



AMIGA CD32

Commodore

# DARKSEED™

*Based upon the fantastic artwork of*  
CYBERDREAMS™

H.R. GIGER

## GAME CONTROLS

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 Red 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 Red button when the multiple arrows are displayed, Mike will walk to the doorway and then to the adjoining location.



Clicking the Blue 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 to 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 Blue button, place it over the desired object, and click the Red button to activate. If you use the “hand” icon to pick up an object, it is added to your inventory.



The Left Feature bar 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 the Left Feature bar 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.

## **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 Red button. To manipulate or use something in your inventory, use the "Hand" cursor. 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 Red button to use the item. To de-select an inventory item after you've selected it, place the cursor over the item and press the Red 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.

All Scans 2007 by Josh



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