

DARKMAN

SCENARIO

REVENGE - A once proud man now lives a nightmare.

REVENGE - The explosion. They may have removed his face, but they couldn't remove his anger.

REVENGE - Durant. Strack. These are the men of greed. They have taken his manhood, they have even taken his beloved Julie. Now it is Darkman who will take - the lives of Durant. Strack and all who follow them! The time for mercy has passed. Now is the time for Darkman. The time for **REVENGE!!**

LOADING

CPC 464 - Type **RUN** and then press the **ENTER/RETURN** key.
 CPC 664 & 6128 - Type **| TAPE** then press the **ENTER/RETURN** key. Then type **RUN** and press the **ENTER/RETURN** key.

CONTROLS

This is a one player game controlled by joystick or keyboard.

PRESET KEYS

Q	- UP
A	- DOWN
O	- LEFT
P	- RIGHT
SPACE	- FIRE
1	- PAUSE GAME

Whilst in pause press 2 to quit. Press **FIRE** to unpaue.

PHOTO SESSIONS

Use Joystick to move cursor and press FIRE to take a picture.

Combat Sections - Levels 1,2,4 & 6

Without Fire

With Fire

UP/JUMP

MOVE LEFT		MOVE RIGHT	PUNCH LEFT		PUNCH RIGHT
DOWN/CROUCH			KICK		

Rooftop Sections - Level 3

JUMP

MOVE LEFT — | — MOVE RIGHT

Helicopter Section - Level 5

SWING LEFT — | — SWING RIGHT

GAMEPLAY

PHOTO SESSIONS

Darkman has designed the advanced technology required to disguise himself as anyone he chooses. All he needs is a collection of photographs to feed into his computer.

As Darkman you must distinguish your target and then take a picture of his front and side views to enable the computer to generate a mask.

A large bonus is awarded for both side views. Be selective - you only have twelve exposures in your camera.

LEVEL 1 - CHINATOWN

You are Darkman, hideously disfigured in an explosion

manufactured by the notorious mobster - Robert G. Durant. You seek revenge but you will need money to finance this. Whilst spying on Durant you hear of an impending pickup of illicit drug money in Chinatown.

LEVEL 2 - THE FACTORY

Trapped! You are trapped within the factory by Durant and his benchmen. Escape is paramount but the only way out is up to the roof. You must fight your way up to the roof collecting your revitalising energy pack on the way.

LEVEL 3 - THE ROOFTOPS

Finally, you escape onto the rooftops but Durant is waiting for you - and he is packing a helicopter armed with a grenade launcher. You must leap across the rooftops to your lab and destroy it.

LEVEL 4 - THE WAREHOUSE LABORATORY

Descending to your lab you prime a set of gas cylinders with a nodding bird-timer - a potentially devastating bomb. However, your exit is surrounded so you must fight your way back up to the roof battling the increasingly ferocious gangsters.

LEVEL 5 - THE FREEWAY

Just as the warehouse explodes, you manage to leap up and grab a rope hanging from Durant's helicopter. Swooping down to the busy freeway below Durant lowers you into the line of traffic. You must swing out of the way of trucks and avoid grenades. Stay alive long enough and you will enter an automatic sequence where you scramble aboard an oil tanker. Here you will tie the rope, connected to the helicopter onto the tanker.

LEVEL 6 - THE SKYSCRAPER

Durant has been terminated. Now turn your attention to the mastermind - the evil Strack. Strack has retreated into a skyscraper still under construction which holds your true love, Julie, hostage. You have no choice but to go after him. The



skyscraper is teeming with Strack's henchmen and riddled with traps. Fight and climb your way to the top for a final confrontation with Strack. If you defeat and throw him from the skyscraper - you will be free at last.

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The Hit Squad

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