



DARKSEED™
QUICK REFERENCE GUIDE

DOS CD-ROM Version

HOW TO INSTALL DARK SEED

DARK SEED must be installed onto a hard disk before it can be played. You will need 500K free on your hard disk to install DARK SEED. To begin installation, place the CD in your CD-ROM drive and log onto that drive. For example, if it is drive D, you would type:

D:

Press Enter. Then type:

INSTALL

Press Enter and follow the instructions on the screen.

SYSTEM REQUIREMENTS

- DOS 3.x or 5.0 or higher
- VGA graphics card
- Hard disk with 500K free space
- CD-ROM Drive
- 20 MHz 386 (or better)
- 640K RAM
- 540K bytes free conventional memory
- Microsoft compatible mouse, joystick or keyboard

Before you attempt to play DARK SEED, you should ensure that your system meets the minimum system requirements listed above.

NOT ENOUGH MEMORY

You may use your extended memory manager (QEMM™, MEMMAX™, 386-MAX™, or Memmaker™) to free additional memory. If you are using DOS 5.0 or higher you may use its memory management utilities to free more memory. Please refer to your memory manager or DOS manual to do this. If you have at least 1 MB of RAM on your system, make sure you load DOS into high memory. (Make sure the following line is in your CONFIG.SYS file: DOS=HIGH)

HOW TO START DARK SEED

To begin playing, log onto the drive on which you installed DARK SEED, change your current directory to the DARK SEED directory, then type DS. For example, if you installed DARK SEED on drive C in a directory named DARKSEED, you would type:

```
C:  
Press ENTER  
CD \ DARKSEED  
Press ENTER  
DS  
Press ENTER
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The first time you play DARK SEED, a menu of set-up options will appear allowing you to choose the appropriate input device; either a Microsoft compatible mouse, joystick, or keyboard can be selected. Press 1, 2 or 3 to make your selection. The next time you play DARK SEED, the game will default to your original selections. If you wish to change your selection, add the /M parameter after DS on the command line when you start the game, and the input device menu will be redisplayed. For example, if you previously played DARK SEED with a joystick, but now you would prefer to use a mouse, you would type:

DS /M

Press enter, then select "1" from the input device menu to choose the mouse option.

GAME CONTROLS

DARK SEED is most easily played with a two-button Microsoft compatible mouse. If you have a three-button mouse, only the left and right buttons will be active. Joystick users should use the appropriate action buttons; these will vary on each type of joystick. The corresponding keyboard controls are the SPACE BAR (left mouse button) and ENTER key (right mouse button). The cursor arrow keys control directional movement.

On the screen, you will see an arrow-shaped cursor that you control. When your cursor is over a connecting doorway which leads to another room or location, this single arrow cursor changes to four inwardly-pointing arrows.



To make Mike Dawson move, position the arrow cursor wherever you want him to go and press the left mouse button. Mike will walk to this new position. If there is an unavoidable obstruction in his path, he will stop at the closest possible point. If you press the left mouse button when the multiple arrows are displayed, Mike will walk to the doorway and then to the adjoining location.



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Clicking the right mouse button cycles the cursor shape through a "?" (look/inquire) shape, a "hand" (touch/manipulate) shape and an "arrow" (move) cursor shape.

When the "?" and "hand" cursors are placed over items which have more information available, or which Mike can pick up or use, the cursor changes shape. The "?" shape changes to the "!", and the "open hand" shape changes to the "pointing finger".

To examine or manipulate an object, select the "?" or "hand" icon using the right mouse button, place it over the desired object, and click the left mouse button to activate. If you use the "hand" icon to pick up an object, it is added to your inventory.



Regardless of the input device you chose (keyboard, joystick or mouse), the "T" key can be used during the game to advance the clock to the beginning of the next hour (i.e. if it's 10:15, then pressing T will advance the clock to 11:00); this is useful if you find yourself stuck in a situation with a lot of time to kill.

Hint: make sure you look at everything in each room.

YOUR INVENTORY

To view your current inventory, move the cursor to the top of the screen. A row of icons will appear at the top of the game window, representing items in your inventory. At the beginning of the game, all you have in your inventory is some money, represented by the money icon, which is useful (and necessary) if you want to take Mike Dawson shopping. Other inventory item icons will appear as you accumulate them. To examine an item in your inventory, place the "?" cursor over the inventory item and press the left mouse button. To manipulate something in your inventory, use the "hand" cursor. To use an inventory item, select it by clicking with the arrow cursor; the cursor will immediately change to the "hand" shape to indicate that you are holding an inventory item. You may then place the "hand" cursor over any object or position on the screen (including other icon items in your inventory) and press the left mouse button to use the item. To de-select an inventory item after you've selected it, press the right mouse button; the item will remain in your inventory.

If you have more items in your inventory than will fit on the top of the screen, scrolling arrow icons will appear next to your inventory icons. Selecting these arrows allows you to view and select from your entire inventory.

GAME OPTIONS

You may access the game options screen by selecting the diskette icon at the top of the screen. Use your left mouse button to select it. The game options screen can be used to save your current game position, load a previously saved game, turn the sound on or off, exit to DOS, or return to the game. While you are on this screen, the game's time clock is suspended. Select the appropriate action button on the left-hand side of the screen by positioning the cursor over the item and pressing the left mouse button. When you save a game, you will be prompted to enter a filename, which can be up to eight letters long (the .SAV extension will be added automatically). If you re-use an existing name, you will be prompted before the old save file is overwritten. When you load a previously saved game, a list of filenames is displayed on the right-hand side of the screen. If there is not enough room to display all the filenames, select the MORE box to display additional names. Up to 75 saved games can be viewed this way. If you exceed this limit you will have to exit to DOS and delete some old .SAV files first! From the available list, choose the name of the saved game you would like to load and press the left mouse button to select. There are two special filenames: "RESTART" starts the game over from the beginning. Select "EXIT" if you change your mind and don't want to load a saved game. To return to the game without loading or saving a game, select "RESUME".

The DARK SEED Hint Book is available from your local retailer or Cyberdreams, Inc. Please see the DARK SEED Manual for more details.