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# D A R K A G E S

## Instructions, Hints, Tips and Cheat Mode!

Published by Apogee Software Productions

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*Dark Ages* is the first shareware game to support the **Ad Lib** and **Sound Blaster** music cards. It features a movie-style soundtrack of *eight* unique songs and themes. It also has sound effects that don't require an Ad Lib (or Sound Blaster) card to enjoy. The EGA/VGA graphics are colorful and stunning, with fast scrolling screens and high-speed animation. *Dark Ages* has such demanding graphics and animation that it requires an 80286 (or 80386) machine to run at proper speed, otherwise it may run too slowly. Therefore, *Dark Ages* may only run on the newer, faster PCs and compatibles.

In the game, you're the Prince of the Great Kingdom, who as a child watched the King—your father—die at the hands of Garth, a power mad warlord with uncanny magical abilities. Garth sent you away from the Great Kingdom to be raised as a peasant, and to never fulfill your destiny as the future King. But Garth made a terrible mistake. The very peasant he choose to raise you was once the Kingdom's greatest hero, long since retired and forgotten. And over the years you were raised as a warrior and as champion of justice, and the time has come for you to claim your heritage, and free the Great Kingdom from the dark age of Garth.

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The goal in the trilogy of *Dark Ages* is to save the Great Kingdom by overcoming Garth. You will get a brief glimpse of Garth at the end of "Prince of Destiny", but you will finally confront him in the final volume, "Dungeons of Doom". Once he is overpowered you will assume your place as the Leader of the Kingdom, and the Kingdom will once again prosper and leave in peace.

While you play *Dark Ages* dozens of creatures and hazards will impede your progress. Each time you are damaged you will lose a point on your health meter, which is located along the bottom of the screen. If you find a heart you can restore all of your health. You can also restore your health by collecting coins: At the novice skill level, collecting ten coins will add one unit of health to your health meter. If your health meter is already full, then your coin counter will stop at "9" even if you collect more than nine coins. This is done so that it will only take one coin to add to your health after you're injured.

Hazards include lava, creatures, spider webs, stalactites, acid slime, acid drips, water, pits, boulders, collapsing bridges, skeleton hands, spikes, and hot water geysers. Creatures come in many forms, such as spiders, pod dragons, blood birds, zombies, and others. Some hazards, like boulders and pod dragons, require up to five shots to destroy. Other hazards, like skeleton hands and spider webs, cannot be destroying by using your weapon—you should avoid them altogether. Hint: The skeleton hands won't grab you while they're rising out of the ground.

Here's how points are earned: Collecting coins gives 100 points each; birds and spiders are 500 pts.; pod dragons are 1500 pts.; zombies and boulders are worth 100 pts.; shooting the door button is 2000 pts.; collecting the requested object is 5000 pts. and giving it to the wise man is another 5000 pts.; obtaining the scroll is 10,000 pts.; and overcoming Garth is worth 20,000 pts.

### — The Cheat Mode! —

To activate the cheat mode available in *Dark Ages* you must first press the F10 key. (Note: When you press F10 you will not see any special message on the screen that signals cheat mode is activated.) Once you press F10, you can then press either of two special keys: Press the backspace key to activate "child's mode", which gives you extra health after collecting five coins, rather than every ten coins. You can also press the plus key (next to the backspace key) to activate "auto-fire" mode, meaning you can hold down the fire key and it will continue to fire shots for you!

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