BLACK DAWN
REBIRTH

DOUBLESIDED
GAMES

THE STORY

Star date: 2621
Star system: Thalax
Planet: Thalax 9

The TFS Sentinel is en route to Base DS97 to investigate a
communications blackout.
Ensign Bren is dispatched to investigate the base. Bren takes his
scout ship into orbit around the planet, a routine mission. Planetfall is
uneventful.

From the outside, the base seems operational and undamaged, yet,
something does not feel right. Bren dons his life support system and
depressurises the cockpit. The canopy whirrs open, revealing a thin
and clear atmosphere. The entrance yields to the ensign's authorisation
code. As he descends into the lower levels, a bad feeling creeps upon
him.

HOW TO LAUNCH THE GAME

To be able to run the game you need an Amiga computer with at least
1Mb of chip ram. You have two options:

- boot the game directly on your Amiga computer from floppy 1 to play
the game; or from floppy 0 if you would like to watch the animated story
introduction.
If you intend to play the game from floppy disks, **we strongly suggest
that you make a copy of disk 1**, as saved games will be written to it.

- install the game on your Amiga's hard drive by launching the installer
program on floppy 1 and follow the on-screen instructions.

HOW TO PLAY

You can access the inventory and options panel by clicking the right mouse button or clicking on

messages — right hand — left hand — stamina — energy — health — mini map

add-ons — movement

equiped items — inventory — options

Equipment: use these slots to equip weapons and pieces or armor. Clicking on the bottom right part of this panel shows the character sheet (as seen here on the left).

current character level and experience

LEVEL
4
ARMOUR
4
STAMINA
17\45
HEALTH
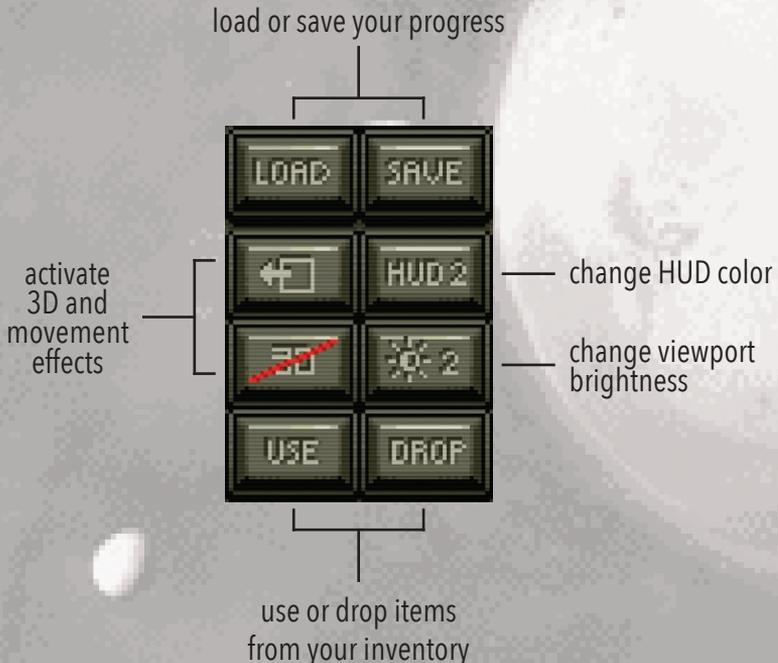59\60
EXP

CAPT. BREN
WHITTAKER
IDF:257_A4

4

Add-ons: you will find add-ons throughout the game to help you map out the levels and be made aware of the location of enemies. Add-ons use energy and they can be switched on and off using the buttons above the slots.

Hands: use these slots to equip weapons by dragging a weapon icon onto them. You can fight enemies by clicking on the icons in the hand slots.

Messages: displays the status of combat or description of the picked-up object.

Movement: these buttons are used to move around in the game. You can also use the QWE/ASD keys for the same purpose.

Mini-map: you need to find the "mapper" add-on to be able to use this feature. Nearby enemies will be displayed on the map if you have also found and switched on the tracker add-on.

load or save your progress

activate
3D and
movement
effects

change HUD color

change viewport
brightness

use or drop items
from your inventory

Note: you can quit the game and go back to the main menu by pressing F10.

WEAPONS

Here are some of the weapons you will find in the game:

Melee weapons

- Short Sword
- Broad Sword
- Barbed Sword
- Gut Punch
- The Cleaver
- The Mangler
- Blunt Force

Ranged weapons

- Pew Pew
- RC 10
- RC 11 Auto
- Shotgun
- RC 40
- MegaBlaster
- BFG

ENEMIES

Here's a short list of enemies you will encounter:

CREDITS

Code & Game Design
Shaun Watters

Game Graphics & Box Cover
Ten Shu

Sound & Music
Mike Richmond

Introduction & Installer Code
Colin Vella

Testers
Olivier Cappelaere
Douglas Compton
Nicolas Robillard

Publisher
Jérémie Marsin

RASTER WIZARDS

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