

Getting Started



Dark Earth © 1996-1997 Kalisto Entertainment. All rights reserved.

Dark Earth is a trademark of Kalisto Entertainment.

Kalisto Entertainment is a registered trademark of Kalisto Entertainment.

Kalisto Entertainment home page: <http://www.kalisto.com>

Dark Earth home page: <http://www.darkearth.com>



ELECTRONIC ARTS®

Electronic Arts is a registered trademark of Electronic Arts.

All other trademarks and registered trademarks are the property of their respective holders.

Dark Earth runs on Microsoft® Windows™ 95 with DirectX™ 3. Click a topic below for details.

See also

[System Requirements](#)

[Installing Dark Earth](#)

[Launching](#)

[Exiting](#)

[Uninstalling Dark Earth](#)

[Troubleshooting](#)

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

[Menus](#)

[Credits](#)

System Requirements

Dark Earth runs on Microsoft® Windows™ 95 with DirectX™ 3.

Note: 16 MB RAM are required in order to play Dark Earth (32K)—High color version.

Minimum system:

- Intel® Pentium 75™ or 100% compatible.
- 8 MB RAM.
- Four speed (4X) CD-ROM drive.
- Windows 95 compatible, DirectX 3 supported sound and video cards.

Recommended system:

- Intel Pentium 120.
- 16 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.

Installing Dark Earth

Note: DirectX 3 is a system requirement for Dark Earth.

To install *Dark Earth*:

1. Put the *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 **60 MB** or **300 MB** (recommended) and click **Next**.
5. Follow onscreen prompts to set up the game. Accept the defaults, or change them if you prefer. Since this process takes a few minutes, the onscreen meters display installation progress.
6. When the setup is complete, a prompt appears. Click **OK** to return to the desktop and launch the game.

See also

[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 the 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 Cut Scenes menu.

3. The main menu appears. Click **New** to begin a game.

See also

[Cut Scenes](#)

[Getting Started](#)

Exiting

To exit *Dark Earth*:

1. Press **Esc** to go to the main menu and click **Quit**.
2. At the **Quit?** prompt, click the check mark (✓) to exit.

See also

[Getting Started](#)

[Menus](#)

Uninstalling Dark Earth

To uninstall *Dark Earth* after setup:

1. Click **Start, Programs, Kalisto, Uninstall**.
2. The Uninstall program runs. When it finishes, open the hard drive with the Windows Explorer, then click the folder **Earth** and drag it to the Recycle Bin.

See also

[Getting Started](#)

Troubleshooting

Uninstall

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

Insufficient disk space

If you have problems with the **300 MB** install please do the following:

1. Check the hard disk for available space.
2. Run **ScanDisk** and **Disk Defragmenter**.
3. As needed, backup and clear some files to get more free hard drive space.

If it is not possible to free enough disk space for the **300 MB** install, then install the **60 MB** version.

DirectX 3

Microsoft DirectX 3 is a system requirement for the game. If your video and/or audio card drivers are incompatible with DirectX 3, error messages happen when you run *Dark Earth*. An example, of a DirectX 3 incompatible driver message is, "Invalid page fault..." Messages such as this mean you need to install updated drivers to *play Dark Earth*. Updated audio and video drivers can often be downloaded from the World Wide Web. The hardware drivers, originally packaged and shipped with the AWE64 audio card and the STB Lightspeed 128 video card, are incompatible with DirectX 3.0. The AWE64 Revision 9 driver (#SDR-95UPD-1-US) 4/28/97 is available on the World Wide Web. If you do not have Web access or if your driver update is not available on the Web, please contact the manufacturer, your distributor, or Microsoft.

Poor Monitor Display

If the monitor display is unsatisfactory, try changing the settings. Within a game, press **F10**. The [monitor settings](#) screen appears. Use the mouse to drag the 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, we recommend that you copy Internet access files from **C:\Earth** to your Windows 95 **System** folder, so help works properly on your hard drive. The files to copy are **Setbrows.exe**, **Inetwh16.dll**, and **Inetwh32.dll**.

Help Error Message requesting Internet Browser

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

Character moves without your commands

Make sure that your joy pad is properly calibrated in Windows 95 before you run the game (or disconnect your joy pad).

See also

[System Requirements](#)

[Installing Dark Earth](#)

[Uninstalling Dark Earth](#)

[Installing A Browser From The Internet](#)

[How To Use Setbrows.exe](#)

About The Dark Earth Internet Web Site

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

Kalisto Entertainment nows offers two web sites:

Kalisto Entertainment home page: <http://www.kalisto.com>

Dark Earth home page: <http://www.darkearth.com>

To go to the *Dark Earth* Internet Web Site from here:

1. See [How To Use Setbrows.exe](#).
2. [Click here to jump there with your Browser!](#)

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.
- 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*.

See also

[Installing A Browser From The Internet](#)
[Troubleshooting](#)

Installing A Browser From The Internet

You can jump from this Help to the Kalisto Internet Web Site, using 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 their home pages:

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

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

See also

[How To Use Setbrows.exe](#)

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

How To Use Setbrows.exe

If you 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**, **explore.exe**, or **Mosaic.exe**, then click **OK**.

See also

[Installing A Browser From The Internet](#)

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

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 and right-click closes it.

See also

[Keyboard](#)

[Joypad](#)

[Onscreen Interface](#)

[Inventory](#)

[Troubleshooting](#)

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. 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). Or, program keys **1-9** to use up to nine objects without opening the Inventory screen. During a game, press **0** to put away any inventory.

Combat

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. *Dark Earth* offers two levels of combat in the Character Settings menu.

Function keys

Press PC Function keys for short cuts to certain menu options.

See also

[Command Keys](#)

[Joypad](#)

[Onscreen Interface](#)

[Inventory](#)

[Combat](#)

[Menus](#)

[Character Settings](#)

Function Keys

F1 Index list of Function keys.

F2 No function.

F3 Load a saved game.

F4 Character Settings.

F5 Sound.

F6 Cut Scenes access.

F7 Dialog Text access.

See also

[Keyboard](#)

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	Automated Combat. Turn Combat on and hold Ctrl to let Arkhan fight automatically. (First, open the Character Settings menu and change from Normal Combat to Automated Combat.)
Ctrl+ ↓ ← →	Normal Combat. Moves vary with hand-to-hand, weapon, contamination, and rival's distance. (Not available when Character Settings are Automated Combat.)
Ctrl+Shift+	Special attack move. Only works after contamination occurs. Although powerful, this move increases contamination. (Not available when Character Settings are Automated Combat.)
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 on to use numeric keypad.
8, 2, 6, 4	*Turn Num Lock off and numeric keypad arrow keys move Arkhan the same as cursor keys (8= , 2=↓ , 6=→ , 4=←).

See also

[Command Quick Reference](#)

[Function Keys](#)

[Joypad Quick Reference](#)

[Onscreen Interface](#)

[Inventory](#)

[Combat](#)

[Menus](#)

[Character Settings](#)

Command Quick Reference

↓ ← →	Move Arkhan.*
Shift+	Run forward.
Shift+← →	Sidestep or strafe.
Spacebar	Action key.
Tab	Change mood (Light/Dark).
C	Turn Combat mood on/off.
Ctrl	Automated Combat key.
Ctrl+ ↓ ← →	Normal Combat keys.
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](#)

[Function Keys](#)

[Joypad Quick Reference](#)

[Command Keys](#)

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

Go to the Character Settings menu. Press ← or → to toggle the Combat level between **Normal** and **Automated**. The icon on the left of the screen is lit for **Automated** and dimmed for **Normal**.

Hand-to-Hand or Weapon

Arkhan can fight hand-to-hand or use a weapon in 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 to arm Arkhan with that weapon. During a game, press **0** to put away *any* item.

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 **Automated** 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 Phedoria. Training does not drain Arkhan's life force.

See also

[Command Quick Reference](#)

[Character Settings](#)

[Inventory](#)

[Programmable Keys](#)

[Joypad](#)

Combat Quick Reference

C	Turn Combat on/off.
Ctrl	Automated Combat. Press and hold to watch Arkhan win battles.
Ctrl+ ↓ → ←	Normal Combat. See below for details.
Ctrl+	Kick, jump and kick, head butt, knee, or overhead strike.
Ctrl+↓	Retreat.
Shift+↓	Block.
Ctrl+←	Swing and strike left. With some weapons, such as an ax, use these keys swing in a circle and strike.
Ctrl+→	Swing and strike right.
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](#)

Joypad

Dark Earth has simple keyboard commands. There are joypad equivalents for most, but not all keyboard commands. Use the keyboard with the joypad, as follows.

Note: Press Tab to set Light or Dark mood; press Spacebar to pick up Inventory; press I to open Inventory, then press F1 to set Weapons or Storage.

Although joypads differ, 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; press **A** with ←→ to 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. Talk to people. 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 Spacebar to pick up Inventory, and 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**) to go to the main menu. Use the Direction Pad to point to a menu option. Press the action key to select or set options. Press joypad **Y** (or **5**) to exit menu screens.

Combat

Note: Before a fight, use the Character Settings menu to set a level of Combat, either Normal or Automated.

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 in Normal mode, press joypad **C** (or **3**) and Direction Pad keys. To fight in Automated mode, press joypad **C** (or **3**).

See also

[Joypad Quick Reference](#)

[Combat](#)

[Onscreen Interface](#)

[Inventory](#)

[Menus](#)

[Keyboard](#)

Joypad Quick Reference

Movement and Action:

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

Combat:

Z (or 6)	Turn Combat on/off.
C+Direction Pad	Normal Combat.
C (or 3)	Automated Combat.

Menus:

Y (or 5)	Open main menu.
Direction Pad	Point to menus.
D (or X or 4)	Select menu.
LS	Page up in lists.
RS	Page down in lists.
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.

See also

[Inventory Command Keys](#)

[Joypad](#)

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 bulb color changes with his mood. Press **Tab** to set Light or Dark mood; press **C** to set Combat mood. 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.



See also

[Command Quick Reference](#)

[Combat Quick Reference](#)

[Joypad](#)

Light Mood

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

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.

Combat Mood

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

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 appear to recover mysteriously, as his life indicator regenerates after an injury. Be careful – his contamination feeds off of such injuries to its advantage.

Injury

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

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.

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.

Inventory

Arkhan can find and store things in Inventory, such as weapons, food, drink, keys, and so on.

Move Arkhan near an object and press the action key. If that object belongs in his Inventory, the Inventory screen opens, showing what Arkhan has collected. To open the Inventory screen anytime, press **I** or **Backspace** (or click).

You can take something from Inventory with the keyboard and/or the mouse. You can also program keys **1-9** for fast access to nine Inventory objects. Press **Esc** or **I** (or right-click) to return to the game. During a game, press **0** to put *any* Inventory item away.

Click hotspots on the picture below for more explanations.



See also

[Programmable Keys](#)

[Inventory Command Keys](#)

[Command Quick Reference](#)

[Combat Quick Reference](#)

[Joypad](#)

Left scroll list

On the left side of the Inventory screen is a scroll list of weapon and/or object names. You can select directly from this list. Press **Spacebar** to hand the selection to Arkhan. Press **Enter** to have him use it on himself (eat food; drink beverage; read it).

Bottom scroll list

On the bottom of the Inventory screen is a scroll list, which supplies a description of the currently selected object. You can scroll to see more descriptions.

Pictures

Press **F1** to display pictures from Weapons or Storage Inventory. As needed, use the scroll lists to search for more pictures. Press **cursor keys** (or click) 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: You can 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.

Face icon

Select an item and press **Enter** (or click and drag it here) to let Arkhan try to use it on himself (eat; drink; read a document).

Fist icon

Select an item and press **Spacebar** (or click and drag it here) 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 here) to return to the game without taking something from Inventory.

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 an object, then press a key from **1** to **9**. (Press **0** to cancel the priority of a selected object.)
3. A tiny number, such as **1**, appears onscreen next to the selected picture. During a game, press that number key to instantly arm Arkhan with that object.

Repeat steps 1 to 3 above to prioritize up to nine objects in Inventory. Take steps 1 and 2 to cancel an object's priority.

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

See also

[Inventory](#)

[Inventory Command Keys](#)

Inventory Command Keys

I or Backspace	Open/close Inventory screen.
F1	Toggle between Weapons and Storage icons.
PgUp PgDn	Scroll up and down a page of objects.
↓ ← →	Select a picture.
Spacebar	Hand Arkhan selected item and return to the game with it.
Enter	Let Arkhan use the object on himself and return to the game.
Esc	Return to game in progress without anything.
1-9	Program these keys for fast access.
0	Put away any object during a game.

See also

[Programmable Keys](#)

[Command Quick Reference](#)

[Combat Quick Reference](#)

[Joypad Quick Reference](#)

[Inventory](#)

Menus

During a game, press **Esc** to go to the main menu. To open a menu, press cursor keys to select its icon then press **Enter** (or click the icon). Within menus, use cursor keys to select and change settings, then press **Enter**. Press **Esc** to return to the main menu without changing settings.

Note: The joypad also works as follows.

Press joypad **E** (or **Y** or **5**) to go to the main menu. Use the Direction Pad **D** (or **X** or **Y**) to select options.

Click hotspots on the picture below for explanations of menus.



See also

[Save](#)

[Load](#)

[Character Settings](#)

[Sound](#)

[Cut Scenes](#)

[Dialog Text](#)

[Game Controls](#)

[Joypad](#)

[Joypad Quick Reference](#)

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

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

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

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

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

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

Return to the game in progress.

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](#).

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 (or click) to select a game slot, then press **Enter** to save the game. If you do not want to save, select the **Dark Earth** icon (or press **Esc**) to return to game. 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.



See also

[Load](#)

[Menus](#)

Preview

The first time you save, the *Dark Earth* logo appears. After that, a preview shows where Arkhan is. To save the game, press **Enter** (or click the **Save** icon). To exit without saving, press **Esc** (or click the **Dark Earth** icon).

Game Slots

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

Save icon

Press **Enter** (or click here) to save the selected game and return to the game in progress.

Dark Earth icon

Press **Esc** (or [click here](#)) to exit without saving.

Load

F3

Use this option to resume a saved game. Press **F3** for direct access.

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** (or click the **Load** icon) to load that game. From this screen, you can press **Esc** (or click the **Dark Earth** icon) to go to the main menu without loading a saved game.

Click hotspots on the picture below for explanations.



See also

[Save](#)

[Menus](#)

Preview

Preview the selected saved game to see where Arkhan is. If it's the desired game, press **Enter** (or click the **Load** icon). To preview another saved game, press cursor keys (or click) to select another numbered slot.

Game Slots

Select a numbered slot to resume a saved game. The highest numbered slot 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** (or click the **Load** icon) to load that game.

Load icon

Press **Enter** (or click here) to load the selected saved game into memory and return to the game or the main menu.

Dark Earth icon

Press **Esc** (or [click here](#)) to go back to the game or the main menu without loading a saved game.

Character Settings

F4

Use this option to set Combat level and character shadowing detail. Press **F4** for direct access.

Combat Level (left side of screen)

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

Shadowing (right side of screen)

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

Press **Esc** (or click the **Dark Earth** icon) to go to the main menu.

Click hotspots on the picture below for explanations.



See also

[Command Quick Reference](#)

[Combat Quick Reference](#)

[Menus](#)

Arkhan

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

Note: Arkhan's appearance changes during the game.

Character Shadow Level III

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

Character Shadow Level II

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

Character Shadow Level I

Depending on your system, manually set the most realistic level of character shadowing. Press [or ↓](#) and **Enter** (or [click here](#)) to activate this. If this level seems to cause speed problems, reopen this screen and reset it to **Auto**.

Auto Character Shadow Level

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

Combat Level

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

Dark Earth icon

Press **Esc** (or [click here](#)) to go back to the game or the main menu.

Sound

F5

If you have a sound card, use this to set **Sound** options. Press **F5** for direct access.

Press cursor keys (or click) to select an icon. Press **Enter** (or click) to toggle options on and off. To set **Music** and **Sound Effects** volume, press ← or → (or click and drag). 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.

Note: You can't turn both voices and music OFF at the same time.

Click hotspots on the picture below for explanations.



See also

[Dialog Text](#)

[Menus](#)



Stereo output

Adjusts stereo speaker output for your PC. Press **Alt** and **F4** to select this icon then press **Enter** (or click here) to reverse stereo sound from speaker to speaker.

Voices

Press [\[F5\]](#) and [\[↓\]](#) to select this icon, then press **Enter** (or click here) to turn dialog on and off. When this is on, you can hear spoken dialog during the game.

Onscreen Text

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

Sound Effects

Click or press **↓** and **Enter** to select this icon. Press **←** or **→** (or click and drag the scroll bar) to increase or decrease Sound Effects volume. You can also turn Sound Effects off by moving the scroll bar all the way to the left.

Music

Click or press **↓** and **Enter** to select this icon. Press **←** or **→** (or click and drag the scroll bar) to increase or decrease Music volume. You can also turn Music off by moving the scroll bar all the way to the left.

Dark Earth icon

Press **Esc** (or [click here](#)) to go to the main menu.

Cut Scenes

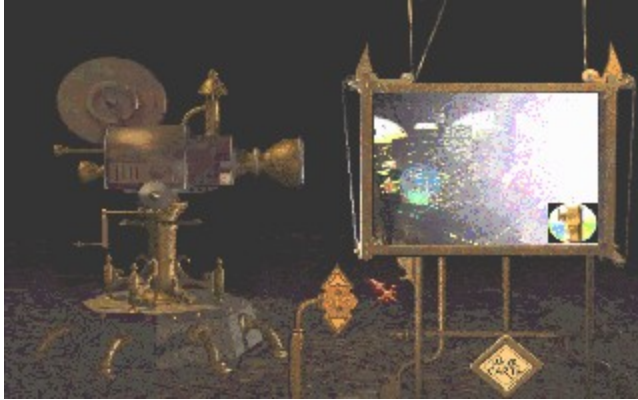
F6

Replay cinematic animations seen in the game so far. Press **F6** for direct access.

Press **cursor keys** (or click arrows) to preview animations and find the one you want to see again. A number on the lower right corner of the screen indicates whether the Cut Scene is on CD1, CD2, or both. When you find the selection you want, 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.

While viewing, if you want to interrupt a Cut Scene, press **Esc**.

Click hotspots on the picture below for explanations.



See also

[Menus](#)

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 **←** or **↓** (or click the scroll arrows) then press **Enter**. A number on the lower right corner of the screen indicates whether the Cut Scene is on CD1, CD2, or both.

Scroll list

To find the animation you want, press **↑** and **↓** (or click the scroll arrows) 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 here](#)) to go to the main menu.

Dialog Text

F7

Review game dialog text so far for clues. This option only works after some dialog takes place. Press **F7** for direct access.

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** (or click). The last dialog with that person appears in the middle of the list with previous and next dialogs before and after it. This helps put the phrase in context. 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.



See also

[Sound](#)

[Menus](#)

Scroll up

Press (or click here) to find dialog text you want.

Scroll down

Press ↓ (or click here) to find dialog text you want.

Scroll right

Press → (or click here) to find the picture and name of a person. Then press and ↓ to find dialog text you want.

Scroll left

Press ← (or click here) to find the picture and name of a person. Then press and ↓ to find dialog text you want.

Dark Earth icon

Press **Esc** (or [click here](#)) to return to the main menu.

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](#)

[Credits](#)

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](#)

Layout of Stallite Sparta



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](#)

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](#)

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.

See also

[Credits](#)

Rahal, symbol of the Sun God



Sunseers



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



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



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



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



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



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.

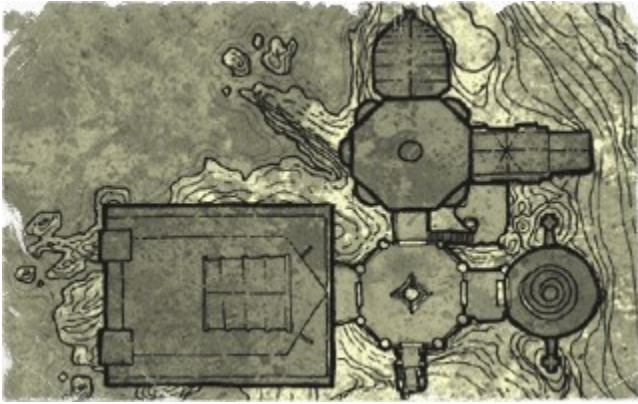
Bear



Arkhan



Sparta Upper City



Sparta Lower City



Monitor Settings

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



Credits

Kalisto Entertainment Production

Nicolas Gaume

Game Manager

Guillaume Le Pennec

Production Assistants

Martine Bellino

Pascal Gallon

Programming Coach

Nicolas Coquard

Programming

Nicolas Coquard

Roland Lacoste

Joël Suys

Script Programmers

Nicolas Dejeans

Ivan Lebeau

Bruno Tesei

Tools Programmers

Philippe Bachelet

André Bertrand

Sébastien Morin

Daniel Polydore

Sébastien Wloch

Technical Directors

Eric Audren

Olivier Goguel

Art Director

Frédéric Menne

3D Background

Virginie Altayrac

Jérôme d'Aviau de Piolant

Olivier Bailly-Maître

David Etcheverria

Frédéric Levistre

Frédéric Menne

François Rimasson

Nicolas Villeminot

3D Characters, Objects, & Animations

Emmanuelle Baras

Céline Bernardeau

Gabriel Grasso

Hugues Menne

Ralph Musti

Cut Scene Director

Sylvain Dousset

Cut Scenes

Olivier Bailly-Maître

Sylvain Dousset

Hugues Giboire

Ralph Musti

François Rimasson

Nicolas Villeminot

Additional Graphics

Cédric Bousquet

Jean-Marc Emy

Gabriel Grasso

Virginie Sabourin

Additional Cut Scenes

Virginie Altayrac

Jérôme d'Aviau de Piolant

Frédéric Levistre

Video Editing and Postprocessing

Olivier Bailly-Maître

Special Effects

Olivier Bailly-Maître

Hugues Giboire

Sound/Music Designer

Frédéric Motte

Cut Scenes Soundtrack

Frédéric Motte

Additional Sound Effects

Nicolas Sanchez

Localization

Risa Cohen

Documentation

Anne O'Brien

Script Editor

Laurent Hyttenhove

Quality Assurance

Roland Lacoste

Anthony Mouasso-Milla

Pascal Saingré

Original Idea

Guillaume Le Pennec

Original Design

Frédéric Menne

Sylvain Dousset

Screenplay

Didier Escodemaison

Ivan Lebeau

Marketing Manager

Josh Davidson

Marketing Services Manager

William Malabry

Marketing Managers

Emmanuelle Dorneau (France)

François Hermellin (Japan)

Thomas Kötter (Germany)

James Morris (UK & Rest of Europe)

Video & Marketing Artist

Olivier Bailly-Maître

Internet Coach

Philippe Latrémolière

Internet & Marketing Artist

David Etcheverria

Internet Programmer

Stéphane Stéphanos

Business Operations

Stéphane Berrebi

Dan Kaufman

Additional Marketing

Marc Pestka

Special Thanks

Gaëlle Berteaux & Valérie de France

Electronic Arts Producer

Alex Camilleri

Electronic Arts Lead Tester

Julian Glover

Electronic Arts Marketing

Clive Downie

Albert Penello

Electronic Arts Special Thanks

David Armor

Michel Cassius

Acknowledgments

Bob Audrey

Laure Baroghel

Nicolas Bellino

Sandrine Benays

Romain Bieri

Frédéric Buchwald

Benoît Capelle

Delphine Capelle

Patricia Chastres

Arnaud Couaran

Sébastien de Arroyave

Pierre Delaveyne

Michel Hutin

Stéphane Laulhère

Dominique Mazeau

Xavier Quehen

Julien Roby

Sylvain Sarrus

Carsten Simon

ST Labs0

Christophe Veysiere

Anne Zanettin

English & German Translations

EuroTexte Paris

Japanese Translation

Yo Jung Chen

Patrick Chen

Italian Translation

Emanuele & Sergio Scichilone

Spanish Translation

Carmelo Sánchez

Lucifer

French Voice-Overs

Studio: CIP/Audio-La Boulangerie

Sound Producer: Garlo

Sound Engineer: Pascal Monjanel

Performing Artists:

Isabelle Baglioni

Joël Barque

Violaine Barret

Rudolphe Béchame

Bernard Blancan

Gérald Bousquet

Véronique Caille

Hubert Chaperon

Jean Claude Cordier

Bertrand Jarryon

Guy Labadens

Christian Lousteau

Jérôme Martin

François Mauget

Jean François Morand

Sophie Pellerin

Alain Raymond

Isabelle Renaud

Gérard Renoux

Loïc Rojouan

Dominique Sandrel

Jean François Toulouse

Dominique Unternehr

English Voice-Overs

Studio: Scopitone Paris
Stage Manager: Risa Cohen
Sound Producer: Jean René Minier
Performing Artists:

Paul Bandey
Bob Barr
Sandy Bernard
Jerry Di Giacomo
Christian Erickson
Jodi Forrest
Steve Gadler
David Gasman
Matthew Gescy
Matthew Jocelyn
Patricia Kessler
Sharon Mann
Thomas Pollard
Karen Strassman
Jesse Joe Walsh
Alan Wenger
Dana Westberg

German Voice-Overs

Studio: M.S. Studio
Stage Management: Rolf D. Busch
Sound Producer: Stephan Buchner
Sound Engineer: Gisa Schmidt
Performing Artists:

Songard Boelke
Eric Borner
Angelika Fanai
Susanne Grawe
Monika Hessenberg
Peter Heusch
Helge Heynold
Hans-Jörg Karrenbrock
Pit Krüger
Michael Lucke
Christian Mey
Wolfgang Müller
Klaus Peek
Jens Schäfer
Martin Schäfer
Johannes Steck
Hellmut Winkelmann

Japanese Voice-Overs

Studio: Scopitone Paris
Stage Manager: Risa Cohen

Sound Producer: Jean René Minier

Documentation Translations

Author & Technical Editor: Anne O'Brien

French: Daniela Bruneau

German: Petra Ergueta

Italian: Emanuele Scichilone

Spanish: Lucifer

