DIVE INTO MORE

M A N U A L

darklight
CONFLICT™

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INTRODUCTION

The War to end all wars was being fought across the galaxy. Waged primarily by the Ovon and the Repton armies, it was a war the Reptons were losing. In a war where computers stalemated against computers, it was still living creatures that gave either side its edge. Sentient beings, using fuzzy logic and intuition, could make judgments that even the fastest computers couldn't master. But the Repton fighter pilots were dying, and their replacements just weren't up to the job.

It took a departure from the norm to give the Reptons their edge. They began the practice of abducting unknowing recruits from non-encounter planets. The Repton kidnappers focused on those planets where the skills of warfare were sharpened to a degree unknown to more civilized races.

Gradually, people began disappearing from Earth to fight in the Great War. Genetically altered to fly Repton fighters, humans bonded with their starships like lovers. Some fell apart under the pressure while others excelled. The greatest of these, known only as The King, took down over fifty Ovon warships before succumbing to a surprise attack as he emerged from a hyperspace portal. Some say you can still hear the strains of *Blue Suede Shoes* over the sub-space etherband.

Where do you figure in this alien madness? You were one of Earth's best fighter pilots. After a particularly grueling bout against some Russian fighter planes, where you took down three without scratching the paint, you found yourself being spirited away. After some gruesome dreams, you awake to find you are no longer the man you used to be. Your genetic structure has been infected with alien DNA, and your limbs have been replaced by tentacles. Your legs are part of the ship's solar drive! Your chest, once adorned with medals, now sports a life support system, plugged directly into a series of chest cavities. You are still human, but only just.

As a member of one of the Repton military clans, you must follow orders, carry out missions, and engage the Ovon foe. It is your destiny. You are their military secret. You were Earth's best and now you are the Repton's best. You fight alongside Reptons, running rings round the Ovon's simplistic strategies—but with every battle, they get better and better. Sometimes you wonder, just wonder what happened to all the human fighter pilots that disappeared before you. Sometimes you even catch yourself thinking about home...

CONTROL SUMMARY

KEYBOARD DEFAULTS

Turn left/right	**Left/Right** arrow keys
Climb	**Down** arrow key
Dive	**Up** arrow key
Bank left/right	Left **CTRL** + **Left/Right** arrow keys
Fire main	Tap **SPACE** bar
Fire cannon	Left **ALT** key
Accelerate/Decelerate	Left **CTRL** + tap **Up/Down** arrows keys
Afterburner	Left **CTRL** + hold **Up** arrow key
Set speed	0-9 keys
Shield	Hold **SPACE** bar
Select weapon	**ENTER**
Toggle map mode	**TAB**
Reverse engines	Minus (-) key
Pause game	**P** key
Exit mission	**ESC** key

JOYSTICK AND KEYBOARD DEFAULTS

Turn Left/Right	Joystick ← →
Climb	Joystick ↓
Dive	Joystick ↑
Bank Left/Right	**Left/Right** arrow keys
Fire main	Joystick Button **1**
Fire cannon	Joystick Button **2**
Accelerate/Decelerate	Tap **Up/Down** arrow keys
Afterburner	Hold **Up** arrow key
Set speed	0-9 keys
Shield	Hold Joystick Button **1**
Select Weapon	**ENTER**
Toggle map mode	**TAB**
Reverse engines	Minus (-) key
Pause game	**P** key
Exit mission	**ESC** key

MOUSE AND KEYBOARD DEFAULT

Configured the same as Joystick and Keyboard, but with the Mouse replacing Joystick and left/right-click replacing Button **1**/**2**.

INSTALLATION
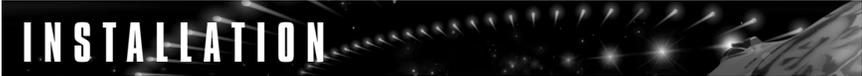
NOTE: Please see enclosed Reference Card for system requirements and troubleshooting information.

FOR DOS:

1. Place the *Darklight Conflict™* CD in the CD drive.
2. From the command prompt, type **D:** (or the letter your CD drive is assigned to if different).
3. To begin installation, type **install**. Follow the instructions onscreen.
4. To configure your sound card, move to C:\DLIGHT (or the directory the game is installed in if different) and type **setsound**. Follow the instructions onscreen.

FOR WINDOWS® 95

1. Place the *Darklight Conflict* CD in the CD drive.
2. Open Windows Explorer, then open your CD drive and double-click **Install**. Follow the instructions onscreen.
3. To configure your sound card, open the C:\Dlight folder (or the folder you installed in if different) then double-click **Setsound**.

FOR DOS:

1. Place the *Darklight Conflict* CD in the CD drive.
2. Move to the directory where the game is installed. By default, it is installed in C:\DLIGHT, so you would type

    c:

    cd \dlight
3. Type **dlight**.

FOR WINDOWS 95

1. Place the *Darklight Conflict* CD in the CD drive.
2. Open the directory where you installed *Darklight* (by default, C:\Dlight).
3. Double-click on **Dlight**.

BEFORE TAKEOFF

MAIN MENU

If you're on your own, get going with One Player.

NOTE: Joystick users—please configure the joystick from the Options menu, p. 7, before takeoff.

ONE PLAYER GAME

ARCADE

For pure destruction. There are five score-based areas, where you have to survive as long as possible against increasing odds.

NEW ADVENTURE

Select this option to start the adventure of a lifetime. Fight through fifty separate missions, each with multiple levels.

CONTINUE THE ADVENTURE

The game will automatically save at the completion of each mission. Select this option to pick up where you left off.

EXIT

Get out of here! We don't want your type anyway. Okay, now the weaklings are out of the building—let's get down to business.

MULTIPLAYER GAME

What? You've actually got friends? You can link up to them? Choosing MULTIPLAYER GAME gets you working right away.

START NETWORK GAME

Sets the ball rolling.

JOIN NETWORK GAME

Select an active game and crash your mates' party.

ENCYCLOPAEDIA

For the Boffins amongst you, here's more information on the starships and weapons you may bump into on your intergalactic travels. The numeric keypad lets you rotate the objects in space, while pressing the **HOME** and **END** keys controls the amount of zoom. As always, **Exit** brings you back to the battle again.

OPTIONS

Accessed from the Main menu, OPTIONS lets you change your playing environment to suit your tastes.

CONFIGURE CONTROLS

This changes your playing preferences. **Keyboard** lets you play using keys only. **Joystick and Keyboard** lets you use the joystick to fly around and shoot, while the keyboard gives you other functions. **Mouse and Keyboard** replaces the role of a joystick with a mouse. The default controls for each preference are listed in the *Control Summary* on p. 2. You can redefine the keys to your own personal satisfaction with **Customise Controls**. Ideal for aliens with three hands. **Calibrate Joystick** ensures your ship-controlling joystick's parameters are recorded by your starship.

DETAIL LEVELS

The less detail in the graphics, the faster the game. Choose a happy medium.

MUSIC VOLUME

Some like to create the mood. If you'd rather not have techno blasting in both ears, here's where you fix it.

SFX VOLUME

In Space, no one can hear you scream. But they can hear you go Zap! Zap! Peeyow! Bang! Boom! If you'd rather they didn't, here's where you fix it.

SPEECH VOLUME

Shout or whisper. Your choice.

SVGA

High Res or Low Res?

EXIT

Hop back to the Main menu.

CREDITS

The people to blame for this farrago of sci-fi action.

EXIT

Kindly leave the building.

MISSIVE FROM REPTON CHIEFTAIN

(A veteran with three hundred years space survival)

Congratulations. You've made it through the bay doors. Now what?

You're a hotshot fighter pilot abducted by aliens to fight in an intergalactic war, light years from home. Stop blubbering and pull yourself together, you've got a mission to carry out. You'll never see your family again, so you should really stop mooning about the place. What are you, Repton or Chenellian Quetzel Mouse? Well, neither, you're mostly a human, but that's beside the point.

That's better. Now, let's talk about space.

Death in space isn't black. It's a bright affair, ablaze with the red glow. It's the jolt in the back of your neck, and the burning sensation in your throat and at the back of your retina. A red-hot heat in the absolute zero of space. A destruction, disintegration, and then an ember, soon deprived of the oxygen that fed it.

I would talk you through flying your starship, but I'm just here to set the mood. I'll let my assistant instructor tell you the rest. He's a bit odd, but if you hit him enough, he'll tell you what you want to know.

FLIGHT INSTRUCTION LESSON

Hi. Repton Diplomat Piotr Dibdin here. I acclimatize all newcomers to the Repton way of life, which is flying starships. I'm here to show you what wonderful tools you can use as a member of the Repton Fleet. Firstly, your starship. We're told to treat our starships like we treat our women, but I don't have a woman. I treat my starship like a starship. Saves time, energy, and money on flowers.

RUNNING AROUND IN SPACE
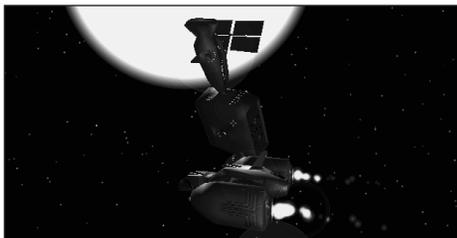
Your thrusters are a miracle of modern thinking. At least I think so. At one with the sun, they ride along its electromagnetic surf. A quick change in frequency and there's a change of direction; an alteration in intensity lets you speed along, or grinds you to a full stop. Get it right and you can flip around star craft, spin on a spatial point, and reverse direction faster than you can say Newton's Law Of Inertia.

Your direction keys/joystick/mouse turn you around in space.

- To get where you want to go, face the required direction and move forward. You can pull up, pull down, turn left and right.
- To bank, hold **CTRL** and move left or right. (With the Joystick or Mouse control configuration, use the **left/right** arrow keys. See the *Control Summary* on p. 2)

You can increase and decrease your forward thrust in two ways:

1. Press **CTRL** and move up to increase your speed by three increments. Press **CTRL** and move down to decrease your speed by three increments. This method is good for sudden, reversible changes of speed in

a dogfight. (With the Joystick or Mouse control configurations use the **up/down** arrow keys. See the *Control Summary* on p. 2.)

2. The number keys **0**-**9** set a standard speed for your craft and change at the touch of a key. The minus key gives you a small amount of reverse to help you out of sticky spots.

You can increase your speed beyond **9** with the **CTRL** and moving up manner (method #1). However, such excessive speeds require boosting the solar-derived energy with your onboard energy supply, thereby depleting your reserves. (With the Joystick/Mouse control configurations, use the **up** arrow key. See the *Control Summary* on p. 2.)

HYPERSPACE

Pre-programmed portals take you from location to location. They are accessed from either end of the ship. *Do not touch the edges of the portals or you will explode.* Messy but pretty.

Hyperspace is sometimes more like magic than reality. Some have glimpsed heaven while in its grip, others hell. Some have seen strange shadow spiders out of the corner of their eyes.

Inside a portal, you travel along the quantum superstrings—massless tunnels created from nothing. The nouvelle cuisine of the spaceways. Matter and anti-matter separate from the vacuum.

While in Hyperspace, your onboard energy can be drained or restored through contact with the matter and anti-matter. The orange flashes of matter help to restore your onboard energy while the blue flashes of anti-matter deplete it.

Whatever angle you enter the Hyperspace portal, you are deposited in the center when you emerge. This means if two starships enter the portal at the same time,

when they emerge, their molecules combine, leading to matter displacement and a large explosion that shows up on home camcorder TV shows.

You can only use Hyperspace portals at the whim of your superior officers. So don't try running away if they want you to stay and fight.

SCREEN INFORMATION

Target

Onboard Energy

Mission Objective

Enemies

Friends

Scanner

Stress Status

Speed

Weapons
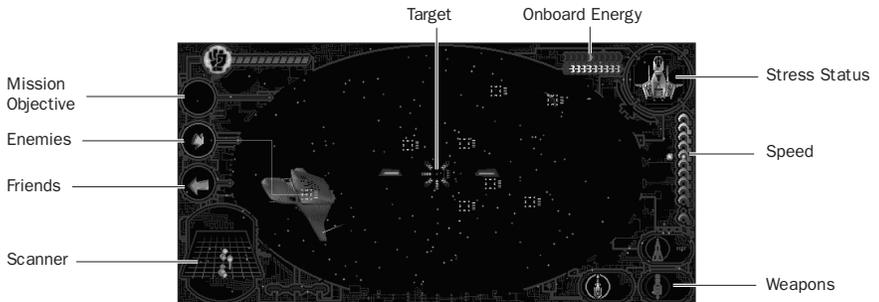
ARROWS

You navigate in space via a unique alien system called "arrows". The circular spaces to the left of your onboard view screen contain color-coded arrows. They swivel in a three-dimensional sphere, each pointing to a certain object in space, whether enemy starships, friendly starships, or mission objectives.

NOTE: Each type of arrow points to the nearest corresponding object, e.g., nearest enemy starship.

Choose an arrow to follow, and swivel around until it is pointing straight ahead. You should now be able to see the selected object on the screen. Straight lines connect each arrow to their designated object when they appear on the screen.

TARGETS

Weapon target

Enemy targets
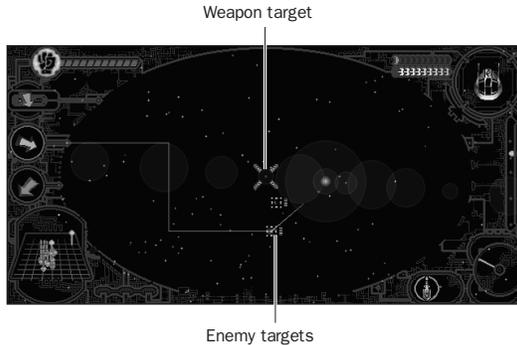
There are two kinds of targets. Some show forward direction and the trajectory of your weapons. The second type are moving targets, hovering over objects around you.

The target sights and arrows work together to highlight mission objectives and the nearest type of a certain object.

You can tell how far away an object is by the lines to the right of the object's target, measured in parsecs. The top bar indicates an object with a distance of 5 parsecs or further. The bottom one shows the target is 1 parsec or less away.

Targets and Arrows are all color-coded:

> Yellow—Enemy Ships
> Green—Mission objectives
> Purple—Friendly Ships

AIMING

Distance to enemy

Aiming line

Target sights
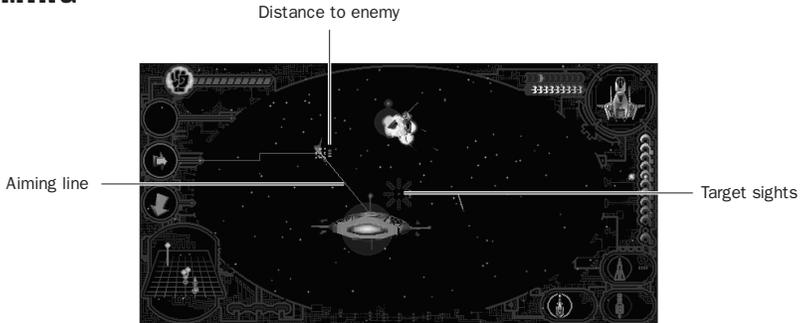
So to shoot your weapon at a moving object, you just point and fire? Not a bit of it! These are moving objects. Your onboard computer considers this however, drawing a line between the physical object and where the object will be when your shots reach it, depending on the weapon selected. As long as the object continues with the same speed and trajectory, a shot at the end of the out-stretched line results in a hit!

ONBOARD ENERGY

Your onboard energy powers your weapons, shield, and emergency boosters. Each time you use one of these, your energy is depleted. Two sets of bars at the top of the screen display your onboard energy. Each time the top bar wears away, you lose a section of the main bars below. When there are no bars left, you are stranded in space, without even the power to jump-start your solar thrusters.

NOTE: Your onboard energy is not affected by the use of normal thrusters or by your Standard Cannon.

STRESS STATUS AND SHIELDS
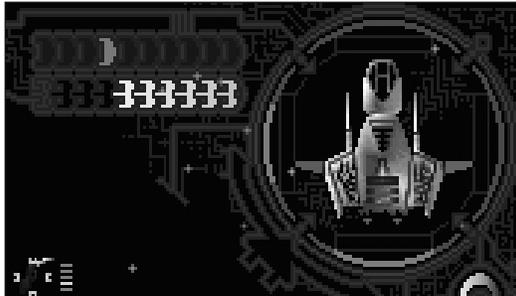
Stress is a big problem in modern life and can be cut by eating less red meat. In Space, it's a little different.

Each starship has a certain amount of stress its hull can take before it explodes. Stress on the hull can be caused by contact with other space faring objects, or by missiles and energy weapons. Stress can be avoided by getting out of the way, letting the stress reduce, or by raising electromagnetic shields, which repel much of the stress momentum.

• Hold down the **SPACE** bar, **left** mouse button, or Joystick Button **1** to activate your shields.

When you activate your shields, any attack registers less stress on your starship. You can now find a safe place to let the stress on your starship fall away.

Stress occurs on each side of the ship, depending upon where the collision impacts. It is also possible for multiple collisions to create stress resonance on the hull. This results in one or more sides of the ship being in a permanent state of stress. Any attack or collision on this area leads to destruction.

• Using your shields wears away at your onboard energy.

With shields on, you are unable to use any of your Primary Weapons. Only the Standard Cannon, your Secondary Weapon, is available (see below for more information).

WEAPONS

You have a Secondary Weapon that is always activated. You may also have a number of Primary Weapons to choose from, depending on your starship and mission.

To activate the Secondary Weapon, the Standard Cannon, press **ALT**, **right-click** with your mouse, or press Joystick Button **2**. The Standard Cannon does not drain your energy, although its power and range are limited. It's the only weapon you can fire when your shield is up.

• To switch between the available Primary Weapons shown on screen, press the **ENTER** key.

The currently selected Primary Weapon is activated by pressing the **SPACE**, **left-click** with your mouse, or Joystick Button **1**. Weapons fire in the direction of your target sights. Homing missiles lock on when your targets are in range.

If you have a limited number of weapons, such as bombs or missiles, there are a number of small red markers next to this weapon, showing how many are left onboard.

KNOW YOUR WEAPONS!

STANDARD CANNON

Usage	Aim and fire
Energy Efficiency	Self-reliant
Effective Range	Short/Medium
Damage Points	Light/Class I
Manufacturer	FROJENT ARMOURY INC.
Weapon Class	Cannon

Description: The standard cannon is fitted to almost all craft in the Repton fleet. This cannon has its own power source that doesn't drain the starship's onboard power plant. The standard cannon is the only weapon capable of Hyperspace warfare.

LASER CANNON

Usage	Aim and fire
Energy Efficiency	High
Effective Range	Short/Medium
Damage Points	Medium/Class I
Manufacturer	NOVAC ARMOURY INC.
Weapon Class	Cannon

Description: Not actually laser, but an energy matrix. The laser cannon is the most favored weapon by Repton pilots because of its great speed. The laser cannon is also extremely energy efficient.

PLASMA CANNON

Usage	Aim and fire
Energy Efficiency	Low
Effective Range	Short/Medium/Long
Damage Points	Heavy/Class I
Manufacturer	NOVAC ARMORY INC.
Weapon Class	Cannon

Description: The plasma cannon destroys in two stages. First, it evokes the craft. The time spent creating an image depends on the mass of the object. The cannon then implodes that image, destroying the actual craft instantly. Plasma cannon rounds are very powerful but slow and energy heavy.

FRAGMENT CANNON

Usage	Aim and fire
Energy Efficiency	High
Effective Range	Short/Medium
Damage Points	Heavy/Class I
Manufacturer	REPTON WEAPONS DIV.
Weapon Class	Cannon

Description: The fragment cannon is a difficult weapon to use, but once mastered, it can be the most deadly in the Repton arsenal. Firing the cannon releases two rounds. At a pre-defined distance, both rounds explode, sending hundreds of smaller rounds flying outward. This produces a large damage area, effective for two seconds.

DRIVE SEEKING MISSILES

Usage	Lock and fire
Energy Efficiency	Self-reliant
Effective Range	Long
Damage Points	Heavy/Class II
Manufacturer	REPTON WEAPONS DIV.
Weapon Class	Missile

Description: Drive seekers are the most advanced missile system currently employed by the Repton fleet. The missiles are loaded with the latest navigation and enemy recognition software that only display a lock on an enemy drive.

WIDOW MAKERS

Usage	Lock and fire
Energy Efficiency	Self-reliant
Effective Range	Medium
Damage Points	Medium/Class II
Manufacturer	REPTON SPECIAL PROJECTS DIV.
Weapon Class	Missile

Description: The widow maker gets its name because of all the Repton pilots that died during the weapon's final test phase. This missile has no enemy recognition software onboard and simply locks on to the nearest forward craft.

SCREAMER ROCKETS

Usage	Aim and fire
Energy Efficiency	Self-reliant
Effective Range	Short/Medium
Damage Point	Heavy/Class II
Manufacturer	REPTON WEAPONS DIV.
Weapon Class	Rocket

Description: Screamer rockets are a powerful multiple range weapon system. When in close dogfight situations, the screamer provides an excellent solution. It is also effective for static medium range targets.

ESCORT MISSILES

Usage	Fire and forget
Energy Efficiency	Self-reliant
Effective Range	Long
Damage Points	Heavy/Class III
Manufacturer	REPTON WEAPONS DIV.
Weapon Class	Heavy missile

Description: Escort missiles have a damage point ratio similar to the powerful Judgment Cube. These missiles are designed to be used in conjunction with a primary weapon against larger enemy targets. Once primed, these missiles form on your wing, firing only when in range of enemy target.

VIRUS BOMBS

Usage	Aim and fire
Energy Efficiency	Self-reliant
Effective Range	Medium
Damage Points	Light/Class II
Manufacturer	REPTON SCIENCE DIV.
Weapon Class	Bomb

Description: Virus bombs are used against larger craft before the main bombing run. On contact, the virus bomb invades the enemy craft's defense software, shutting down defenses completely or making them less effective.

RECTOR BOMBS

Usage	Aim and fire
Energy Efficiency	Self-reliant
Effective Range	Medium
Damage Points	Heavy/Class III
Manufacturer	NOVAC ARMOURY INC.
Weapon Class	Heavy bomb

Description: Rector bombs are mostly used against destroyer and mothership classes. These weapons pack a huge amount of explosives. Used correctly, a single bomber can clear multiple sectors of enemy craft.

JUDGEMENT CUBE

Usage	Aim and fire
Energy Efficiency	Self-reliant
Effective Range	Short
Damage Points	Very heavy/Class IV
Manufacturer	REPTON SPECIAL PROJECTS DIV.
Weapon Class	Heavy bomb

Description: Used primarily against sector bases and larger craft, the judgement cube is the most powerful weapon currently in the Repton arsenal. This weapon was commissioned after the first encounter with an Iris class sector station and has yet to be tested in a combat scenario.

CLOAKING DEVICE

Usage	Enable and disable
Energy Efficiency	Very low
Effective Range	None
Damage Points	None
Manufacturer	REPTON SPECIAL PROJECTS DIV.
Weapon Class	None

Description: The cloaking device can be loaded on any class craft from fighter to bomber, allowing visual cloaking from enemies. The cloaking device can only be used for short periods because of the enormous strain it puts on the starship's power plant.

TRACTOR BEAM

|	
Usage	Enable and disable
Energy Efficiency	High
Effective Range	Short
Damage Points	None
Manufacturer	REPTON SCIENCE DIV.
Weapon Class	Cannon

Description: The tractor beam can be used on any class craft or ship. Loads vary depending on the mass of the host craft. The tractor beam has effective range of up to 450 meters.

DARKLIGHT DRIVE

Usage	Unknown
Energy Efficiency	Unknown
Effective Range	Unknown
Damage Points	Unknown
Manufacturer	Unknown
Weapon Class	Unknown
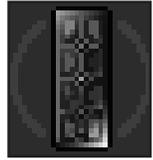
Description: No data currently available.

GUNFIGHTING

You have a variety of weapons and devices available for use, although you have a limited selection onboard. Pressing **ENTER** cycles through them. The **SPACE** bar, **left** mouse button, or Button **1** on the Joystick activates your selected weapon. Using a weapon necessarily drains your energy, except Standard Cannons, which use the sun's electromagnetic surf to keep power up. Unfortunately, they aren't very powerful. You can't use your main weapon when your shields are up, but you can still use your cannon. Beggars can't be choosers.
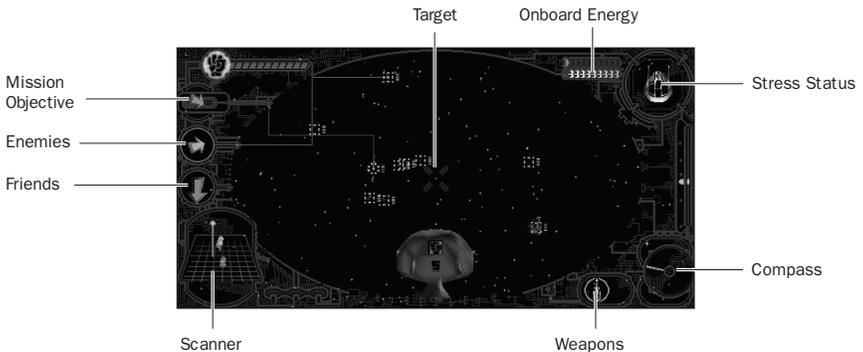
THE RULES OF DOG-FIGHTING

i. Remember your friends. When you're engaging the enemy, you've probably got a friend on your corner or a gun turret on your head. If things get sticky, zoom away and hope someone is backing you up.

ii. Stay away from enemy guns. If you can attack them from behind or from the side, you just may live. There's no room for honor in space.

iii. Shields! Never forget how important shields are. Sure, use them sparingly so your energy stays high, but low energy is better than being blown apart.

iv. Varying your speed is essential. Speed up to get to the right position, slow down to take out an enemy starship, then speed up again in another direction to avoid the Ovon starship that has, no doubt, suddenly got you in its sights.

MISSILE LOCK

Other starships have similar weapons, which they use on you. When an enemy missile has locked onto you, the lock-on indicator by your shield display starts flashing red. This identifies the missile is on its way. Probably a good time to turn your shields on.

GUN POD

Mission Objective

Enemies

Friends

Target

Onboard Energy

Stress Status

Compass

Scanner

Weapons

At certain times, your mission involves defending your Mothership from static out-posts known as Gun Pods. It's a more limited role, but enables you to really kick some Ovon ass without having to worry about navigation. Just keep your fingers over the shoot and shield controls. Make sure you do worry about incoming Ovon fighters however. Otherwise, you and your starship will be fireworks.

NOTE: You also keep your bearings with the compass at the bottom of the screen.

As a Gun Pod, you must always be careful of your blind spot: you haven't got any rear view or side mirrors. If a starship makes it past your weapons into your blind spots, you could be a sitting Quegallian Horned Duck.

BOMBING RUN

When you're on a bombing run, concentration is key. Aim yourself at the target in question, accelerate, release the bomb and get out of the way. The bomb continues along your original trajectory, and, with any luck, there will be a huge explosion in your rear view mirror. If you had one.

TRACTOR BEAM

Pulling power! If your mission is to drag something from somewhere to elsewhere, this is the trinket you need. Get up close, select your tractor beam, and lock on!

By firing with the **SPACE** bar, **left-click** of the mouse, or Joystick Button **1**, you grab the object in question, enabling you to swivel it around and take it to the required destination. If you need to disengage the tractor beam to deal with incoming danger, simply select another weapon. Be warned, if you are traveling at high speed, suddenly disengaging the tractor beam may cause you to smash into the object you were tractoring.

If you travel through a hyperspace portal, the beam cuts off, requiring you to reattach it at the other end. If you don't, you are going to keep going straight into its path and BOOM! You're covering several parsecs in ex-starship debris. Reducing speed when you go through the portal also helps to avoid such collisions.

SCANNER

Your scanner shows how far away other objects are. Your position is in the center of the scanner. You can see objects in front of you, behind you, and to either side.

Each object is represented by a green, purple, or yellow dot (see color codes). A trail below the dot means the object is above you. Conversely, a trail above the dot means the object is below you.
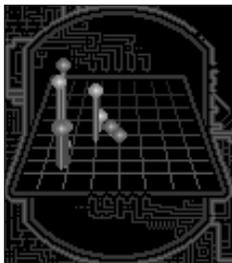
Toggle the scope of the scanner between a range of 5 parsecs and 1.5 parsecs with the TAB button

MISSION DEBRIEFING

At the end of a mission or after your destruction, you receive a Mission Debriefing. It lists your performance and the outcome of your actions

VIEW TO A KILL

How do you see the world? The function keys help you out with this one. Change your views....

F1	Normal view, inside the ship.	
F2	Behind the ship, still with head up display superimposed.	
F3	Third person view of your ship without screen information	
F4	Outside your nearest friends ship.	
F5	Outside the ship, but keeps your nearest enemy on the screen. A cinematic view.	
F6	Outside your nearest enemy's ship.	
F9	Shifts between High-Res and Low-Res display.	

HOW TO STOP DYING ALL THE TIME.

If someone is shooting at you, raise your shields. If you're moving up on something fast, slow down. If your missile-lock on starts flashing, put up your shields. If the red circles in the starship picture increase, put up your shields. If the damage indicator shows red, put up your shields. If you're being attacked from all sides, increase your speed and get out of there. And don't keep hitting the sides of a Hyperspace portal every time you go through it.

TAKING A BREAK

Pressing P activates Stasis, a small warp or tear in the space-time continuum, letting you survey the terror you have wrought. It's also a useful device if you really need to urinate.

EJECT BUTTON

The ESC button lets you change options in mid-game, quit the mission or quit Darklight completely. Just choose the appropriate title.

CREDITS

RAGE SOFTWARE

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Sound and Music: Steve Lord

FMV: Andy Rixon, Charles Davies

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Product Management: John Heap

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Audio Engineer: Bill Lusty

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- Computer manufacturer
- Operating system (Windows® 95, DOS 6.22, etc.)
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- Amount of RAM
- Sound card type and settings (address, IRQ, DMA)
- Video card
- CD-ROM
- Mouse driver and version
- Joystick and game card (if any)
- A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive.
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