack is on or off; and whether you're in movement or firing mode (MS-DOS and C-64/128 only).

## JOYSTICK CONTROLS

The joystick is useful when walking around. Push Up to go forward, pull Down to go backward; push Right to turn right and Left to turn left. To move forward at maximum speed, push up on the joystick while holding down the ↑ key on the keyboard. In firing mode, the joystick movements control the sights; press the fire button to fire the gun.

## AMIGA & ATARI ST

The gun sight (>&lt;) in the Action Window is controlled by the mouse. Slide the mouse up, down, left, or right to move the sight. Press the left mouse button to fire the gun. Slide the mouse out of the action screen to return to movement mode.

You can play *Dark Side* using the mouse alone, or combine keyboard play with a mouse or joystick.

## MOUSE CONTROLS (Amiga & Atari ST only)

You can use a mouse for most of the functions in *Dark Side* by clicking on various areas of the game screen. Use either mouse button, unless specifically told to do otherwise.

Interrupt Game

Load Position

Save Position

Abort Game

Sound Effects
ON/OFF

Music
ON/OFF

Jet Pack
ON/OFF

Move Forward

Left Button Decrease Angle
Right Button Increase Angle

| ANGLE | 05° |
|-------|-----|
| STEP  | 100 |

Left Button Decrease Step
Right Button Increase Step

Left ButtonTurn Left    Left ButtonTurn Right
Right Button Tilt Left   Right Button Tilt Right

Left Button Move Backward
Right Button U-Turn

Right Button Look Up    Left Button Rise
Right Button Look Down   Left Button Fall

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## AMIGA & ATARI ST KEYBOARD CONTROLS

| | | | | | | |
|---|---|---|---|---|---|---|
| Move Forward | ↑ or O | Increase Angle | A | Sights ON/OFF | SPACE |
| Move Back | ↓ or K | Decrease Angle | Z · | Tilt Left | N |
| Turn Left | ← or Q | Look Up | P | Tilt Right | M |
| Turn Right | → or W | Look Down | L | Fire Gun | Ø |
| U-Turn | U | Rise | R | Music ON/OFF | + |
| Increase Step | S | Fall (Crouch) | F | Sound FX ON/OFF | – |
| Decrease Step | X | Jet Pack ON/OFF | J | Interrupt Game | I |
| | | | | (save, load, & abort) | |

## COMMODORE 64/128 KEYBOARD CONTROLS

| | | | | | |
|---|---|---|---|---|---|
| Move Forward | ↑ | Fire Gun | SHIFT | Rise | R |
| Move Back | = | U-Turn | U | Fall (Crouch) | F |
| Turn Left | Q | Increase Step | S | Jet Pack ON/OFF | J |
| Turn Right | W | Decrease Step | X | Sights ON/OFF | + |
| (These controls also move | | Increase Angle | A | Tilt Left | N |
| sights when gun is in use) | | Decrease Angle | Z | Tilt Right | M |
| Toggle between movement | | Look Up | P | Interrupt Game | I |
| & attack mode | SPACE | Look Down | L | (save, load, & abort) | |

## MS-DOS KEYBOARD CONTROLS

| | | | | | |
|---|---|---|---|---|---|
| Move Forward | ↑ or O | Fire Gun | Ø or | Rise | R |
| Move Back | ↓ or K | | keypad 5 | Fall (Crouch) | F |
| Turn Left | ← or Q | U-Turn | U | Jet Pack ON/OFF | J |
| Turn Right | → or W | Increase Step | S | Sights ON/OFF | + |
| (These controls also move | | Decrease Step | X | Tilt Left | N |
| sights when gun is in use) | | Increase Angle | A | Tilt Right | M |
| Toggle between movement | | Decrease Angle | Z | Interrupt Game | I |
| & attack mode | SPACE | Look Up | P | (save, load, & terminate) | |
| | | Look Down | L | | |

# GAME COMMANDS

Below is an explanation of the commands used in *Dark Side*.

**MOVEMENT**

Moving around in the game is accomplished with the keyboard, joystick, or mouse (Amiga and Atari ST only).

*Move Forward, Move Back, Move Left, Move Right* are for walking around anywhere in the game. When the gun is in use in the Commodore-64/128 and MS-DOS games, these directions move the gun sights (press the SPACEBAR to toggle between attack and movement modes). In the Amiga and Atari ST games, the mouse is used to draw the gun and move the sights.

*U-Turn* is used to make a complete 180° turnaround with one stroke.

*Increase/Decrease Step* lets you change the length of the steps you take. When you are walking around in wide open spaces or in large rooms, you may want the longest step length for the greatest speed. In really tight spaces, such as narrow halls or doorways, the shortest length is probably the best selection.

*Increase/Decrease Angle* lets you change the angle at which you turn left or right. When you need to turn in a hurry, use the widest angle. For more precision turns, use the tightest angle.

*Look Up, Look Down* lets you see the ceiling and floor of the room you are in. This can be important for seeing objects, pitfalls, or booby-traps.

*Rise/Fall* lets you crouch or stand while walking. When your Jet Pack is on, this selection controls altitude and landing.

*Jet Pack* is worn on your back and lets you fly.

*Sights* lets you aim and shoot at targets.

*Tilt Left, Tilt Right* lets you angle your point of view as though the entire room was tipping over.

**OBJECTS**

Below are illustrations of items that are important in playing *Dark Side*. To enter doors or collect items, walk into them head on. Keep using forward movement until shield is completely collected or fuel is full.

Powerporter

ECD    Plexor    Telepod    Telepod Crystal    Shield    Fuel
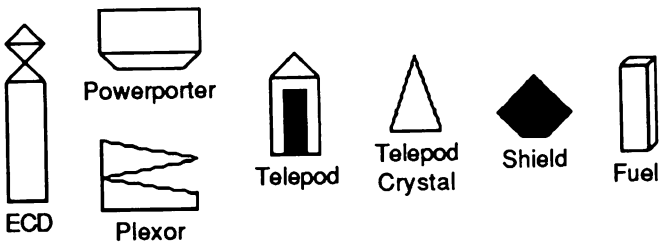
*ECDs* are the Energy Collection Devices you must destroy. Shoot to disable one. If an ECD is connected between two other active ECDs, the device will immediately regenerate.

*Powerporter* is a suspended slab that acts as an immediate teleportation device.

*Plexors* are a sort of tank defense machine. They will attack if you are in close range.

*Telepods & Telepod Crystals* are used by the Ketars to gain access to restricted areas. A Crystal is necessary to activate a Telepod.

*Shields* help protect you against attack.

*Fuel* is necessary for your Jet Pack.

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## INTERRUPT GAME

When you use this command, the game is paused and a box appears in the Action Screen.

**Amiga & Atari ST** In the box are three selections:

SAVE [S]
LOAD [L]
ABORT [ESC]

To make a selection from the box, press the key in brackets or click on [S], [L], or [ESC].

After selecting SAVE or LOAD, type the name of the game you're saving or restoring (it appears in the Message Window as you type); press RETURN (make a note of the names you give your saved games). If you decide against saving or restoring a game, press RETURN *before* typing a name.

**Note:** Atari ST users must insert a save-game disk before selecting save or load. Amiga users must save games on the game disk.

When you select ABORT, the game ends and the demo game begins. Press any key to start a new game.

**Commodore-64/128** In the box are five selections:

L – LOAD     S – SAVE
RUN/STOP – ABORT
M – MUSIC: ON (OFF)
OTHERS – EXIT

To make a selection from the box, press L, S, RUN/STOP, or M. Press any other key to go back to the game screen.

After selecting LOAD or SAVE, insert your save-game disk. Then, type the name of the game you're restoring or saving (it appears in the box as you type); press RETURN (make a note of the names you give your saved games). Follow the prompts.

Press M to turn the music on or off. When you press RUN/STOP, the game ends and the demo game begins. Press any key to start a new game.

**MS-DOS** In the box are four selections:

L – LOAD     S – SAVE
ESC – TERMINATE
T – TOGGLE SOUND ON/OFF

To make a selection from the box, press L, S, ESC, or T.

After selecting LOAD or SAVE, type the name of the game you're restoring or saving (it appears in the box as you type); press RETURN (make a note of the names you give your saved games). If you decide against saving or restoring a game, press RETURN *before* typing a name.

Pressing T turns the sound on or off. When you press ESC, the game ends and the demo game begins. Press any key to start a new game.

# GAME HINTS

Read these hints if you need a little help playing *Dark Side*.

There is no limit to the amount of ammunition you have. So go ahead, shoot everything in sight! There are occasions where shooting something in one location affects things somewhere else.

Reduce step size to 100 for climbing in and out of tunnels.

Every plexor is unique. Use different tactics for destroying each one.

Use the map of Tricuspid, located below, to find your way around. Mark anything significant you find on this map (use a photocopy if you don't want to mark up the original).