

Dark Colony Demo v0.2 June 4,1997

Dark Colony is a fast-paced real-time strategy game where Humans and Aliens battle it out for domination over the planet Mars. To win, each side needs to tap into the yellow Petra-7 fuel vents to gain the money needed to build more units, buildings, and upgrades. More information on game play can be found after the game requirements below.

This is just a preview demonstration of Dark Colony. More features will be included in the full release of the game, such as:

- multi-player games
- a full-featured Editor
- indigenous creatures
- underground and jungle levels
- ancient alien Artifacts
- Healing/Medical units
- Commander Units that gain experience as you carry them over from one campaign scenario to the next.

For your benefit, there are two versions of this document: Readme.txt and Readme.Doc. The Readme.Doc file includes unit art from the game as reference.

DEMO REQUIREMENTS:

- Windows 95
- Direct X 3a
- Pentium 60 (Pentium 90 recommended)
- 26-61 MB of hard drive space (61MB for versions with the intro cinematic)
- 1 MB Direct-X compatible video card
- Win 95 Compatible sound card

TO PLAY THE DEMO:

To play Dark Colony, double-click on the DC icon. The "Loading" screen should appear, then the introduction cinematic. At the Title Screen, click on "Play Demo," then choose to play either Humans or Aliens (Grays).

MOUSE CONTROL:

- Left-click = selects units
- Left-click drag = creates multiple select
- Shift plus left-click = adds individual units to the already selected units
- Right-click = deselects units
- Right-click on mini-map changes your main view to where you clicked.
- Left-click on the mini-map to send selected units to that location.

THE GAME SCREEN:



There are several parts to the Game Screen:

- * The Game Window – where all the action takes place.
- * The Mini-Map – in the upper-right corner, the mini-map shows an over-head view of the whole Game Window. Right-click on the mini-map to center the Game Window over that area.
- * Menus and Unit Options – located under the Mini-map
 - Tab 1 – Units and Buildings
 - Tab 2 – Unit Weapon and Armor Upgrades
 - Tab 3 – Multi-player Options (Not available in Demo)
 - Unit options – When you select a unit, it's available options appear here.
 - Common options are 1) Stop, 2) Patrol, 3) Move, 4) Set Way-Points, 5) Deploy (for mine and missile units), and 6) Artillery Shell attacks.
- * The Build Button – Press “Build” after you have selected from the menus above, and the units or buildings will appear at the Base of Operations.
- * Money – The amount of money you get slowly accumulates. Use money to buy new buildings, units, or upgrades. Using Exploiters to mine Petra-7 vents increases the money you get.
- * Clock – Displays the current day or night cycle of Mars. Humans fight better during the day, and the Aliens fight better during the night.

PLAYING THE GAME:

Your Base of Operations (Human, pictured)



The scenario begins with the game screen centered on your Base of Operations; the site where your buildings and units appear after they are bought and Built. The more buildings you have, the more units you can build.

Money = Petra-7 vents



To pay for buildings, units, and upgrades, you need Money. The fastest way to get more money is to send an Exploiter unit over to a yellow Petra-7 vent. Once positioned over the vent, the unit will automatically begin mining the Petra-7 and converting it into money.

**** TIP ****

When the game begins, you will have an Exploiter unit off to the right of the city. Move the Exploiter over the Petra-7 vent to the East to automatically begin gaining more money.

In this game, the player who builds faster has a distinct advantage over the enemy. Next, you should build another Exploiter to tap the Petra-7 vent that is south-east of your Base of Operations.

To build a building or unit, follow the instructions below.

Buying Units, Buildings, and Upgrades



- 1) To buy a Unit or Building, left-click on the Tab 1 button located under the mini-map on the right side of the game screen.
 - 2) Left-click on the portrait of the unit/building you want.
The cost of your selection appears in the text bar. To buy more than one Unit at a time, keep left-clicking on the portrait; a small number appears, showing the amount you want. Right-click on the portrait to reduce the number of units you wish to build.
 - 3) If you have enough money (the numbers at the lower-right corner), then you can press the Spacebar, or click on the “Build” button to purchase the unit/building.
- ** Note **** The total cost of units is pre-subtracted from your total Money so you can see how much Money you’ll have left before pressing the Build button.
- 4) Once purchased, your unit/building appears at the Base of Operations.
 - 5) Weapon and armor upgrades are available in the Tab 2 menu. There are two weapon and two armor upgrades for each unit type. The cost of each upgrade appears in the text bar when you left-click on an upgrade portrait.

Once bought, an armor or weapon upgrade affects all units currently in play and those built afterwards.

UNIT INFORMATION:

(The following are excerpts from the game Encyclopedia which is not available in the Demo.)

*****HUMAN UNITS*****

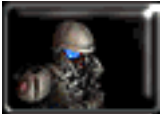
RESOURCE EXTRACTION UNIT



NAME : EXPLOITER
HEIGHT : 1.8m
WEIGHT : 1100kg
MAIN WEAPON: N/A
ALT. WEAPON: N/A
ARMOR : CARBIDE POLYMER COMPOSITE
FUNCTION : RESOURCE EXTRACTION
WEAKNESS : NO DEFENSIVE WEAPONS

THE EXPLOITER'S MAIN FUNCTION IS TO CONVERT RAW PETRA-7 INTO AN ENERGY WAVE FORM. THE BASIC UNIT CAN BE RETRO-FITTED TO HANDLE A VARIETY OF TASKS, SUCH AS THE EXCAVATING AND HANDLING OF ALIEN ARTIFACTS. ITS CARBIDE POLYMER COMPOSITE ARMOR MAKES IT ALMOST IMPERVIOUS TO SMALL ATTACKS. THE LACK OF DEFENSIVE WEAPONS MAKES IT AN EASY TARGET WHEN LEFT UNGUARDED.

HUMAN INFANTRY



NAME : TROOPER
HEIGHT : 2.4m
WEIGHT : 76kg
MAIN WEAPON: EM PULSE RIFLE
ALT. WEAPON: N/A
ARMOR : TITANIUM POLYMER COMPOSITE
FUNCTION : INFANTRY
WEAKNESS : THIN ARMOR

THE BASIC HUMAN INFANTRY IS EQUIPPED WITH AN ELECTRO-MAGNETIC PULSE RIFLE THAT LAUNCHES TITANIUM SHELLS AT A VELOCITY NEARING NINE TIMES THE SPEED OF SOUND. ALTHOUGH THIS WEAPON IS VERY EFFECTIVE IN LARGE NUMBERS, WEAK ARMOR MAKES THE TROOPER AN EASY TARGET TO ARTILLERY AND OTHER LARGE GROUND-BASED WEAPONRY.

REMOTELY DEPLOYABLE MOBILE LAND MINE



NAME : SENTINEL
HEIGHT : 1.11m
WEIGHT : 227kg
MAIN WEAPON: THERMOPLASTIC EXPLOSIVE AND CARBIDE SHRAPNEL
ALT. WEAPON: N/A
ARMOR : STAINLESS STEEL
FUNCTION : LAND MINE
WEAKNESS : VOLATILE COMPOUNDS, DANGEROUS TO FRIENDLY UNITS

THE SENTINEL CAN "WALK" ITSELF ACROSS THE BATTLEFIELD WHERE IT CAN BE DEPLOYED AND HIDDEN FROM THE ENEMY'S VIEW. WHEN THE SENTINEL IS DEPLOYED AN ELECTRO-HYDRAULIC COUNTER-WEIGHT HAMMERS THE UNIT INTO THE GROUND. IF AN ENEMY COMES WITHIN RANGE, THE THERMOPLASTIC EXPLOSIVE IS DETONATED AND THE CARBIDE SHRAPNEL IS LAUNCHED TOWARD THE ENEMY UNIT DESTROYING OR SEVERELY DAMAGING IT.

HEAVY ASSAULT



NAME : REAPER
HEIGHT : 3m
WEIGHT : 800kg
MAIN WEAPON: 10mm AUTO CANNON
ALT. WEAPON: N/A
ARMOR : KEVLAR / TITANIUM ALLOY
FUNCTION : HEAVY GROUND ASSAULT
WEAKNESS : SLOW SPEED

THE REAPER CLASS MECH WAS BUILT WITH ONE THING IN MIND, RAW FIRE POWER. ITS 10mm AUTO CANNON MAKES IT AN EXCELLENT GROUND ATTACK WEAPON. A SMALL GROUP MIXED WITH SOME INFANTRY CAN VERY EASILY TAKE OUT A BUILDING OF ANY SIZE. ITS ONLY DRAWBACK IS ITS SLOW SPEED, BUT THIS IS OVERCOME QUITE NICELY BY THE FACT THAT IT HAS A VERY TOUGH COATING OF KEVLAR OVER ITS TITANIUM ARMOR.

BOMBER / SCOUT



NAME : OSPREY IV
HEIGHT : 1.04m
WEIGHT : 800kg
MAIN WEAPON: NAPALM CANISTERS
ALT. WEAPON: N/A
ARMOR : CARBON FIBER
FUNCTION : BOMBER / SCOUT
WEAKNESS : WEAK ARMOR

THE OSPREY'S MAIN USE IS FOR RECONNAISSANCE. NEVERTHELESS, IT IS ALSO VERY EFFECTIVE AGAINST HEAVY GROUND-BASED WEAPONS.

BECAUSE OF ITS CARBON FIBER BODY IT IS VERY MANEUVERABLE, THUS MAKING IT HARDER FOR LARGER UNITS TO TARGET IT. ONE DRAWBACK WHICH IS THAT CARBON FIBER MAKES FOR VERY WEAK ARMOR. WITH A FEW WELL-PLACED SHOTS IT IS EASILY RENDERED INOPERATIVE.

MOBILE DEFENCE UNIT



NAME : FIRESTORM
HEIGHT : 2m (DEPLOYED)
WEIGHT : 400kg
MAIN WEAPON: FIREBOLT VII MISSILES
ALT. WEAPON: N/A
ARMOR : CARBONIC STEEL
FUNCTION : MOBILE DEFENCE
WEAKNESS : LOW ARMOR WHEN MOBILE

MADE STRICTLY FOR DEFENSIVE PURPOSES, THE FIRESTORM SERIES MOBILE TURRET CAN LAUNCH FIRESTORM VII MISSILES AT LAND AND AIR TARGETS. THIS MAKES IT A VERY VALUABLE ASSET IN ALL BATTLE SITUATIONS. ALTHOUGH THE CARBONIC STEEL ARMOR IS VERY STRONG, THE UNIT'S DELICATE COMPONENTS ARE LEFT EXPOSED WHEN MOBILE.

HUMAN ARTILLERY UNIT



NAME : BARRAGER
HEIGHT : 1.4m
WEIGHT : 1400kg
MAIN WEAPON: 40cm MORTAR
SHELL
ALT. WEAPON: N/A
ARMOR : SHOCK-RESISTANT CARBONITE STEEL
FUNCTION : ARTILLERY
WEAKNESS : SLOW

DUE TO ITS LARGE SIZE THE BARRAGER IS QUITE SLOW, MAKING IT AN EASY TARGET WHEN SIGHTED. BECAUSE OF ITS LONG RANGE, IT CAN SHELL UNITS FROM A DISTANCE, STAYING OUT OF HARM'S WAY. THE 40cm SHELL OF THE BARRAGER IS PACKED WITH A HIGHLY VOLATILE COMPOUND. WHEN DETONATED IT WILL INFLICT DAMAGE ON ANY UNIT WITHIN A 6m RADIUS.

MEDICAL / REPAIR UNIT (not available in DEMO)



NAME : MEDI-CRAFT
WINGSPAN : 2.4m

WEIGHT : 92kg
MAIN WEAPON: MEDICAL SUPPLY DROP
ALT. WEAPON: REPAIR SUPPLY DROP
ARMOR : MOLYBDENUM SHELL
FUNCTION : HEALING / REPAIR
WEAKNESS : NO DEFENSIVE WEAPONS

THE MEDI-CRAFT USES A MAG-LEV GENERATOR TO SUSPEND ITSELF 4.2 METERS ABOVE THE SURFACE. ON EACH WING IS A TACHYON PARTICLE GENERATOR CAPABLE OF HEALING OR REPAIRING BATTLEFIELD UNITS.

LONG RANGE SNIPER (Not available in Demo)



NAME : S.A.R.G.E.
HEIGHT : 2.5m
WEIGHT : 500kg
MAIN WEAPON: GAUSS RIFLE
ALT. WEAPON: N/A
ARMOR : CHROME VANADIUM
FUNCTION : LONG RANGE ASSASSINATION
WEAKNESS : WEAK WEAPONRY

CLASSIFIED.....

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BATTLEFIELD RE-ENFORCEMENT (Not available in Demo)

<PICTURE NOT AVAILABLE>

NAME : ANGEL ONE
HEIGHT : 4.6m
WEIGHT : 1400kg (EMPTY)
MAIN WEAPON: N/A
ALT. WEAPON: N/A
ARMOR : TITANIUM CERAMIC COMPOSITE
FUNCTION : UNIT INSERTION
WEAKNESS : NO DEFENSIVE WEAPONS

THE ANGEL ONE CAN BE CALLED IN FOR SUPPORT ONLY AT SPECIFIC TIMES DURING BATTLE. DUE TO THE INTENSE TEMPERATURES ENCOUNTERED DURING RE-ENTRY, THE SHIP'S HULL IS MADE FROM A CERAMIC COMPOUND THAT IS VERY SUSCEPTIBLE TO ANTI AIRCRAFT FIRE.

*****ALIEN UNITS*****

GRAY RESOURCE EXTRACTOR



NAME : BROZAAR
HEIGHT : 2.1m
WEIGHT : 800kg
MAIN WEAPON: N/A
ALT. WEAPON: N/A
ARMOR : POLY-ORGANIC SKIN
FUNCTION : RESOURCE EXTRACTION
WEAKNESS : NO DEFENSIVE WEAPONRY

THE BROZAAR'S MAIN FUNCTION IS TO CONVERT RAW PETRA-7 TO AN ENERGY WAVE FORM. THE BASIC UNIT CAN BE GENETICALLY ALTERED TO HANDLE A VARIETY OF TASKS, SUCH AS THE EXCAVATING AND HANDLING OF ANCIENT ARTIFACTS. EXHAUSTIVE CROSS-BREEDING HAS ALLOWED FOR THE DEVELOPMENT OF A VERY ADVANCED POLY-ORGANIC SKIN, WHICH MAKES IT ALMOST INVULNERABLE TO A WIDE VARIETY OF WEAPONRY.

GRAY INFANTRY



NAME : GRAY INFANTRY
HEIGHT : 1.7m
WEIGHT : 60kg
MAIN WEAPON: PLASMA BOLT
ALT. WEAPON: N/A
ARMOR : POLY-ORGANIC SKIN
FUNCTION : INFANTRY
WEAKNESS : WEAK WEAPONRY

AS THE MAIN UNIT OF THE GRAY ARMY, THE WARRIOR IS A WELL ROUNDED UNIT. INEXPENSIVE TO TRAIN AND ABLE TO ATTACK BOTH GROUND AND AIR UNITS, THE GRAY IS THE MOST IMPORTANT UNIT BY FAR. ITS SMALL BODY SIZE GIVES IT A SLIGHTLY BELOW-AVERAGE ARMOR AND WEAPON STRENGTH, BUT IN A LARGE GROUP THEY CAN CONCENTRATE FIRE ON A TARGET AND INFLICT A LOT OF DAMAGE.

HEAVY ASSAULT UNIT



NAME : SY DEMON
HEIGHT : 2.6m
WEIGHT : 140kg
MAIN WEAPON: BIO-SCYTHE
ALT. WEAPON: N/A
ARMOR : POLY-ORGANIC EXO-SKELETON
FUNCTION : HEAVY GROUND ASSAULT
WEAKNESS : SUSCEPTIBLE TO AIR ATTACKS

BRED TO BE THE ULTIMATE GROUND ASSAULT WARRIOR, THE SY DEMON IS A LETHAL COMBINATION OF POWER, SPEED, AND VICIOUSNESS. IT IS AN EXCELLENT INFANTRY KILLER, AND CAN BE VERY POTENT AGAINST HARD TARGETS AND DEFENSIVE STRUCTURES. IT IS THOUGHT TO BE SOMEWHAT SUSCEPTIBLE TO ATTACKS FROM THE AIR.

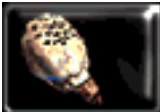
BOMBER / RECON UNIT



NAME : ORTU
WING SPAN : 3m
WEIGHT : 50kg
MAIN WEAPON: EXPLOSIVE FETUS
ALT. WEAPON: N/A
ARMOR : POLY-ORGANIC SKIN
FUNCTION : BOMBER / RECON
WEAKNESS : WEAK ARMOR

THE ORTU IS A MULTI-PURPOSE BOMBER/RECON CREATURE. IT STRIKES FAST AND HARD RAINING DEATH ON THE LUCKLESS UNITS BELOW. BECAUSE OF ITS HOLLOW BONE STRUCTURE IT IS VERY MANEUVERABLE AND THUS HARD FOR LARGER UNITS TO TARGET. ITS FRAGILE COMPOSITION, HOWEVER, MAKES IT VERY SUSCEPTIBLE TO DAMAGE. WITH A FEW WELL-PLACED SHOTS IT CAN BE EASILY KILLED.

ANTI-PERSONNEL LAND-MINE



NAME : SLOM
HEIGHT : 0.5m
WEIGHT : 15kg
MAIN WEAPON: EXPLOSIVE HYDROGEN SAC
ALT. WEAPON: N/A
ARMOR : THIN ORGANIC SKIN
FUNCTION : ANTI PERSONNEL EXPLOSIVE
WEAKNESS : NO DEFENSIVE CAPABILITIES

THE SLOM HAS BEEN GENETICALLY ENGINEERED TO BE A SUICIDAL DEFENCE BEAST. ITS THIN OUTER SKIN BARELY PROTECTS THE HIGHLY VOLATILE HYDROGEN MIXTURE CONTAINED WITHIN ITS BODY. THE SLOM WILL BURY ITSELF IN THE GROUND AND LIE IN WAIT UNTIL AN UNSUSPECTING UNIT PASSES OVER AND TRIGGERS ITS DEVASTATING BLAST.

MOBILE DEFENCE UNIT



NAME : XENO-WORT
HEIGHT : 1.4m
WEIGHT : 600kg
MAIN WEAPON: PLASMA TURRET
ALT. WEAPON: N/A
ARMOR : DENSE POLY-ORGANIC SKIN
FUNCTION : MOBILE DEFENCE
WEAKNESS : WEAK WHEN MOBILE

THE XENO-WORT WAS BRED AS A PURELY DEFENSIVE UNIT. WHEN IN ITS MOBILE FORM IT IS VERY EASILY KILLED BECAUSE OF ITS FRAGILE STRUCTURE. ONCE DEPLOYED HOWEVER, ONLY ITS SUPER-DENSE POSTERIOR IS EXPOSED. GENETICALLY ALTERED TO HAVE MULTIPLE LAYERS OF BONE, SKIN, AND CARTILAGE, IT IS VERY DIFFICULT TO DESTROY.

ARTILLERY UNIT



NAME : ATRIL
HEIGHT : 2.2m
WEIGHT : 850kg
MAIN WEAPON: EXPLOSIVE SPORE
ALT. WEAPON: N/A
ARMOR : POLY-ORGANIC SKIN
FUNCTION : ARTILLERY
WEAKNESS : SUSCEPTIBLE TO AIR ATTACKS

BRED FOR DEVASTATING LONG RANGE ATTACKS, THE ATRIL HAS A REGENERATING EXPLOSIVE MUCUS SACK THAT CAN BE PROPELLED GREAT DISTANCES VIA PRESSURIZED CARBON DIOXIDE GENERATED INSIDE THE CREATURE. ITS HIGHLY VOLATILE MUCUS SACK CAN DAMAGE UNITS ANYWHERE WITHIN A 5m RADIUS.

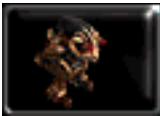
MEDICAL / REPAIR UNIT (Not available in Demo)



NAME : ZISP
HEIGHT : 3m
WEIGHT : 60kg
MAIN WEAPON: MEDICAL REPAIR
ALT. WEAPON: GENETIC REPAIR
ARMOR : NONE
FUNCTION : HEALING / REPAIR
WEAKNESS : NO DEFENSIVE WEAPONS

THE ZISP WAS BRED WITH HEALING PSYCHIC ABILITIES TO AID WOUNDED TROOPS IN BATTLE. THE ZISP'S PSYCHOKINETIC ENERGY CAN BE CHanneLED THROUGH THE EXTREMITIES AND PROJECTED UPON UNITS OR BUILDINGS BELOW.

LONG RANGE SNIPER (Not available in Demo)



NAME : GORREM
HEIGHT : 2m
WEIGHT : 73kg
MAIN WEAPON: PSYCHIC MIND-LANCE
ALT. WEAPON: DISEASE SPORE
ARMOR : NONE
FUNCTION : LONG RANGE SNIPER
WEAKNESS : NO DEFENSIVE ARMOR

LIKE MOST SCIENTIFIC DISCOVERIES, THE PSYCHIC GENE WAS IMMEDIATELY ADAPTED TO USE IN WAR. THE GORREM IS POSITIVE EVIDENCE OF THIS. BRED AS A LONG-RANGE SNIPER, IT IS IDEAL FOR COVERT INFANTRY DISABLING OPERATIONS. THE MIND-LANCE IS AN EXTREMELY POTENT TELEKINETIC ATTACK THAT WILL ONLY WORK ON HIGHER INTELLIGENCE LIFE FORMS. IN THESE CASES AN INSTANT KILL IS INEVITABLE.

UNIT REINFORCEMENT SHIP (Not available in Demo)

<PICUTRE NOT AVAILABLE>

NAME : SAUCER
HEIGHT : 7.2m
WEIGHT : 800kg
MAIN WEAPON: N/A
ALT. WEAPON: N/A
ARMOR : BI-ATOMIC SALINE SOLUTION
FUNCTION : BATTLEFIELD INSERTION
WEAKNESS : NO DEFENSIVE WEAPONS

OFTEN DURING BATTLE REINFORCEMENTS ARE NEEDED. GRAYS CAN PSYCHICALLY CALL IN A SAUCER WITH SUPPORT UNITS DURING SPECIFIC TIMES. THE GRAY SAUCER ISN'T DESIGNED FOR COMBAT SO IF THERE IS ANY ANTI-AIRCRAFT THREAT THE SAUCER CAN'T BE CALLED IN.

KEYBOARD SHORTCUTS:

Arrow keys - scrolls map

m - move mode (obey your orders directly)

p - patrol/assault mode (will fight targets of opportunity along the way)

s - stop movement of selected units

g then a number key - creates a group from the selected units

F2 - selects all Trooper/Gray warrior units currently on screen

F3 - selects all Reapers/Sy Daemon heavy assault units currently on screen

F5 - selects all Osprey IV/Ortu airborne scout units currently on screen

F6 - selects all Barrage/Atril artillery units currently on screen

F7 - selects all Sentinel/Slom mine defense units currently on screen

F9 - selects all Exploiter/Brozaar resource extraction units currently on screen

F10 - selects all Firestorm/Xeno-wort defense units currently on screen

Enter - deploys a unit (unit must be deployable, tower, exploiter etc.)

Space - build

Page down - Screen capture

Esc - exits demo

STRATEGY TIPS:

- For this demo scenario it's best to go defensive at first and build up your force. Use the bottleneck to your advantage by placing artillery behind your firestorm units.
- Use air units to explore the map and watch enemy movement.
- Use a mix of units. Artillery may need troops to provide protection from airborne threats, and artillery can increase its range greatly if it you use airborne scouts as "spotters".
- Don't forget to buy your units Armor and Weapon upgrades.
- Remember, Alien forces are more effective fighters at night (vision/targeting skill etc.) and Humans are more effective in daytime hours.
- Keep an eye out for newly erupting Petra-7 vents. When a vent runs out of fuel, the Exploiter can be moved to a new vent.
- Try to defend important areas with a variety of units.
- Units can be hit by friendly fire, so be careful when using artillery.
- Back up your ground-to-air missile towers with artillery.
- Protect your cities from air attacks with Firestorms or infantry.

- When purchasing large numbers of units (20+) at a time, you may need to move the units away from the Base of Operations in order to make room for the new units.

CURRENT DEMO LIMITATIONS

Below is a list of the limitations we're aware of in the demo. These limitations will be corrected in the full version of the game.

- 1) When selecting over 100 units to attack a single target at once, the game may quit out to windows. We suggest selecting groups of less than 100 to attack at the same time.
- 2) If building 300 units or more, they start to blink, or the game quits out to Windows. We suggest limiting the number of units you have in the demo scenario to 250.
- 3) The Tab 3 menu is for multi-player games. Multi-play is not included with this demo.
- 4) If you fly an air unit over and attack an enemy base, enemy troops will not fire on that unit it remains still.
- 5) Once deployed, Firestorm and Xeno-wort units still have the option to lay down waypoints.

TEST RESULTS

The Dark Colony Demo was tested on the following machines and with the following Video Cards. Where applicable, we've noted which systems and video cards may not run Dark Colony at peak performance.

Please note that DirectX works best with video cards that are "DirectX Certified." Contact your video card manufacturer for updated drivers that work with DirectX.

<u>Systems</u>	<u>Notes</u>
Pentium 60	Slower game play experienced.
Pentium 75	
Pentium 90	
Pentium 120	
Pentium 133	
Pentium 166	
<u>Video Cards</u>	<u>Notes</u>
(Note: some video cards work better with DirectX when using the S3 chipset)	
9FX Reality 332	Intro Cine. choppy, slowdown at start of scenario
ATI Mach-64	
Diamond Stealth 64 VRAM	
Diamond Stealth 3D 2000	Intro Cine. choppy, slowdown at start of scenario
Number 9 332	
Creative Labs MA 302	Sound may be out of synch with Intro Cinematic
Cardex (Tseng ET 4000)	

FOR MORE INFORMATION:

For more information on this product, please visit the website:
www.darkcolony.com

To purchase this product, please visit your local retailer or call:
1-800-234-3088

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