

\$ K + **Getting Started**

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Dark Earth runs on Microsoft® Windows™ 95 with DirectX™ 3, which is on CD 1. As needed, install DirectX 3 **before** installing *Dark Earth*. The Quick Start Card provides the system requirements, DirectX 3, and *Dark Earth* installation instructions. Or, click a topic below to find that information. After setup, run *Dark Earth* from the Windows 95 **Start** menu. To exit, press **Esc** to open the Main Menu and choose **Quit**.

See also

[System Requirements](#)

[Installing DirectX 3](#)

[Installing Dark Earth](#)

[Launching](#)

[Exiting](#)

[Uninstalling Dark Earth](#)

[Installing This Help On Your Hard Drive](#)

[Troubleshooting](#)

[Technical Support](#)

[Main Menu](#)

Getting_Started

\$ Getting Started

K Getting

Started;Starting;Launching;Exiting;Quitting;Kalisto;Copyrights;Setup;Installation;Troubleshooting;System Requirements;Technical Support;DirectX 3;Uninstall;Monitor Display;Disk Space

+ DARK EARTH:0

§ System Requirements

Dark Earth runs on Microsoft® Windows™ 95 with DirectX™ 3 (provided on CD 1 as needed).

Minimum system:

- Intel® Pentium 75™ or 100% compatible (P120 recommended)
- 8 MB RAM (16 MB recommended)
- Four speed (4X) CD-ROM drive.
- Creative Labs® AWE32™ sound card (recommended)

Recommended system:

- Intel Pentium 120
- MB RAM
- Four speed (4X) CD-ROM drive.
- Creative Labs AWE32 sound card

Dream machine:

- Intel Pentium 166
- 16 MB RAM
- Eight speed (8X) CD-ROM drive.
- Creative Labs AWE32 sound card

System_Requirements

§ System Requirements

\$ Installing DirectX 3

To install DirectX 3.

1. Put *Dark Earth* CD 1 in the CD drive with the label side up.
2. Open the **Start** menu and click **Run**.
3. Click the **Browse** button and look at the contents of CD 1.
4. Click the folder **Redist**, then click its **DirectX** folder.
5. Double-click **DXSETUP.EXE**.
6. Follow the onscreen prompts to set up DirectX 3. At the restart prompt, click **OK** to restart the computer.
7. Follow the instructions for setting up *Dark Earth*.

See also

[Installing Dark Earth](#)
[Getting Started](#)

\$ Installing Dark Earth

Note: DirectX 3 is a system requirement for Dark Earth. As needed, install DirectX 3 before taking these steps.

To install *Dark Earth*:

1. Put *Dark Earth* CD 1 in the CD drive with the label side up.
2. Open the **Start** menu and click **Run**.
3. In the command line, type **D:\SETUP.EXE** and press **Enter**.

Note: If the CD drive is another letter, such as E:, substitute that letter for D: in the command line. For example, type E:\SETUP.EXE and press Enter.

4. The first setup prompt appears onscreen. Choose an option for installing the program on the hard drive with **48 MB** or **200 MB** (recommended) and click **Next**.
5. Follow onscreen prompts to set up. Accept the defaults or change them. This process takes a few minutes, so onscreen meters display installation progress.
6. When setup is complete, a prompt appears. Click **OK** to return to the desktop and launch the game.

See also

[Installing DirectX 3](#)

[Launching](#)

[Uninstalling Dark Earth](#)

[Getting Started](#)

\$ **Launching**

To run *Dark Earth* from the Windows 95 **Start** menu after setup:

1. Click **Start, Programs, Kalisto, Dark Earth**.
2. The monitor settings screen appears. Drag slider bars to set color saturation, brightness, and contrast; then press **Esc**.

Note: The first Dark Earth launch presents the introductory animation. To see it again, select it from the Cinematics option on the Main Menu.

3. The Main Menu appears. Click **New** to begin a game.

See also

[Cinematics](#)

[Getting Started](#)

Launching

\$ Launching

\$ Exiting

To exit *Dark Earth*:

1. Press **Esc** to open the Main Menu and click **Quit**.
2. At the Quit? prompt, click the check mark (✓) to exit.

See also

[Getting Started](#)

[Main Menu](#)

Exiting

\$ Exiting

\$ Uninstalling Dark Earth

To uninstall *Dark Earth* after setup:

1. Click **Start, Programs, DARK EARTH, Uninstall**.
2. The Uninstall program runs. When it finishes, open the hard drive with the Windows Explorer and throw the folder **Earth** in the trash.

See also

[Getting Started](#)

§ Installing This Help On Your Hard Drive

You can launch this help file, **Dark_E.hlp**, from *Dark Earth* CD 1, or install it on your hard drive. To use help on the hard drive without error messages, take these steps.

1. Put *Dark Earth* CD 1 in the CD drive with the label side up.
2. Open the **Windows Explorer** and view your CD-ROM drive.
3. Click the folder **Redist** to open it.
4. Copy and paste three files from the CD to your Windows **System** folder: **Setbrows.exe**, **Inetwh16.dll**, and **Inetwh32.dll**.
5. Use the **Windows Explorer** again to view the CD.
6. Copy and paste two files from the CD to PC desktop (or put it where you want on the hard drive): **Dark_E.hlp** and **Dark_E.cnt**.
7. You can now run help from your hard drive. If you have a modem link, you can use this to access the Kalisto Internet Web Site.

Note: Your PC needs Internet access (modem link) and a browser or navigator to use the world wide web. Whether or not you this access, take Step 6, or you'll get an error message when you launch Dark_E.hlp from your hard drive.

See also

[Installing A Browser From The Internet](#)

[How To Use Setbrows.exe](#)

[Getting Started](#)

[About The Dark Earth Internet Web Site](#)

Installing_This_Help

§ Installing This Help On Your Hard Drive

\$ K + Troubleshooting

Uninstall

If there are *any* setup problems, uninstall *Dark Earth* before trying to correct the problems.

Insufficient disk space

If the 200 MB install doesn't work, uninstall. Check the hard disk for available space. As needed, backup and clear some hard drive space; then install *Dark Earth* again with the 40 MB installation.

DirectX 3

CD 1 provides this Microsoft software. As needed, install DirectX 3 **before** installing *Dark Earth*. (Uninstall and redo the process as needed). If DirectX 3 causes problems, upgrade the video card, or contact the manufacturer, distributor, or Microsoft.

Poor Monitor Display

If the monitor display is unsatisfactory, change the settings. From within a game, press **F10**. The [monitor settings](#) screen appears. Drag slider bars to set color saturation, brightness, and contrast. Press **F10** again to return to the game.

Help Error Message at launch

This help, **Dark_E.hlp**, includes jumps to the Kalisto Internet Web Site. Even if you don't use the Internet, you must copy Internet access files from *Dark Earth* CD 1 to your Windows **System** folder for help to work properly on your hard drive. If you do not want to copy the files, run **Dark_E.hlp** from the CD.

Help Error Message requesting Internet Browser

If you get a help error message requesting a browser. You can set a browse path using **Setbrowse.exe**.

See also

[System Requirements](#)

[Installing DirectX 3](#)

[Installing Dark Earth](#)

[Uninstalling Dark Earth](#)

[Installing This Help On Your Hard Drive](#)

[Installing A Browser From The Internet](#)

[How To Use Setbrows.exe](#)

[Technical Support](#)

Troubleshooting

\$ Troubleshooting

K Troubleshooting;Setup;Getting Started;Installation;Uninstall;DirectX 3;Monitor Display;Disk Space

+ DARK EARTH:0

\$ K + **Technical Support**

(ADD TEXT FROM DISTRIBUTOR HERE)

See also

[About The Dark Earth Internet Web Site](#)

Technical_Support

\$ Technical Support

K Technical Support;Support;Electronic Arts;Getting Started;Problems

+ DARK EARTH:0

\$ Double-click Here To Jump Right There!

Click_Here_To_Jump_Right_There

\$ Double-click Here To Jump Right There!

\$ K + **About The Dark Earth Internet Web Site**

Kalisto Entertainment offers the *Dark Earth Internet Web Site*.

[Click here to jump right there!](#)

Note: Your PC needs a modem link to use the world wide web.

At the *Dark Earth Internet Web Site*, you can:

- Log on as a Wanderer and gain access to Stallite Sparta.*
- Navigate in your preferred language.
- Find a lot of information to discuss with your friends.
- Meet characters matching your clearance access.
- Unearth game play clues and hints.
- Play games and chat with other fans.
- Download program updates and screen shots.
- Get the latest info on plans for new *Dark Earth* products.
- Gain in depth background knowledge of *Dark Earth*.

**You must be contamination free! Access improves with experience.*

See also

[Installing This Help On Your Hard Drive](#)

[Installing A Browser From The Internet](#)

[How To Use Setbrows.exe](#)

[Technical Support](#)

Dark_Earth_Internet_Access

\$ About The Dark Earth Internet Web Site

K Dark Earth;Internet;Access to Internet;Web Site;Kalisto

+ DARK EARTH:0

§ Installing A Browser From The Internet

The jumps from this help to the Kalisto Internet Web Site use one of three Internet browsers: Netscape.exe (Netscape), Iexplore.exe (Microsoft Internet Explorer), or Mosaic.exe (Mosaic).

If you have Internet access (modem) but no web navigational tool, you can pull the Netscape or Microsoft Internet Explorer off the Internet. Both of these browsers can be downloaded directly from the home pages:

Netscape home page **<http://home.netscape.com>**

Microsoft home page **<http://home.microsoft.com>**

See also

[Installing This Help On Your Hard Drive](#)

[How To Use Setbrows.exe](#)

[About The Dark Earth Internet Web Site](#)

Installing_Internet_browser

§ Installing A Browser From The Internet

\$ How To Use Setbrows.exe

If you installed **Dark_E.hlp** on your hard drive, according to instructions, yet get a Help Error Message requesting a browser, take these steps.

1. Open your Windows **System** folder and double-click **Setbrows.exe**.
2. The WinHelp Internet Access dialog appears. Click the **Browse** button to point to the drive and directory where your preferred navigational tool is. You should select **Netscape.exe**, **lexplore.exe**, or **Mosaic.exe**, then click **OK**.

See also

[Installing This Help On Your Hard Drive](#)
[Installing A Browser From The Internet](#)
[About The Dark Earth Internet Web Site](#)

How_to_use_setbrows

\$ How To Use Setbrows.exe

\$ K + **Game Controls**

Dark Earth has simple keyboard commands. Use them to control Arkhan, take things out of Inventory, change moods (Onscreen Interface), and select menu options. There is support for joypad play, but not for mouse play. The mouse works in Inventory, menu screens, and the monitor settings screen. During a game, click opens the Inventory; right-click closes it.

See also

[Keyboard](#)

[Joypad](#)

[Onscreen Interface](#)

[Inventory](#)

[Troubleshooting](#)

Game_Controls

\$ Game Controls

K Game Controls;Controls;Commands;Keyboard;Mouse;Joypad;Interface;Onscreen Interface;Inventory;Combat

+ DARK EARTH:0

\$ K + Keyboard

Movement

Press cursor keys (↓ → ←), or turn **Num Lock** off and use the numeric keypad (**8, 2, 6, 4**). Tap a key to move Arkhan step-by-step. Hold a key to keep him going that way. Press **Shift** with a movement key (→ ← or **8, 6, 4**) to run or strafe.

Action key (Spacebar)

To act or interact, walk up to a person or thing and press the action key. Get dressed. Open doors. Pick up inventory. Talk to people. Read books. Find secret passages. Operate equipment from Before. Arkhan can also ask about objects or give people things. First, take something out of Inventory; then walk up to a person and press the action key.

Inventory

Press the action key to pick up inventory. Press **I** or **Backspace** to open Inventory and use things. In Inventory, give Arkhan things to handle or to use on himself (or someone else). During a game, press **0** to put away any inventory. Or, program keys **1-9** to use up to nine objects without opening the Inventory screen.

Combat

Dark Earth offers two levels of combat in the Main Menu, Character Settings option. Arkhan can fight hand-to-hand or use a weapon from Inventory. To begin or end a battle, press **C** to toggle the Onscreen Interface in and out of Combat mood.

See also

[Command Keys](#)

[Joypad](#)

[Onscreen Interface](#)

[Inventory](#)

[Combat](#)

[Main Menu](#)

[Character Settings](#)

Keyboard

\$ Keyboard

^ Keyboard;Game Controls;Movement;Combat;Action Key;Inventory

+ DARK EARTH:0

\$ K + Command Keys

↓ → ←	Move Arkhan forward (↓), back (↑), right (→), left (←).*
Shift+	Run forward.
Shift+ → ←	Sidestep to adjust position or dodge strafing attack.
Spacebar	Action key. Walk up to a person or thing, then press.
Tab	Toggle Onscreen Interface to Light or Dark.
C	Change Onscreen Interface to Combat. Turn on and off. Use Ctrl keys as shown below.
Ctrl	Easy mode only. Turn Combat on and hold Ctrl to let Arkhan fight automatically. (First, change Character settings from Normal to Easy mode.)
Ctrl+ ↓ → ←	Normal fight moves. These vary with hand-to hand, weapon, contamination, and rival's distance. (Not available in Character Settings, Easy mode.)
Ctrl+Shift+	Special attack move. Only works after contamination occurs. Although powerful, this move increases contamination. (Not available in Character Settings, Easy mode.)
Esc	Open Main Menu.
P	Pause game. Press P again to resume game play.
Enter	Interrupt dialog and close onscreen text box.
F10	Open and close monitor settings screen.
I or Backspace	Open Inventory.
0	Put any Inventory item away without opening screen.
1-9	Programmable Keys for Inventory fast access. Use top of keyboard, or turn Num Lock <i>on</i> to use numeric keypad.
8, 2, 6, 4	*Turn Num Lock <i>off</i> and numeric keypad arrow keys move Arkhan the same as cursor keys (8= , 2=↓ , 6=→ , 4=←).

See also

[Command Quick Reference](#)

[Joypad Quick Reference](#)

[Onscreen Interface](#)

[Inventory](#)

[Combat](#)

[Main Menu](#)

[Character Settings](#)

Command_Keys

\$ Command Keys

K Commands;Keyboard;Game Controls;Controls

+ DARK EARTH:0

§ Command Quick Reference

↓ → ←	Move Arkhan.*
Shift+	Run forward.
Shift+ → ←	Sidestep or strafe.
Spacebar	Action key.
Tab	Change mood (Light/Dark).
C	Turn Combat on/off.
Ctrl	Easy mode Combat.
Ctrl+ ↓ → ←	Normal mode Combat.
Ctrl+Shift+	Special attack move (see <i>Note</i>).
Esc	Open Main Menu.
P	Pause/resume game.
Enter	Interrupt dialog and text.
F10	Monitor settings screen.
I or Backspace	Open Inventory.
0	Put Inventory away.
1-9	Programmable keys.
8, 2, 6, 4	*Move Arkhan (Num Lock off).

Note: The special attack move only works after contamination occurs. Although powerful, this move aggravates Arkhan's contamination.

See also

[Combat Quick Reference](#)

[Joypad Quick Reference](#)

[Command Keys](#)

Command_Quick_Reference

§ Command Quick Reference

\$ K + **Combat**

Before starting a fight, set a Combat level, arm Arkhan from Inventory (or let him fight hand-to-hand), and turn Combat on.

Setting Combat Level

Open the Main Menu, Character Settings. Press ← to toggle the Combat level between **Normal** or **Easy**. The icon on the left of the screen is lit for **Normal** and dimmed for **Easy**.

Hand-to-Hand or Weapon

Arkhan can fight hand-to-hand or use a weapon from Inventory. You can also program keys **1-9** to use up to nine weapons without opening the Inventory screen. After programming the keys, press a key, say **1**, to arm Arkhan with that weapon, such as an ax. After a fight, press **0** to put away the weapon, if any.

Turning Combat on/off

During a game, press **C** to turn combat on and off. The bulb on the Onscreen Interface changes from white to red when Combat is on. In **Normal** mode (default), you direct Arkhan's fight. In **Easy** mode, hold **Ctrl** to let Arkhan fight automatically (and win). Attack moves depend on Arkhan's weapon, armor, and his opponent's distance. For either Combat level, release **Ctrl** to move Arkhan with cursor keys (or keypad) as usual. Press **C** to end a fight.

Hint: Train with Zed and Phedora. Training does not drain Arkhan's life force.

See also

[Character Settings](#)

[Inventory](#)

[Programmable Keys](#)

Combat

\$ Combat

^K Combat;Game Controls;Controls;Keyboard;Onscreen Interface;Interface

⁺ DARK EARTH:0

§ Combat Quick Reference

C	Turn Combat on/off.
Ctrl	Easy mode Combat. Press and hold to watch Arkhan win battles.
Ctrl+ ↓ → ←	Normal mode Combat. See below.
Ctrl+	Kick, jump and kick, head butt, knee, or overhead strike.
Ctrl+↓	Retreat.
Shift+↓	Retreat and block.
Ctrl+←	Swing and strike out. With some weapons, such as an ax, use these keys swing in a circle and strike.
Ctrl+→	Swing and strike in.
Ctrl+Shift+	Special attack move.

Note: The special attack move only works after contamination occurs. Although powerful, this move aggravates Arkhan's contamination.

See also

[Joypad Quick Reference](#)

[Command Quick Reference](#)

[Combat](#)

\$ K + Joypad

Dark Earth has simple keyboard commands. There are Joypad equivalents for most, but not all keyboard commands. Use the keyboard and the Joypad together, as needed. Also, all Joypads are different, but they have certain common features, including Direction pad keys (arrows), alpha keys (such as A, B, C, X, Y, Z), top keys (such as LS and RS), and often keys with names (such as Start or Select). Experiment with your Joypad to determine how your configuration matches the interface in *Dark Earth*.

Movement (Direction Pad)

Press the Direction pad (↓ → ←). Tap a Direction key to move Arkhan step-by-step. Hold a key to keep him going that way. Press Joypad **A** with → ← to run or strafe.

Action key (Joypad B or 2)

To act or interact, walk up to a person or thing and press the action key (Joypad **B** or **2**). Get dressed. Open doors. Pick up inventory. Talk to people. Read books. Find secret passages. Operate equipment from Before. Arkhan can also ask about objects or give people things. First, take something out of Inventory; then walk up to a person and press the action key.

Inventory

Note: You must use the keyboard (I or Backspace) to open Inventory.

Press the action key (Joypad **B** or **2**) to pick up inventory. Use the keyboard (**I** or **Backspace**) to open Inventory. In Inventory, press → ← to select objects and icons; press ↓ to scroll through lists. Press the action key (Joypad **B** or **2**) to give Arkhan things to handle or to use on himself (or someone else). Press the Joypad **D** (or **X** or **4**) to have Arkhan use something on himself (food or drink).

Main Menu

Press the Joypad **D** (or **X** or **4**) open the Main Menu. Use the Direction pad to select options. Press the action key to select or set options. Press Joypad **Y** (or **5**) to exit menu screens.

Combat

Dark Earth offers two levels of combat (Main Menu, Character Settings). Arkhan can fight hand-to-hand or use a weapon from Inventory. To begin or end a battle, press Joypad **Z** (or **6**). To fight, press Joypad **C** or **3** and Direction pad keys. After contamination occurs, Arkhan has a special attack move (**C** + **A** +). Although powerful, this move aggravates Arkhan's contamination.

Note: The Onscreen Interface is red in Combat mood. You must use the keyboard (Tab) to set Light or Dark mood on the Onscreen Interface.

See also

[Joypad Quick Reference](#)

[Combat](#)

[Onscreen Interface](#)

[Inventory](#)

[Main Menu](#)

[Keyboard](#)

Joypad

\$ Joypad

^ Game Controls;Controls;Joypad

+ DARK EARTH:0

\$ Joypad Quick Reference

Movement and Action:

Direction pad	Move Arkhan.
A +	Run forward.
A + → ←	Sidestep or strafe.
B or 2	Action key.
D, X, or 4	Interrupt dialog and text.

Combat:

Z or 6	Turn Combat on/off.
C or 3	Easy mode Combat.
C+Direction pad	Normal mode Combat.
C + A +	Special attack move.

Menus:

Y or 5	Open Main Menu.
Direction pad	Select menu options.
LS	Page up in lists.
RS	Page down in lists.
D, X, or 4	Confirm menu options.
Y or 5	Exit menu screens.

Inventory:

→ ←	Select inventory options.
↓	Scroll up and down in lists.
LS	Page up in lists.
RS	Page down in lists.
B or 2	Handle object.
D, X, or 4	Use something on Arkhan.
Y or 5	Exit Inventory without object.

Note: You must use the keyboard (I or Backspace) to open Inventory, and press F1 to select Weapons or Storage. The special attack move only works after contamination occurs. Although powerful, this move aggravates Arkhan's contamination.

See also

[Inventory Command Keys](#)
[Joypad](#)

\$ K + Onscreen Interface

The onscreen interface shows Arkhan's current mood, life force, and contamination, if any. Use it to plan strategy and set three moods: Light, Dark, and Combat. The color of the bulb shows his mood, which is set with **Tab** or **C**. The red mercury in the center column indicates Arkhan's current health and life force. The outer column warns of any contamination that Arkhan may suffer. During combat a small meter appears onscreen for the opponent. A scuba tank appears when Arkhan explores underwater.

Click hotspots on the pictures below for explanations.

[{bmc ONSCREEN.SHG}](#)

See also

[Command Quick Reference](#)

[Combat Quick Reference](#)

[Joypad](#)

Onscreen_Interface

\$ Onscreen Interface

^ Onscreen Interface;Interface;Game Controls;Controls;Keyboard

+ DARK EARTH:0

Light Mood

(White bulb): Arkhan is his regular reasonable self. He takes time to think and to interact politely. Press **Tab** to set.

Onscreen_Light_Mood

Dark Mood

(Black bulb): Arkhan is more aggressive and acts on instinct. This can be an effective way to search rooms or interrogate people. Press **Tab** to set.

Onscreen_Dark_Mood

Combat Mood

(Red bulb): Ready to fight. Press **C** to turn Combat on and off.

Onscreen_Combat_Mood

Red Mercury

Indicates Arkhan's health and life force. Drops if Arkhan is injured (click the first picture on the left below). Food and drink renew him. If this drops to 0, game's over.

Note: After a certain point, Arkhan may recover mysteriously.

Onscreen_Red_Mercury

Injury

Red mercury is dropping, indicating injuries to Arkhan. If this drops to 0, game's over.

Onscreen_Injury

Contamination Level

Outer column **blackens** if something poisons Arkhan (click the second picture from the left below). A race against the clock begins. He must find an antidote. After Arkhan is contaminated, he can use the special attack move (**Ctrl+Shift+**).

Note: The special attack move aggravates Arkhan's contamination.

Contamination Rising

Something is poisoning Arkhan. He must find an antidote. He can use the special attack move (**Ctrl+Shift+**), but it makes contamination worse.

Opponent Injury

This meter appears during combat. It shows the opponent's health and life force. This meter drops as Arkhan injures his rival. If this drops to 0, that character is a goner.

Onscreen_Opponent

Scuba

This meter appears during underwater sequences. It shows Arkhan's available air supply. If his oxygen runs out in the deeps, game's over.

Onscreen_Scuba

\$ K + Inventory

Arkhan can find and store many things in Inventory, weapons, food, drink, keys.

Move Arkhan near an object and press the Action key. If it belongs in his Inventory, the Inventory screen opens with that object highlighted. Use the keyboard (or the mouse) to take that thing or pick something else. If Arkhan doesn't need something right away, press **Esc** or **I** (or right-click) to return to the game. To open the Inventory screen anytime, press **I** or **Backspace** (or click). Or, program keys **1-9** for fast access to nine Inventory objects. During a game, press **0** to put *any* inventory item away.

Click hotspots on the picture below for more explanations.

{bmc INVENTORY.SHG}

See also

[Programmable Keys](#)

[Inventory Command Keys](#)

[Command Quick Reference](#)

[Combat Quick Reference](#)

[Joypad](#)

Inventory

\$ Inventory

^ Inventory;Game Controls;Controls;Keyboard;Mouse

+ DARK EARTH:0

Short scroll list

Tab to select the short list, which describes the currently selected picture. Use **PgUp**, **PgDn**, and **cursor keys** (or the mouse) to search and select items from this list. The screen displays the picture and long list with the current selection highlighted. Press **Spacebar** to hand Arkhan something. Press **Enter** to let him try to use it on himself.

Long scroll list

Tab to select this list. Use **PgUp**, **PgDn**, and **cursor keys** (or the mouse) to search and select items from this list. The screen displays the picture and short description of the current selection. Press **Spacebar** to hand Arkhan something. Press **Enter** to let him try to use it on himself.

Pictures

Press **Tab** to select this feature. Press **F1** to display pictures from Weapons or Storage Inventory (or use the scroll lists to search for more pictures in this category). Press **cursor keys** to select a picture. Press **Spacebar** to hand Arkhan something (or drag the picture to the **Fist** icon). Press **Enter** to let him try to use it on himself (or drag it to the **Face** icon).

Note: Program keys 1-9 to prioritize pictured items for fast access.

Set icon

Press **F1** (or click here) to set this icon to Weapons or Storage. The pictures and scroll lists display that set of Inventory objects. Press **Spacebar** to hand Arkhan something. Press **Enter** to let him try to use it on himself.

invent_icon_set

Face icon

Select an item and press **Enter** (or click and drag it to this icon) to give Arkhan something to eat, drink, or wear. Arkhan returns to the game satisfied or dressed.

invent_icon_face

Fist icon

Select an item and press **Spacebar** (or click and drag it to this icon) to put that object in Arkhan's hand. Arkhan returns to the game with that weapon or object.

Note: During a game, Arkhan can ask people questions about something in his hand. Walk up to a person with the object and press Spacebar.

Exit icon

Press **Esc**, or **I**, (or right-click, *or* click this icon) to return to the game without taking something from Inventory. To take an item and return to the game, press **Spacebar** (puts thing in Arkhan's hand or **Enter** (give him food or drink).

invent_icon_exit

\$ Programmable Keys

You can program keys **1** to **9** to prioritize up to nine Inventory items for fast access. Use either the number keys at the top of the keyboard, or turn **Num Lock on** to use the numeric keypad:

1. Press **I** to open the Inventory screen.
2. Highlight the picture of the priority object, then press **1**.
3. A tiny number **1** appears onscreen next to the selected picture. During a game, now press **1** to instantly arm Arkhan with that object.
4. Repeat Steps 1 to 3 above to prioritize up to nine objects in Inventory.

During a game, press **0** to put *any* inventory item away.

See also

[Inventory](#)

[Inventory Command Keys](#)

\$ ^K + Inventory Command Keys

I or Backspace	Open/close Inventory screen.
F1	Toggle between Weapons and Storage icons.
Tab	Select a scroll list or the set of pictures, then:
PgUp PgDn ↓	Scroll up and down a page or line in scroll lists.
↓ → ←	Select a picture.
Spacebar	Hand Arkhan selected item and return to game with it.
Enter	Give Arkhan food or drink and return to game.
Esc	Return to game in progress without anything.
1-9	Program these keys for fast access.

See also

[Programmable Keys](#)

[Command Quick Reference](#)

[Combat Quick Reference](#)

[Joypad Quick Reference](#)

[Inventory](#)

Inventory_Command_Keys

\$ Inventory Command Keys

^K Inventory;Command Keys;Keyboard

+ DARK EARTH:0

\$ K + Main Menu

During a game, press **Esc** to open the Main Menu. Use cursor keys to select an icon; then press **Enter** to use that option. On option screens, use cursor keys to select and change settings, then press **Enter**. Press **Esc** to return to the Main Menu without changing settings.

Joypad

Press the Joypad **D** (or **X** or **4**) open the Main Menu. Use the Direction pad to select options. Press the action key to select or set options. Press Joypad **Y** (or **5**) to exit menu screens.

Note: The mouse also works on menu screens.

Click hotspots on the picture below for explanations of icons.

{bmc MAIN.SHG}

See also

[Save](#)

[Game Controls](#)

[Joypad Quick Reference](#)

Main_Menu

\$ Main Menu

^ Main Menu;Menu;Options;Multimedia Options

+ DARK EARTH:0

Start a new game from the beginning. **See** [Launching](#).

main_new

Resume a saved game. **See** [Load](#).

main_load

Set character shadowing and Combat level. **See** [Character Settings](#).

main_shadow

Set available sound options. **See** [Sound](#).

main_sound

Replay cinematic animations seen in the game so far. **See** [Cinematics](#).

main_cinematics

Review text of game dialogs seen or heard so far for clues. **See** [Dialog Text](#).

main_dialog

Return to the game in progress.

main_go_to

Exit to Windows 95. At the Quit? prompt, press **Enter** to accept the check mark (✓) and quit.
(Select **X** to go back to the Main Menu.) **See** [Exiting](#).

main_quit

\$ K + **Save**

You can save a game wherever Arkhan finds the symbol of the Sun God, the [Rahal](#), on a wall. Walk up to the Rahal and press the Action key. Arkhan says a brief prayer, then the save screen opens. Press cursor keys to select a save slot, then press **Enter**. At the Main Menu, select **Dark Earth** and press **Enter** to return to the game in progress. You can save up to nine games. Each time you save a particular game, its number increases by 1.

Click hotspots on the picture below for explanations.

{bmc SAVE.SHG}

See also

[Load](#)

[Main Menu](#)

Save

\$ Save

K Save;Main Menu

+ DARK EARTH:0

Preview

The first time you save, the *Dark Earth* logo appears. After that, **Preview** shows where Arkhan is. To save the game, press **Enter**. To exit without saving, press **Esc**.

Save_Preview

Game Slots

Select a numbered slot to save the current game. You can save a maximum of nine games. However, you can save a given game as often as Arkhan finds a [Rahal](#). Press cursor keys (or click) to select a game slot. After the first save, a preview appears onscreen, so you can figure out where Arkhan is. To save the game, press **Enter**. To exit without saving, press **Esc**.

Save icon

Press **Enter** (or click this icon) to Save the selected game and return to the game in progress.

Dark Earth icon

Press **Esc** (or click this icon) to go to back to game without saving.

\$ K + **Load**

Use this option to resume a saved game. Although you can only save a maximum of nine games, you can save a given game as often as Arkhan finds a [Rahal](#). Therefore, the highest numbered slot on the Load screen is the last game saved.

Press cursor keys to select a game. A preview appears onscreen, so you can figure out which game it is. Press **Enter** to load it. At the Main Menu, press **Enter** again to resume that game. From this screen, you can press **Esc** to go to the Main Menu without loading a saved game.

Click hotspots on the picture below for explanations.

{bmc LOAD.SHG}

See also

[Save](#)

[Main Menu](#)

Load

\$ Load

^ Load;Main Menu

+ DARK EARTH:0

Preview

Preview the selected game to see where Arkhan is. If it's the desired game, press **Enter**. To preview another game, press cursor keys to select another numbered slot.

load_preview

Game Slots

Select a numbered slot to resume a saved game. Although you can only save a maximum of nine games, you can save a given game as often as Arkhan finds a Rahal. Therefore, highest number in these slots is the last game saved. Press cursor keys (or click) to select a game slot. A preview appears onscreen, so you can figure out which game it is. Press **Enter** to load it.

load_slot

Load icon

Press **Enter** (or click this icon) to Load the selected game into memory and return to the Main Menu. Press **Enter** again to resume that game.

load_icon

Dark Earth icon

Press **Esc** (or click this icon) to go to the Main Menu without loading a saved game.

load_icon_Dark

\$ K + **Character Settings**

Use this option to set Combat level and character shadowing detail.

Combat Level (Left side of screen)

Press ← to toggle the Combat level between **Normal** or **Easy**. The icon on the left of the screen is lit for **Normal** and dimmed for **Easy**. During a game, press C to turn combat on and off. In **Normal** mode (default), you direct the fight. In **Easy** mode, hold **Ctrl** to let Arkhan fight automatically (and win).

Shadowing (Right side of screen)

There are four shadowing options. The default, **Auto**, sets optimal character shadowing for your system. As the system allows, set detail level **I** (most realistic). If shadowing seems to slow play, reduce this feature to **II** (realistic), or **III** (simplified).

Press **Esc** (or click the **Dark Earth** icon) to go to the Main Menu.

Click hotspots on the picture below for explanations.

{bmc CHARAC.SHG}

See also

[Command Quick Reference](#)

[Combat Quick Reference](#)

[Main Menu](#)

Character_Settings

\$ Character Settings

^ Character Settings;Details;Shadows;Combat;Main Menu;Arkhan;Auto

+ DARK EARTH:0

Arkhan

Shows the figure of Arkhan, Guardian of Fire at Stallite Sparta. Notice how his shadow changes, as you select **Auto**, **I**, **II**, or **III**.

Note: Arkhan's appearance changes if he becomes contaminated by something.

Character Shadow Level III

Manually set the simplified level of character shadowing. Press **↓** (or click) to select this and press **Enter**.

charac_III

Character Shadow Level II

Depending on your system, manually set this realistic level of character shadowing. Press **↑** and **↓** (or click) to select this and press **Enter**. If this level seems to cause problems, reopen this screen and reset to **Auto**.

Character Shadow Level I

Depending on your system, manually set the most realistic level of character shadowing. Press **↑** and **↓** (or click) to select this and press **Enter**. If this level seems to cause problems, reopen this screen and reset to **Auto**.

charac_I

Auto Character Shadow Level

The program automatically sets the optimal level of character shadowing for your system. Press **Enter** and ↓ (or click) to select this; then press **Enter**.

charac_auto

Combat Level

Press ← to toggle the Combat level between **Normal** or **Easy**. This icon is lit for **Normal** and dimmed for **Easy**.

charac_combat

Dark Earth icon

Press **Esc** (or click this icon) to go to the Main Menu.

charac_icon_Dark

\$ K + **Sound**

If you have a sound card, use this to set options.

Press cursor keys to select an icon, then press **right** and **left** keys. For **Music** and **Sound Effects** set volume. Turn **Dialog Text** and **Voices** on or off. Also use this option to adjust stereo sound (reverses speaker output). Press **Esc** to return to the Main Menu.

Click hotspots on the picture below for explanations.

{bmc SOUND.SHG}

See also

[Dialog Text](#)

[Main Menu](#)

Sound

\$ Sound

^ Sound;Main Menu

+ DARK EARTH:0

Stereo output


Corrects stereo speaker output for your PC. Press **Alt** and **↓** (or click) to select this icon. Press **Enter** to reverse stereo sound from speaker to speaker.

Voices

Press **Enter** and ↓ (or click) to select this icon. Press **Enter** to turn dialog on and off. When this is on, you can hear spoken dialog during the game.

sound_voices

Onscreen Text


Press  and ↓ (or click) to select this icon. Press **Enter** to turn dialog text on and off. When this is on, you can read onscreen text that matches the spoken dialog.

sound_text

Sound Effects

Press `↑` and `↓` (or click) to select this icon. Press **right** and **left** (or click and drag the scroll bar) to increase or decrease Sound Effects volume. To turn Sound Effects off, move the scroll bar all the way left.

Music

Press  and ↓ (or click) to select this icon. Press **right** and **left** (or click and drag the scroll bar) to increase or decrease Music volume. To turn Music off, move the scroll bar all the way left.

Dark Earth icon

Press **Esc** (or click this icon) to go to the Main Menu.

sound_icon_Dark

\$ K + Cinematics

Replay cinematic animations seen in the game so far. Press **cursor keys** to preview animations and find the one you want to see again; then press **Enter**. The animation plays on the full screen. Press the numeric keypad **plus (+)** or **minus (-)** to change the size of the onscreen animation. Press **Esc** to return to the Main Menu.

Click hotspots on the picture below for explanations.

{bmc CINEMA.SHG}

See also

[Main Menu](#)

Cinematics

\$ Cinematics

K Cinematics;Animations;Main Menu

+ DARK EARTH:0

Preview

Preview the selected animation and see a still of what it is. If it's the animation you want, press **Enter**. To preview another animation, press **and ↓**.

Scroll Emblem

Press `and ↓` (or click this scroll emblem) to find the animation you want to watch, then press **Enter**. The animation plays on the full screen. Press the numeric keypad **plus (+)** or **minus (-)** to change the size of the onscreen animation.

Dark Earth icon

Press **Esc** (or click this icon) to go to the Main Menu.

cinema_icon_Dark

\$ K + **Dialog Text**

Review game dialog text so far for clues. This option only works after some dialog takes place.

To see all text for every character, press **Home**. To select text for a particular character, press → and ← until that person's picture and name appear, then press **Enter**. The last dialog with that person appears at the end of the list. Whether selecting one person or everyone, press and ↓ to find the dialog text you want. Press **Esc** to return to the Main Menu.

Click hotspots on the picture below for explanations.

{bmc TEXT.SHG}

See also

[Sound](#)

[Main Menu](#)

Dialog_Text

\$ Dialog Text

^ Dialog Text

+ DARK EARTH:0

Scroll up

Press to find dialog text you want.

Dialog_Text_Scroll_Up

Scroll down

Press ↓ to find dialog text you want.

Scroll right

Press → to find the picture and name of a person. Then press and ↓ to find dialog text you want.

Scroll left

Press ← to find the picture and name of a person. Then press and ↓ to find dialog text you want.

Dialog_Text_Scroll_Left

Dark Earth icon

Press **Esc** (or click this icon) to return to the Main Menu.

Dialog_Text_Dark_icon

\$ K + **The World of Dark Earth**

December 24, 2054

The horsemen of the Apocalypse rampaged across the Earth astride their fiery steeds. Not by war, plague, flood, or famine did the known world perish, but in a deluge of flame. The Earth plunged into darkness. For the few survivors, a new era of chaos and desolation began, the age of *Dark Earth*.

300 Years Later

The Great Cataclysm, the cause of which is lost in legend, changed the face of Earth forever. Where Before shone blue skies, now hangs the Black Shroud. This dome of dust, blotting out the heavens, broods over the and the dreaded Deadlands. For those who dare wander in its swirling shadows, the Darklands hold many deaths. Killer storms, wild beasts, and creatures lurk in the gloom, waiting for their unlucky prey. Out there, some whisper, awaits a dark substance, bubbling, pulsating-almost alive. They say a fate worse than death awaits anyone who touches this substance and survives...

Stallites

In this nightmare world, a few islands of hope and civilization still cling to life. These are the Stallites, fortified cities built by the survivors of The Great Cataclysm. Places of refuge, warmth, and safety, the Stallites are the only places on *Dark Earth* where mysterious shafts of sunlight pierce the Black Shroud of the sky.

See also

[The Adventure Begins](#)

[Layout of Stallite Sparta](#)

[Social Structure of Stallite Sparta](#)

[Flora and Fauna](#)

The_World

§ The World of Dark Earth

κ Introduction;Dark Earth;The World

+ DARK EARTH:0

\$ K + The Adventure Begins

Arkhan of Sparta

Dark Earth is the story of [Arkhan](#), a man of Stallite Sparta. Although born to the Sunseers, the ruling caste of the city's theocracy, Arkhan is not much of a student. He prefers exploring his world and meeting interesting people. Arkhan's father, Rylsadhar, decides that his son is not meant to be a [Sunseer](#) yet, and agrees to let Arkhan join the [Guardians of Fire](#), the security forces of Stallite Sparta. Since Arkhan is running a bit late, as usual, Zed summons him to urgent guard duty on the orders of Provost Dhorkan.

Arkhan's Quest

Dhorkan orders Arkhan to report to the Great Temple of the Sun for guard duty. There, Arkhan stumbles onto a treacherous plot that threatens to blot out all Light, leaving only Darkness and despair. As Arkhan struggles with an intruder, he is exposed to...something. This unknown substance causes painful and hideous transformations. In a race against time, Arkhan must find an antidote. His quest has physical and psychological dimensions. Little by little, Arkhan comes to recognize his true friends—and his real enemies. His destiny intertwines with that of Stallite Sparta. Faced with trials, tests, and ordeals, Arkhan must decide whether to don a hero's mantle—or not. In the process, he must struggle with his own heart of darkness. And, finally, learn something about the mysteries of *Dark Earth*. Is Arkhan really a match for the task? The outcome is up to you.

See also

[Layout of Stallite Sparta](#)

[Social Structure of Stallite Sparta](#)

[Flora and Fauna](#)

The_Adventure_Begins

\$ The Adventure Begins

K Adventure;Story;Arkhan;Sparta;Dark Earth

+ DARK EARTH:0

\$ K + **Layout of Stallite Sparta**

{bml sparta.bmp} Like most Stallites, Stallite Sparta is built of stone and metal with a fortress style emphasis on defense. This city has two districts. The [Upper City](#) forms a hub around the well, including the barracks of the [Guardians of Fire](#), the Great Temple of the [Sun God](#), and the Builders' Hall. Atop the Temple is the FaRaha, a system of mirrors, which acts as a security spotlight and beacon. The [Lower City](#) contains residential housing and assorted other buildings with fields and orchards at its edge. The Scavengers live in abandoned buildings, shacks, or old underground shelters. At ground level, Sparta has a surrounding wall with defensive structure spaced along the ramparts.

See also

[Social Structure of Stallite Sparta](#)

[Flora and Fauna](#)

Layout_of_Stallite_Sparta

\$ Layout of Stallite Sparta

^ Layout;Stallite Sparta;Sparta

+ DARK EARTH:0

\$ K + Social Structure of Stallite Sparta

The People

Three centuries of life on *Dark Earth* manifest as physical and social adaptations in the people. Both men and women tend to be of medium height, muscular, and fairly stocky. Despite a poor diet, their bodies store fat well, increasing cold tolerance. They are also resistant to toxins. Most people have lighter skin, more hair, paler eyes, and better night vision than their ancestors. Socially, the people are members of two main groups: *Lightdwellers*, who live in Stallites, and *Wanderers*, who brave the [Darklands](#), roaming from Stallite to Stallite.

Lightdwellers unite in their common need to survive and in their fervent religious belief that Stallite Sparta is a miraculous gift of the Sun God. What else could account for the blessing of light? With theology the dominant force, the Stallites' social structure is a rather rigid religious hierarchy with five castes: [Sunseers](#), [Guardians of Fire](#), [Builders](#), [Providers](#), and [Scavengers](#).

Social Footnote

Humans no longer fight wars on *Dark Earth*. In a world, where survival is never certain, people have more dangerous enemies than their neighbors. Combat skills, however, endure among the Guardians of Fire and the Scavengers. These people are most likely to brave the Darklands, where there are *things* that creep out of the dark...

See also

[Flora and Fauna](#)

Social_Structure_of_Stallite_Sparta

§ Social Structure of Stallite Sparta

^ Social Structure;Stallite Sparta;People;Sunseers;Guardians of Fire;Builders;Providers;Scavengers

+ DARK EARTH:0

\$ K + Flora and Fauna

Flora

Dark Earth supports drastically reduced populations of plants and animals, due to the ecocatastrophe caused by the Great Cataclysm. Surviving plants are hardy species that survive with little light, such as algae, lichen, and fungi (staple foods). One newly evolved plant is roueg, from which The Guardians of Fire extract an oil for lamps.

Fauna

Wild animals still roam the [Darklands](#). (Providers hunt them for meat.) Most of these animals are descendants of omnivorous species that survived and adapted to conditions on *Dark Earth*. Some Stallites still manage to support small herds of cattle. A few Stallites are famous for the tame [bears](#) owned by The Guardians of Fire.

Birds

Without trees for perches or landmarks for migration, birds live around Stallites and roost on buildings, surviving on a diet of insects. Travelers, who view a Stallite from afar, often see hundreds of birds flying endlessly, round and round. Despite the birds' relative abundance, the [Providers](#) do not hunt them, because religious dogma decrees that birds are the souls of people seeking to atone for their sins.

Flora_and_Fauna

\$ Flora and Fauna

^ Flora;Fauna;Plants;Animals

+ DARK EARTH:0

Rahal, symbol of the Sun God
{bmc Rahal16.bmp}

rahal

Sunseers

{bml sunseer.bmp} The Sunseers are the priests, rulers, teachers, judges, and healers of *Dark Earth*. Each day, as the sun illumines the Great Temple, Sunseers pray to the Sun God; while the faithful prostrate themselves before the [Rahal](#), His symbol. The ruling council of Sunseers, overseen by the Great Sunseer, has absolute power in Stallite Sparta. The council allocates resources to the people, sends expeditions into the Darklands, and judge crimes committed in Stallite Sparta.

Guardians of Fire

{bml guardian.bmp}The Guardians of Fire enforce edicts of the ruling council, distribute resources, and act as security forces. At night, the Guardians of Fire ignite huge braziers and torches to light up the streets, and, if there is a fire, they act as firefighters. They are also in charge of the FaRaha, a system of mirrors on top of the Great Temple, which acts as a security spotlight, as well as a signal beacon for Wanderers in the Darklands. As a rule, Guardians of Fire are masters of the martial arts.

Builders

{bml builder.bmp} The Builders are the architects, engineers, goldsmiths, metalworkers and artisans of Stallite Sparta. They construct and maintain all city structures. Some builders make furniture and tools; while others are goldsmiths and metalworkers. Builders also work the salt, coal, and mineral mines near the Stallite. Certain Builders still know how to use and repair electrical circuits, and some of them are imaginative inventors. The Sunseers direct the Guardians of Fire in the distribution of materials produced by the Builders.

Providers

{bml provider.bmp} The Providers are the farmers and hunters of *Dark Earth*. They have difficult but vital tasks--tending the meager fields and orchards within the Stallite; raising cattle; and finding game. Providers are adept at recovering food and other treasures (cans, freeze-dried foodstuffs) from Before in the ruins of ancient cities found in the Darklands. The Sunseers demand a tithe of material contributions from each of the Providers, which they redistribute to the rest of the population.

Scavengers

{bml scavengr.bmp} The Scavengers form the lowest cast of Stallite Sparta. All Scavengers survive by their wits. Many of them sift through garbage or scour abandoned ruins for items from Before, which they barter for food, fuel, or a little light. Some Scavengers live by burgling and thieving, even though they risk banishment if caught (a virtual death sentence). A few volunteer for expeditions into the Darklands in the hopes of improving their lot. Some simply prefer their lifestyle to the rigid mores of the higher castes.

#The Darklands

{bml darklnds.bmp} Beyond the walls of the Stallites brood the vast territories of The Darklands. Lightdwellers fear the Darklands with a pathological intensity that traps most of them within their Stallites' walls. Only the brave or the desperate dare go into this desolate landscape of endless night. No one ventures alone. There, Death lurks everywhere, in asphyxiating dust storms, poison mists, lethal cold, and the jaws of beasts. Even the plants are dark in color, contributing to the sinister air of desolation. And, recent tales, told by roaming bands of Wanderers, are the stuff of nightmare. Strange creatures crawl out of the dark where...something waits.

Bear

{bmc bear.bmp}

bear

Arkhan

{bmc arkhan1.bmp}

arkhan

Sparta Upper City

{bmc Upcity.bmp}

Sparta_Upper_City

Sparta Lower City

{bmc Lowcity.bmp}

Sparta_Lower_City

Monitor Settings

Click and drag to set color saturation, brightness, and contrast.
Press **F10** to exit this screen.

{bmc monitor.bmp}