

# CYBERMAGE™

DARKLIGHT AWAKENING

# PLAY GUIDE



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# Starting the Game

**NOTE:** If you haven't installed *CyberMage*, see the *Install Guide*.

To play *CyberMage: Darklight Awakening*:

1. Go to the drive where *CyberMage* is installed (usually the C: drive).
2. Go to the directory containing your game. (If you used the default directory, type **CD\CM** )
3. Enter the game by typing **CM** . The introduction will begin. You can skip past the introduction with .
4. Move to **NEW** with the arrow keys, or click on it with the mouse or joystick, then press  or click. Later on you will be able to load saved games from this screen.

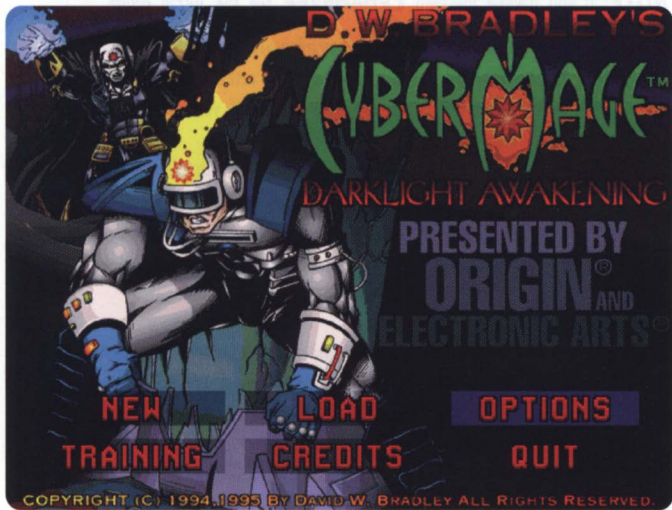
**WINDOWS® 95.** If you're using *WINDOWS 95*, *CyberMage* must be played from DOS mode. You can set up a shortcut to run *CyberMage* as described in your *Windows 95* documentation.

**HELP.**  calls a help screen at any time during the game.

**PAUSE** the game at any time with .

**EXIT** from play at any time by pressing  or , highlighting **QUIT** and pressing .

# Main Menu



This screen appears any time you enter *CyberMage*. Use the arrow keys or joystick to highlight the selection you want, then press .

**NEW** starts you in the first scene of a completely new game.

**LOAD** takes you to the *LOAD GAME* screen, where you can select and re-enter any previously saved game.

**OPTIONS** takes you to a screen where you can adjust various game features (see p. 4).

**TRAINING** takes you to an introductory training mission unrelated to the main plot of the story. This is the mission originally released as the *CyberMage* shareware demo.

**Warning:** Although the training mission does not reveal any of the plot of the game, it does involve many enemies, weapons and powers not otherwise encountered until late in the game. If you prefer to discover these during the adventure itself, you should not play this mission until you have completed the actual game.

**CREDITS** displays a list of everyone involved in making *CyberMage*.

**QUIT** exits *CyberMage*.

# Options

Enter the **OPTIONS** screen from the **MAIN MENU**. You can return to the **MAIN MENU** with **[Esc]**. To modify an option, use the arrow keys to highlight that option, then press **[Enter]**. You can modify these options at any time.



**INPUT DEVICE** allows you to select keyboard, mouse or joystick as your main input device. If mouse or joystick is selected, most keyboard commands remain operational. Use the arrow keys to highlight the option you prefer, then **[Enter]** to accept it.

**JOYSTICK CALIBRATION** takes you through a joystick calibration routine, to insure your joystick is operating smoothly and correctly.

**REMAP KEYBOARD CONTROLS** allows you to re-assign important movement and combat commands to new keys. See p. 6.

**SOUND EFFECTS VOLUME** makes sound effects louder or softer. Use the arrow keys to move the pointer to the desired volume level, then  to accept.

**SPEECH VOLUME** makes speech louder or softer. Use like **SOUND EFFECTS VOLUME**, above.

**MUSIC VOLUME** makes music louder or softer. Use like **SOUND EFFECTS VOLUME**, above.

**GAMMA-BRIGHTNESS** brightens or dims everything on screen.

**GAMMA-CONTRAST** adjusts the contrast between brighter and dimmer objects. Adjust the image for maximum clarity on your monitor. These allow you to adjust the brightness by using the arrow keys to move the pointer to the desired level, then .

**PLAY DIFFICULTY LEVEL.** *CyberMage* has three difficulty levels: *NOVICE*, *NORMAL* (the default) and *NASTY*. The higher the difficulty level, the harder your opponents are to kill. Highlight the desired option with the arrow keys, then use .

**TEXT MESSAGE DELAY.** If you're playing the game with subtitles on (see **INSTALL GUIDE**, p. 4) This allows you to modify how long each line of text remains visible on screen before the next one appears. The higher the number, the longer the text remains on screen.

## Remapping the Keyboard

You can remap the most important keyboard commands by using the **REMAP KEYBOARD CONTROLS** option from the **OPTIONS** screen. Selecting **REMAP KEYBOARD CONTROLS** takes you to a screen listing all remappable commands and their current settings. The commands are listed below with their default keys (default keys will be used throughout this **PLAYGUIDE** when referring to the commands below).

To remap a command, use your arrow keys to highlight a command, then press **Enter**. Then press the new key you wish to use for that command. If you select a key that's already mapped to a different command, the selected command will be changed, and you will be taken to the other command using the same key, so that command can be mapped to an available key. **Ctrl R** restores the commands to their default values. Some keys cannot be remapped. They are **T**, **P**, **A**, **S**, **D**, **+**, **=**, **I**, **J**, **<**, **>**, and numerals and function keys.

### **MAPPABLE COMMANDS**    *DEFAULT SETTING*

fire weapon/power	<b>Spacebar</b>	look down	<b>Q</b>
open door/throw switch/control vehicle	<b>Enter</b>	look up	<b>E</b>
turn/strafe step toggle	<b>Shift</b>	look center	<b>R</b>
strafe step left	<b>Z</b>	flight/ascend	<b>W</b>
strafe step right	<b>C</b>	flight/descend	<b>X</b>
jump	<b>Ctrl</b>	automap	<b>M</b>
crouch	<b>Ins</b>	<b>VDU</b> monitors toggle	<b>V</b>
	<i>(numeric keypad only)</i>	exit vehicle	<b>Tab</b>



# Readouts

## VDUs

There are three **VDUs** (video display units) at the bottom of the screen during play, which contain vital information about the CyberMage's status. These **VDUs** can move from the bottom of the screen, to the top of the screen, to off by cycling through with the **V** command. The first **VDU** contains two indicators, one for **HEALTH**, the other for **POWER**.

**HEALTH** determines how much damage you can take before death. Your current **HEALTH** is the amount of damage you can take before dying. Your **LIFE** is your current *maximum* damage tolerance. Your current **LIFE** is recorded in the upper (red) line of the **VDU** in the left-hand corner of the screen. The red line displays your current **HEALTH** as a fraction of your current maximum **LIFE**, while the actual numerical value is given to the right of the line. Lost **HEALTH** can only be restored through technological (i.e., *Regen Packs*) or mystical (i.e., *Darklight energy*) intervention.



**POWER** is the amount of energy you have available to charge your **DARKLIGHT** powers. Your current **POWER** is the number of points you have available at any given moment. Your **MANN-RA** is your current maximum power reserve. Your

current **POWER** is recorded in the blue line immediately below the red **HEALTH** line. Your **POWER** is displayed exactly like your **HEALTH**, the main difference being that **POWER** restores itself naturally, and rather quickly.

**AMMO/CASH.** If you're using a projectile or thrown weapon, your current ammo count will be displayed in the **VDU** at the center of the screen. When you're not using such a weapon, this **VDU** will not appear.



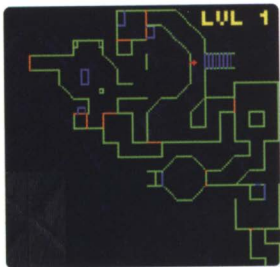
An alternate **VDU**, showing the amount of money you're currently carrying, appears in this position when you press-and-hold **[Ctrl]**.

**ARMOR.** Armor reduces damage from attacks. The **ARMOR VDU** in the right-hand corner of the screen gives the numerical armor value in six locations:



As your armor is reduced, the color of the read-out for the affected location changes, from green, through yellow and red, and finally black. When the read-out for a certain location is black, the armor worn on that location is completely destroyed and can be no longer repaired. See p. 24 for more on **ARMOR**.

## Map



An automapping feature is available. The automap appears in the upper right-hand corner of the screen, and can be toggled on or off with **[M]**. You start the game with the **MAP** off. You can increase or decrease the size of the **MAP** with the **[+]** and **[-]** keys, and you can zoom out (view a larger area) or in (view a smaller area) with the **[<]** and **[>]** keys, respectively.

## View Window

You can increase or decrease the size of the **VIEW WINDOW** (everything the CyberMage can see). Decreasing the **VIEW WINDOW** can sometimes speed up the frame-rate of the game.

**[F]** decreases the size of the **VIEW WINDOW**, **[G]** increases it.

# Getting and Manipulating Objects

When you come within reach of a new weapon or other carryable item, that item is automatically picked up and added to your inventory. The only exception is ammunition. The maximum amount of ammo you may carry is equal to the maximum load of the corresponding weapon (see pp. 18-20 for the maximum rounds for each weapon). If you can't pick up an ammo clip now, you can go back later and get the ammunition when you need it. If you have a partially full magazine and you happen on an ammo clip, your magazine will be restored to no more than the maximum load, and any unused ammo will be lost.

You can carry ammo for a weapon you do not yet have, but this ammo will not appear in your inventory until the corresponding weapon is acquired.

To **MANIPULATE AN OBJECT** — like throwing a switch, pushing a button or opening a door — just position yourself in front of the object and press **Enter**.

To **MANIPULATE AN OBJECT** using the **JOYSTICK**, position yourself in front of the object and press button #2 to extend your hand, then pull the trigger to manipulate the object.

In **CyberMage** you cannot discard a weapon or item (items will disappear as they are used up). There is no limit or penalty attached to the number of different weapons and objects you can carry.

# Moving and Fighting

Most of your time in *CyberMage* will consist of moving around and exploring, and fighting off those enemies and creatures that try to forestall your progress.


The mechanics of basic movement depend largely on whether you selected **KEYBOARD**, **MOUSE** or **JOYSTICK** as your main interface device. Each of these modes is described in the following pages. There are also several important special options that don't change with different interfaces. Most of these alternate movement modes either operate automatically, or are controlled from the keyboard.

**WALKING.** Your normal speed of movement is a double-time run, but if you want to slow down for more precise maneuvering, you can move at a steady walk by holding down **[Shift]** (or whatever key you've set your **SIDESTEP TOGGLE** command to) while you move ahead, or by pressing and holding **[5]** on the numeric keypad.

**LOOKING UP AND DOWN.** You can look up by pressing **[E]**, look down by pressing **[Q]**, and instantly re-center your gaze with **[R]**.

**SIDE STEP/STRAFE STEP.** You can sidestep without turning or moving forward by holding down **[Shift+→]** or **[Shift+←]**, or by pressing **[1]** (step left) or **[3]** (step right) on the numeric keypad. This maneuver is sometimes called a "strafe step," because it makes it easy to strafe your fire across an oncoming enemy.

**SWIMMING.** When you enter water, you can maneuver normally and move at a steady speed. Your *Darklight* powers protect you from drowning.



**CROUCHING.**  (on the numeric keypad only) causes the CyberMage to crouch. You can move at a crouch, but only at a walk. If you move forward at full speed, you will stand up automatically. (If you bump your head on a low ceiling, your cybernetic modifications prevent you from taking any damage.)


**CLIMBING LADDERS.** To climb a **LADDER**, simply position yourself directly in front of the **LADDER** and move forward normally. You should go straight up to the top. However, if you approach the **LADDER** from too far off-center, you may lose your balance and fall back, and have to try again.

**FALLING.** Your *Darklight* powers and cybernetic modifications allow you to fall great distances and land, undamaged, on your feet. This means that your best means of getting down from one level to another is simply to step over the edge (though you'd be well advised to have some idea what's below you, and how to get back up).

## Keyboard

Using the **KEYBOARD**, you can move with the arrow keys or the numeric keypad. *All number keys below are for the numeric keypad only.*

Most keyboard functions remain operational, even if you're also using a **MOUSE** or **JOYSTICK**. (The keyboard altitude controls for the *aircar* and *jump jet* —  and  — are disabled when using the **JOYSTICK**).

**FIRE** the weapon or power you have ready 

**MOVE FORWARD** ↑ or 8

**MOVE FORWARD** at a walk 5

**MOVE FORWARD** and to the left 7

**MOVE FORWARD** and to the right 9

**TURN** left ← or 4

**TURN** right → or 6

**BACK UP** ↓ or 2

**JUMP** by moving forward at full speed, then hitting **Ctrl** when you're ready to make the jump.

## Joystick

Most movement can be performed with the **JOYSTICK**.

**FIRE** the weapon or power you have ready with button #1 (the trigger).

**MOVE FORWARD** by pushing the joystick forward. The further forward you push, the faster you go.

**JUMP** by moving forward at full speed, then pressing button #2 when you're ready to jump.

**TURN LEFT** by moving the joystick left.


**TURN RIGHT** by moving the joystick right.

**BACK UP** by pulling the joystick back.

# Mouse

A **MOUSE** can take over the basic functions of movement or combat.

**FIRE** the weapon or power you have ready by left-clicking. 

**MOVE FORWARD** steadily by right-click-and-holding.  You can also move forward a few steps at a time by nudging the mouse forward without right-clicking.

**TURN LEFT** by dragging the mouse left.

**TURN RIGHT** by dragging the mouse right.




**BACK UP** by dragging the mouse backwards.

# Vehicles



There are three varieties of special **VEHICLES** in the game that you can use — **TANKS**, **AIRCARS** and **JUMP JET**. All these vehicles move, fire and turn as you do on foot, with minor changes.

You cannot look up or down in the **TANK**. In the **AIRCAR**, the look up and down function causes the vehicle itself to pitch up or down — that is, tilt backwards or forwards — allowing you to manually adjust your vertical aim.

To **ENTER** a vehicle press  while standing next to it.  will **EXIT** you out of a **VEHICLE**. To **PUT ON** a *jump jet*, highlight the item in the inventory screen and press . Re-selecting the *jump jet* from **INVENTORY** will take it off.



**VEHICULAR COMBAT.** The *TANK* and *AIRCAR* are both armed vehicles. The *TANK* has a small turreted cannon, and the *AIRCAR* has twin, focused blasters. All *VEHICLES* have unlimited ammo.

The *TANK* must turn so its target is centered in its view plate. It will auto-target vertically, zeroing itself in on targets that are above or below the plane of the vehicle. It may take several shots for the gun to auto-target.

The *AIRCAR* must also turn so it is lined up with its target. Like the *TANK*, the *AIRCAR* can only auto-target vertically.

You can also adjust the focal point of the *AIRCAR'S* blasters for optimum range.

- (A) moves the focal point out (longer range).
- (D) moves the focal point in (shorter range).
- (S) centers the focal point back to the default range.

**ARMOR.** Tanks and aircars have defensive armor. A digital readout on a heads-up display keeps track of the amount of armor remaining. When all the armor is gone, the vehicle is destroyed and you are once again on foot.

**FLYING.** The *AIRCAR* and *JUMP BELT* both allow you to fly. (W) causes you to *ASCEND*, and (X) to *DESCEND*, while flying. All other turning and movement for airborne vehicles is normal.

With a *JOYSTICK*, hold down button #2 and push the stick forward to *DESCEND*, pull it back to *ASCEND*.

The *AIRCAR* has an altitude readout to let you know what your elevation is. If you try to exit from a flying vehicle in midair, the vehicle will automatically land before you exit.

## Doors and Elevators

In the troubled 21st century, many doors are computerized and armored for enhanced security. If you get caught in one of these doors as it closes, it can cause injury. The heavier the door, the greater the damage.

Also beware of standing under descending **ELEVATOR PLATFORMS**. As should be obvious, this behavior can be seriously hazardous to your health.

## Inventory and Game Control

In *CyberMage* you have three distinct **INVENTORY** menus to keep track of your abilities and possessions, plus an additional menu for game control functions.

**F1** calls the **WEAPONS MENU**.

**F2** calls your **DARKLIGHT POWERS MENU**.

**F3** calls the **ITEMS MENU**.

**F4** or **Esc** calls the **GAME CONTROL MENU**.



**KEYBOARD AND MOUSE.** Once in any of these menus, you can choose from available options by moving to the option you want with the arrow keys or mouse, then pressing **Enter** or clicking to confirm your choice. You may also quick-select a weapon, power or item by using **F1** to **F12** (the number

corresponding to the item's position in the menu). If you have more than 12 options in a menu, you may use **1** to **8** to select options 13 through 20.

Calling these screens does not pause game action. If you're going to be checking *INVENTORY* during combat, you'll have to learn to do so quickly. (The *GAME CONTROL MENU*, p. 25, is an exception — calling it will pause the action.)

**JOYSTICK.** If you're using the *JOYSTICK*, you can call the *INVENTORY MENUS* without using the keyboard. While motionless, press button #2, as though you were going to manipulate an object on screen. An animated hand will appear, and four icons will be displayed on the right side of the screen. Holding button #2, move the hand over to the icons and select the one you want. From top to bottom, they are *WEAPONS*, *POWERS*, *ITEMS* and *GAME CONTROL*. When the hand is positioned over the icon you want, press button #1 to go to the selected menu.

Once the menu is displayed, you can move to your choice with the *JOYSTICK*, and make your selection by pressing the trigger.

## Weapons Menu

There are several different kinds of *WEAPONS* in *CYBERMAGE*.

**HAND-TO-HAND WEAPONS** don't require ammunition, but can only be wielded from point-blank range.

**SEMI-AUTOMATIC WEAPONS** fire every time **Spacebar** (or the joystick trigger/mouse button) is pressed.

**AUTOMATIC WEAPONS** fire a short burst when Spacebar is pressed.

**THROWN WEAPONS** are self-contained explosives that can be thrown one at a time, each time Spacebar/the trigger is pressed.

**SEMI-AUTOMATIC** and **AUTOMATIC WEAPONS** have a maximum number of rounds their magazines can hold or their power packs can supply; there's also a maximum number of **THROWN WEAPONS** you can carry at any one time. This number, and the type of each weapon, is given in parentheses in the descriptions below.

You can carry any or all of the weapons described below, but (except for **THROWN WEAPONS**) you cannot carry more than one weapon of any given kind. For example, you either have a **LASER PISTOL**, or you don't. You can't carry multiple **LASER PISTOLS**.

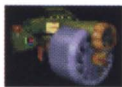


**POWERBLADE.** (hand-to-hand) 21st-century sword. A powerful generator in the hilt causes the blade to vibrate at ultra-high speeds, allowing the blade to penetrate most personal armor.

**LASER PISTOL.** (250 rounds, semi-automatic) This light laser pistol is quick and easy to use, but its damage potential is relatively low.



**PLASMA GUN.** (400 rounds, semi-automatic) An excellent light anti-personnel weapon, it fires a shaped plasma charge.



**ROCKET GUN.** (60 rounds, semi-automatic) Fires long-range, self-propelled explosive projectiles. An excellent weapon against vehicles and hardpoints, and devastating against personnel. Its drawbacks are its comparatively small magazine and relatively slow speed.

**BLASTER.** (250 rounds, semi-automatic) The basic energy assault weapon, of limited use against vehicles and hardpoints.



**FUSION GUN.** (150 rounds, semi-automatic) Concentrates all the energy of a fusion reaction into a single destructive blast. An excellent man-portable heavy energy weapon.

**HEAVY BLASTER.** (500 rounds, automatic) The most devastating anti-personnel weapon devised by man, it fires an almost continuous stream of destructive plasma charges. Its biggest drawback is that it fires so fast you can exhaust its magazine before you know it.



**SUBMACHINE GUN.** (500 rounds, automatic) Some things never go out of style. Other than the frictionless Teflon ammunition, the magnetically enhanced muzzle velocity and the infra-red laser computer targeting, Al Capone's men would have been right at home with this baby.

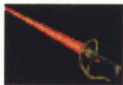
**RAZOR AXE.** (hand-to-hand) A heavier application of the Powerblade principle.





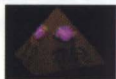
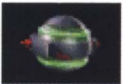
**SHOCK MACE.** (hand-to-hand) In addition to its potential for heavy smashing damage, this weapon also releases an electrostatic charge on contact, designed to disrupt forcefields and powered armor, as well as the human nervous system.

**DARKLIGHT FOIL.** (hand-to-hand) This mythic weapon is said to be able to channel the energy of life itself into its deadly stroke.



**GRENADE.** (100, thrown) Give one a toss in the right direction, and when it falls down, it goes “boom.”

**HOVER BOMBS.** (100, thrown) Give a hover-bomb a gentle push, and it will glide out on a cushion of magnetic energy, hovering placidly until it comes in contact with something, or reaches the end of its timer. After that, things are neither gentle nor placid.



**DARKLIGHT ICONS.** These mystical power pyramids do not usually have offensive capabilities, but they do appear in your *Weapons Menu* screen. They include almost any power you can imagine, including healing, protection (or even short-term invulnerability) and invisibility. Darklight Icons have only a limited amount of energy, and it's impossible to tell how many times a given icon can be used before it's exhausted.

## Powers

You start the game with one power — *STAR BOLT*. As you progress through the game you will gain more powers. Remember to check your **POWERS INVENTORY** periodically — sometimes a new power will emerge when you least expect it. The mystical energy that fuels your powers is called “mang.” To use a *power*, you must have enough personal power to meet the minimum energy requirements. If you don’t have enough energy, the power remains at ready if you try to use it, but nothing happens.

When you have a **DARKLIGHT POWER** selected, you can see your hand crackle with psychic energy. The color of this energy aura indicates the power you have ready (some colors are used for more than one power).

The power cost and associated color for each **DARKLIGHT POWER** are given in parentheses in the list below.



**STAR BOLT.** (red, 5 mang) This, your baseline offensive spell, fires a small ball of destructive energy at the target.

**PAIN WAVE** (blue, 15 mang) sends out a wall of energy that rapidly drains the Health of anything caught within its net.



**ELECTROSCISM** (gold, 10 mang) wraps itself tightly around the target and drains Health from it for the duration of the spell.

**PSIFIRE.** (orange, 15 mang) The medium-level explosive power, much more destructive than Star Bolt.



**MAGNA RIP** (purple, 10 mang) unleashes the natural powers of magnetism against the target. It's especially destructive against drones and Metabots.

**LUNALIGHT** (green, 30 mang) fills a whole area with destructive energy, draining *Health* from all within its circumference.



**NOVA** (orange, 50 mang) creates a devastating explosion of destructive energy.

**PRISMA.** (purple, 40 mang) This multi-colored energy sphere acts like Lunalight, but is even more powerful over an even broader area.



## Other Items Menu

This menu is an inventory of any non-offensive **ITEMS** you may have in your possession. Some of the most common objects kept here are listed below.

**RECORDER.** This device can be used an infinite number of times. When selected, it brings up a list of everything significant anyone's told you. You can select any speech you want to review, and get an audio playback.





**REGEN PACKS.** These computerized first-aid kits will restore all your *HEALTH*. Each *Regen Pack* can only be used once, but you can carry as many as you can find.



**ARMORSEAL.** This aerosol polymer spray will restore your damaged armor back up to full strength, at all locations. Unfortunately, it will do nothing for a location where the armor has been totally destroyed. Like *Regen Packs*, an *Armorseal* dose can only be used once, but you can carry as many as you can find.

**HOLO-VID DISK.** These data-storage devices hold important information. You need to find a computer terminal to read a *holo-vid disk*. To use a *vid disk* you must select it from the inventory while standing within reach of a vid-player.



**PASS.** This is a generic name for anything that can get you through a sealed door. Passes can include ID Cards, Syp Decoders, plain old-fashioned keys and other, much more exotic devices. Regardless of the form they take, if you possess the correct pass, it will automatically work when you try to open the door it unlocks. (That door will usually remain unsealed to you thereafter.)



**MISCELLANEOUS ITEMS.** There are numerous special, one-use items scattered throughout the game, including spare parts needed to repair crucial devices and software that must be loaded into certain computers. Most of these special items are used automatically if you use **Enter** on the object they correspond to while the item is in your possession. However, a few special items must be specifically selected from inventory while you're standing at the place where they can be used.

## Money



Money does not appear in your **ITEM INVENTORY**, but you can check your available funds at any time by pressing and holding **Ctrl** while standing still. Your current cash-on-hand will appear in the center of your screen.

Any time you purchase an item or pay a fee, the amount will be automatically deducted from your cash (assuming you have enough to pay).

## Armor

**ARMOR** is not kept in your **ITEMS MENU**. Instead, its condition is tracked by your **ARMOR VDU** (see p. 8). You can collect all the armor you can find, but only the heaviest armor for each location counts. So, if you pick up a 40-point helmet and a 30-point helmet, your maximum armor protection for your head will be 40 points — at least until you find something even stronger.

However, if your armor is damaged in any location, finding new armor for that location will repair the damage up to the new armor's value. For example, if you have a 40-point helmet, and it gets damaged down to 15 points, finding a 20-point helmet will raise your head armor rating to 35, and a 30-point helmet will raise it all the way up to 40 again.

If your armor for a given location is ever completely destroyed (the **ARMOR VDU** for that location reads black) all armor for that location is lost — you'll have to find a completely new piece of armor to protect that location.

The main kinds of armor are



**HELMETS**  
(protect the head),



**TORSO ARMOR**  
(protects the torso),



**GLOVES**  
(protect the arms),



**BOOTS**  
(protect the legs) and



**BODYSUITS**  
(protect all locations except the head).

**BODYSUITS** are an exception to the rule for adding armor. A bodysuit adds five points of armor to every location it protects, regardless of any other armor on that location.

## Game Control Menu

This menu repeats many of the functions of the **Main Menu** (see p. 2), with a few extra options thrown in.

**SAVE.** Takes you to the *Save Game Screen*.

**LOAD.** Takes you to the *Load Game Screen*.

**QUIT.** Takes you to DOS.

**CONTINUE.** Returns you to the game.

**RELOAD.** Automatically loads your most recent saved game.

**OPTIONS.** Takes you to the Options Screen (see p. 4).

## Drop-Down Screens

At certain locations, including *VENDING MACHINES*, *GAMBLING MACHINES*, and *SECURITY CODE KEYPADS*, a screen will “drop down” and impose itself over the scene. These screens have “keypads” which can be used by pressing the corresponding keys on the keyboard, or by clicking on them with mouse or joystick. Regardless of the other functions of the screen, **[Backspace]** will always clear an entered character, **[Enter]** will always accept a selection, and **[Esc]** will cause the screen to retract.

**VENDING MACHINES** are actually automated shops. Use **[Alt]** and **[Shift]** to toggle the shop’s inventory through the machine’s three display screens. The center screen is, by default, the active screen, but you can activate any of the three screens by pressing **[1]** (left), **[2]** (center) or **[3]** (right).

To buy an item, place it in the active screen and hit **[Spacebar]** or **[Backspace]**. If you have enough money to cover the cost, the price of the item will be deleted from your funds, and the item will appear in your inventory.

You can also sell an item through a machine. Pressing **[Tab]** or **[Shift]** replaces the shop’s inventory list, with a list of your possessions the shop is willing to purchase. Hitting **[Tab]** again will sell the item in the active window for the indicated amount. The item will vanish from your inventory, and the price will be added to your funds. **[Spacebar]** will toggle you back to buy mode.

**THE HOSPITAL** is a special shop. You can be healed free of charge at the *HOSPITAL*. Hit **[1]** or **[3]** to activate the side windows, then press **[Enter]** or

**Spacebar** to be completely healed. You can also buy *Regen Packs* at the hospital for later emergencies. *Regen Packs* can be purchased when the center screen is active.

Also at the **HOSPITAL**, you can sell your own blood. This should be done only in extreme financial emergencies, because although you receive \$250, you also permanently lose five points of Health. **Tab** or **Shift** sells a unit of blood.

**GAMBLING MACHINES.** There are two gambling machines in the game — a *BETTING WINDOW* at the arena, and a *SLOT MACHINE*.

The *BETTING WINDOW* displays portraits of the competitors in the next match. A cursor is moving constantly from one choice to the other. **Spacebar** stops the cursor from moving, and using **Spacebar** again toggles between the contestants. When you make your choice, press **Enter** to confirm, then enter the amount of your bet and watch the match.

The *SLOT MACHINE* is much simpler. Just enter the amount of your bet, then use **Enter** or click on the picture of the handle to pull the handle and take your chances.

**SECURITY CODE KEYPADS** require little explanation. Just enter the proper security code, then use **Enter** to accept.

# Interacting with Other Characters

There are many characters in the game who are not necessarily your foes and who may be your friends. However, they usually don't look any different than the people who are trying to kill you. This means that you have to stay on your toes, not just to respond to threats from your enemies, but to know who your enemies are.

Fortunately, knowing friends from foes is not entirely guesswork. Your rep as a dangerous character precedes you, and most folks who have to seek you out with a message will take steps to protect themselves.

**DIVINE PROTECTION™.** The absolute state-of-the-art in personal protection is *SARCORP'S DIVINE PROTECTION™* personal force-field generator. *DIVINE PROTECTION™* stops all attacks cold, whether from projectiles, hand-weapons, energy attacks or explosions. A *DIVINE PROTECTION™* force field can be detected by the purple shimmer it gives off when the wearer is attacked.

**ABSORBING MARA.** Every living thing possesses Mara, or life energy. When something dies, its life energy normally dissipates out into the universe. Your *DARKLIGHT GEM*, however, can absorb the Mara of recently dead foes and use it to make you stronger or more powerful.

When something dies in your presence, you will see its Mara — a translucent, ghostly figure — hovering over the body for a few seconds. Move through the blue Mara of a fallen enemy to absorb the life-energy of the deceased. This energy can restore lost **HEALTH** or **POWER** and can even result in a permanent increase.

## Friends and Foes

The four individuals below are all extremely important to your new life.



**NECROM.** A corporate warlord known for his ruthlessness and ambition. He is unofficially known to have extensive dealings with the denizens of the Unholy Zones. Dark rumors hint that he has strange — perhaps supernatural — powers.

**M. KATT.** An Exotic — a human/animal hybrid — and also a wunderkind of the corporate and scientific worlds. The “M” stands for Montredexter, but he doesn’t object to those who address him as “Monsieur Katt.” He is known as a philanthropist and society bon-vivant, with some unorthodox political views.



**EARTHMOTHER.** A mysterious, beautiful woman said to bring comfort to the desperate and counsel to the bewildered. Some say she’s a powerful psychic adept, others that she’s a genuine supernatural entity. Most, however, believe that she’s just a comforting myth that evolved in the desperate conditions of the Unholy Zones.

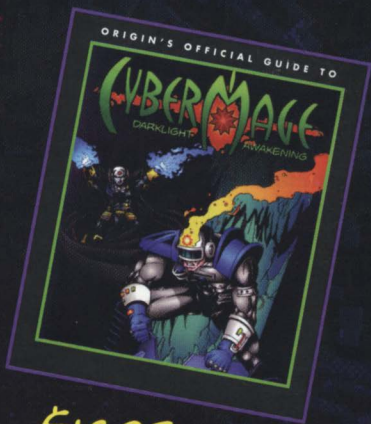
**FIREMOTHER.** A creature almost as fabled as the Earthmother. In most of the stories she’s depicted as a beautiful woman who rules absolutely over a secret citadel deep in the Unholy Zones. Some of the stories treat her as a villainess, others as a revolutionary leader, and still others as a mischievous trickster.



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