



# DARKSEED™

QUICK REFERENCE GUIDE

## Macintosh CD-ROM Version

### HOW TO INSTALL DARK SEED

Although you can run DARK SEED entirely from your CD-ROM, you may wish to copy all or part of DARK SEED onto your hard disk for faster game play. The entire game will occupy approximately 35 megabytes of hard disk space. A partial install (using the hard disk as a "cache") will occupy approximately five megabytes.

**To run the game entirely from your CD-ROM**, no special installation is necessary. Simply open the DARK SEED CD folder and double-click the DARK SEED application to start the game.

**To copy the entire game to your hard disk**, copy the DARK SEED application file and the DARK SEED Data *f* folder to your hard disk (use the Finder or any other program allowing you to copy files from one disk to another). The application and data folder must stay together.

**To do a partial install using the hard disk as a cache**, copy the Darkseed application to your hard disk and run it from your hard disk. As DARK SEED runs, it will keep useful data in a DARK SEED Data *f* folder on your hard disk in the same location as the DARK SEED application. You can remove the DARK SEED Data *f* folder from your hard disk at any time (as long as DARK SEED is not running!) to reclaim space. **Note:** if you do a partial install, you must have the DARK SEED CD-ROM mounted when you run DARK SEED.

## SYSTEM REQUIREMENTS

- System 6—6.0.8 or greater
- System 7—7.0 or greater
- CD-ROM drive
- Color Macintosh (LC or better)
- 4 Meg RAM
- 2.5 Meg available

*NOTE: According to Apple Computer, some applications do not function properly on Apple CD 300 drives set to their fastest speed. If you are experiencing problems, set your CD-ROM drive to standard speed.*

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

DARK SEED requires a color Macintosh and a color monitor with a minimum resolution of 512 by 384 (Mac LC) or 640 by 480 (other Macintosh models). Currently, this means any computer in the Mac II family, as well as the Quadras, the Performas, and the Centris machines. Future machines from Apple that have 680x0 processors will also work.

If you have at least 4 Meg of RAM, but you do not have at least 2.5 Meg free when only the Finder is running, you will need to remove some of your extensions, reduce disk cache, etc. Refer to the manuals that came with your third-party extensions for information on how to free up memory.

## HOW TO START DARK SEED

To begin playing, launch the **DARK SEED** application (double-click on **DARK SEED**, or select it and use **OPEN** from the Finder's **FILE** menu). If you are running the game entirely from your CD-ROM, launch the **DARK SEED** application on the CD-ROM; if you are running it partly or entirely from your hard disk, launch the **DARK SEED** application you copied to your hard disk. When you launch **DARK SEED**, it will run and enter the "attract" mode, showing a short movie and credits over and over again.

To start a new game, select **NEW GAME** from the **FILE** menu. The opening nightmare will play, and then Dawson will start at day 1 in the bedroom. To save a game, use **SAVE GAME** or **SAVE GAME AS** in the **FILE** menu; **SAVE GAME** will save the game in the current save game file, and **SAVE GAME AS** will let you save the game under a new name. To open a previously saved game, use **OPEN GAME** from the **FILE** menu.

Use the menu items in the **OPTIONS** menu to set options temporarily (until you quit **DARK SEED**). To change options permanently, use the **PREFERENCES** item in the **EDIT** menu.

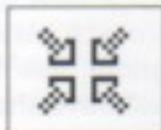
## GAME CONTROLS

DARK SEED uses the standard Macintosh one-button mouse to control the game. You click to use the current cursor on a location. Shift-click (hold the shift key down as you click the mouse button) to cycle between the available cursors. You can also click in the message box to change cursors if you'd like to play without using the keyboard.

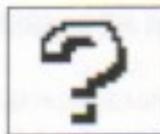
On the screen, you will see an arrow-shaped cursor that you control. When your cursor is over a connecting doorway which leads to another room or location, this single arrow cursor changes to four inwardly-pointing arrows.



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



Shift-clicking the mouse button cycles the cursor shape through a “?” (look/inquire) shape, a “hand” (touch/manipulate) shape and an “arrow” (move) cursor shape.



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



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



The “T” key can be used during the game to advance the clock to the beginning of the next hour (i.e. if it’s 10:15, then pressing T will advance the clock to 11:00); this is useful if you find yourself stuck in a situation with a lot of time to kill. *Hint: make sure you look at everything in each room.*

## YOUR INVENTORY

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

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

## GAME OPTIONS

- To set preferences permanently: Use Preferences from the Edit menu.
- To set preferences temporarily (for this game session): Use the menu items found in the Options menu.
- To start a new game: Use New Game from the File menu.
- To save a game under the current name: Use Save Game from the File menu.
- To save a game under a new name: Use Save Game As from the File menu.
- To start playing from a saved game position: Use Open Game from the File menu.
- To quit DARK SEED: Use Quit from the File menu.

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