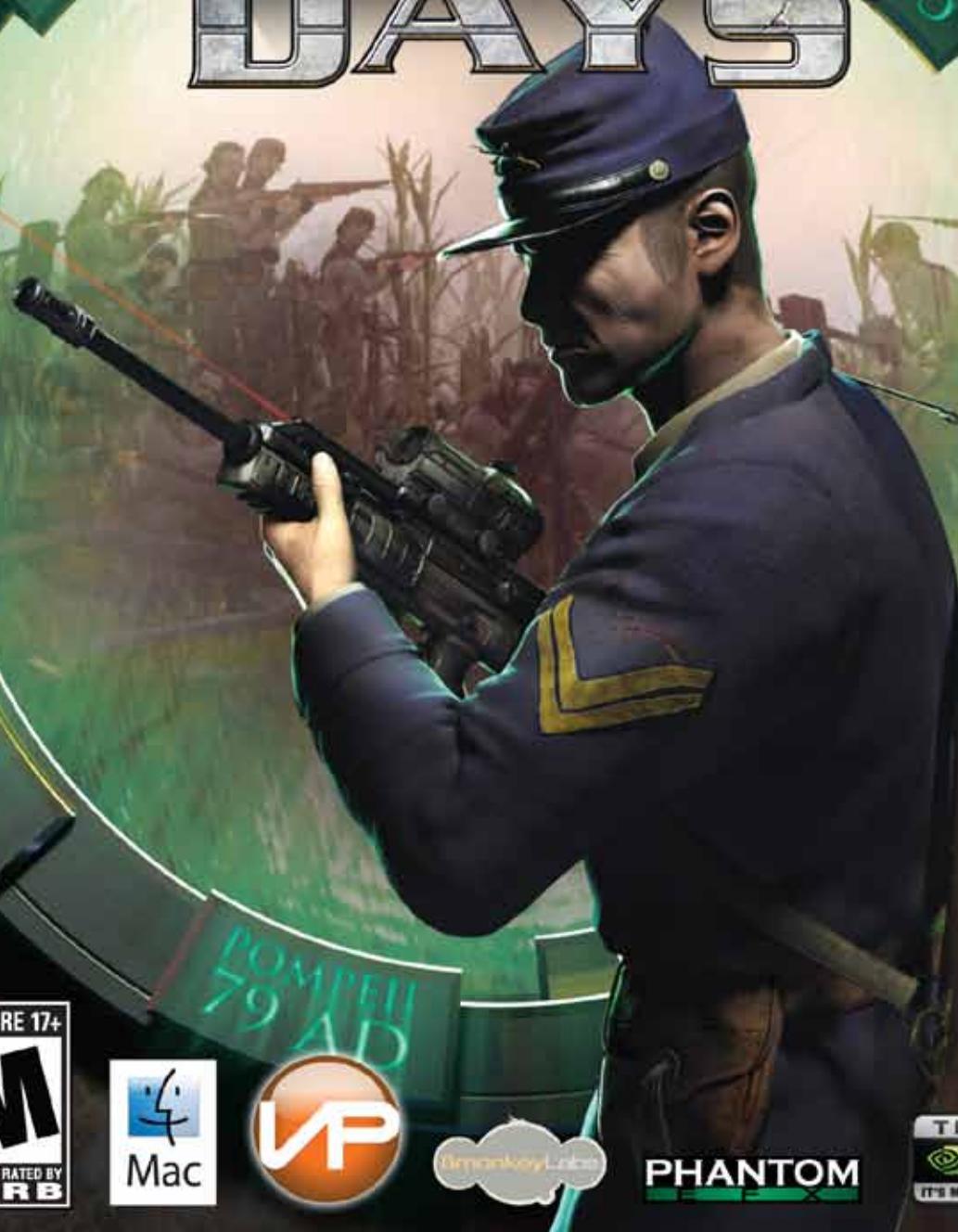


DARKEST OF DAYS



PHANTOM



Installation

Insert the installation disc of Darkest of Days into your DVD drive or mount the downloaded DMG if you purchased digitally. Drag the 'Darkest of Days' folder to your 'Applications' folder on your hard drive.

Once the game has copied across you can run the game and enter the registration code provided.

Support

If you have an issue with the Mac version of 'Darkest of Days' please raise a support ticket at:

<http://www.vpltd.com/supportdesk>

Latest Information

You can find the latest information about the game at the game website:

<http://www.darkestofdays.com>



MAIN MENU

New Game

Load Game

Controls

Settings

Credits

DARKEST OF DAYS



Exit

Build: Jan 13 2008, 10:29:11 Version: 1.00

Load Game: Select this option to open the Load Game Menu.

Controls: Select this option to open the Game Controls Menu.

Settings: Select this option to open the Player Settings Menu.

Credits: Select this option to view the game credits.

Exit: Select this option to exit the application and return to your desktop.

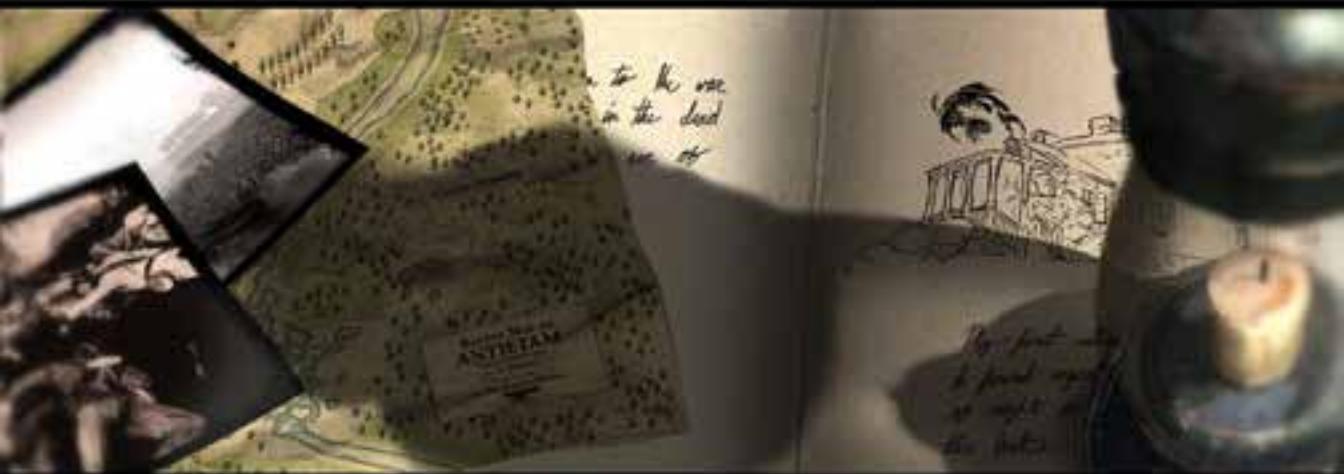


LOAD SAVED GAME MENU



The game will automatically quick-save progress at checkpoints throughout the game. All saves are sorted by date and time, with the most recent saves at the top of the list. There is an additional column of information following the date and time to indicate if a quick-save is the start of a level.

To Load a saved game, click on the game you wish to load and then click Load to start the loading process.



CONTROLS MENU



The Controls Menu allows players to customize the keys used to trigger actions in Dark of Days.

Look Sensitivity: changing this slider will increase the responsiveness of the mouse to movement.

Flip Vertical: Selecting this checkbox will reverse how mouse or gamepad input affects looking up and down

Flip Horizontal: Selecting this checkbox will reverse how mouse or gamepad input affects looking left and right



KEYBOARD CONFIGURATION

You can reconfigure the default settings to fit your game play preferences. The Default settings are:

Movement Commands	Default Key Mapping
Forward	W
Back	S
Move left	A
Move Right	D
Crouch	Left Ctrl. Key
Sprint	Left Shift Key
Jump	Space
Use	E
Primary fire	Left Mouse Button
Secondary Fire	Right Mouse Button
Select Weapon	Mouse Wheel Scroll Down
Select Chasers	Mouse Wheel Scroll Up
Throw Grenade	G
Reload	R
Melee Attack	Middle Mouse Button (press)
Map	TAB
Take screenshot	F12

To bind input to a game action click on the name of the action and press the keyboard key, mouse button, or gamepad button you want associated with it.



SETTINGS MENU



The Game Settings Menu allows players to customize their play as desired.

Game Difficulty: A Drop down menu where the players can select a preferred level of challenge. Options are: Easy: For players new to first person shooter games, Medium (default): For players with some experience playing FPS games, With Chest Hair: For players seeking a challenging game play experience.

Language: A Drop down menu where player can select their language preference. English (default), French, Spanish, German, Italian or Russian. Changing this requires restarting the application.

Aim Reticule: Changes the type of aiming reticule, Circle with Dot (default), Circle, Crosshair with Dot, Crosshair, T-shape, T-shape with Dot, Dot Only or None

HUD Color: Use this drop-down menu to change the color of the on screen HUD, in-game text and the reticule: Orange (default); Blue; Grey; Green; Violet

Audio Settings: Master Volume: Drag this slider to adjust the overall volume of the game. **Sound Volume:** Drag this slider to adjust the overall volume of sound effects, speech, and music in the game. **Music Volume:** Drag this slider to adjust the volume of the music only.

Video Settings:

Resolution: Use this drop-down menu to select the on-screen resolution. The game runs in both full-screen or windowed mode. Changing this requires restarting the application. detail will improve game performance but reduce visual quality.

Graphic Details: You can adjust the level of graphics detail and complexity to match your hardware's capabilities. If you are experiencing slow game play, or poor frame rate, selecting a lower level of detail will improve game performance but reduce visual quality. Options available are: low, Medium, High and Very High.

Full Screen: Check this box to play the game in full-screen mode or uncheck it to play in windowed mode. Changing this requires restarting the application.

Low Texture Detail: Check this box to use low quality textures. This feature will lower memory requirements and improve performance at the expense of visual quality. Changing this requires restarting the application.

Anti-Aliasing: Use this drop-down menu to select a level of anti-aliasing to reduce jagged edges and generally improve visual quality at the expense of performance. Options available are: None, 2x, 4x, and 8x. Changing this requires restarting the application. Not all graphics cards can support this feature.

Anisotropic Filtering: Use this drop-down menu to select a level of anisotropic texture filtering to improve texture quality at the expense of performance. Options available are: None, 2x, 4x, and 8x. Changing this requires restarting the application.

Vertical Sync: Check this box to synchronize the game frame rate with your computer display (v-sync). This feature will fix visual tearing artifacts, usually at the cost of performance. Changing this requires restarting the application.

Ambient Occlusion: Check this box to enable the Ambient Occlusion lighting feature. This improves visual quality at great expense to performance and is only recommended for high-end systems. Changing this requires restarting the application.

Gamma: Drag this slider to adjust for the apparent brightness of your computer display. For best visual results use the gamma ramp as a guide. The two outlined bars on the ramp should appear as black and very nearly black. Adjust the gamma such that the two bars appear nearly indistinguishable.

Low Texture Detail: Check this box to use low quality textures. This feature will lower memory requirements and improve performance at the expense of visual quality. Changing this requires restarting the application. This option should be enabled for graphics cards that have less than 256MB of memory.



PLAYER INTERFACE

Incoming Grenade Indicator: Displays the direction a grenade has come from, the intensity of the indicator shows how close the player is to the grenade.

Damage Direction Indicator: Displays the direction player damage is coming from, the pointer indicates the exact direction of the attack.

Map Updated Prompts: These indicators appear when the player map has been updated. The Map Icon is shown along with the players' key binding for the map.

Chasers Remaining: These indicators show the number of Chasers in the player's inventory.

Weapons Inventory: These Icons display the weapons in the player's inventory; the lower, larger weapon is currently equipped.

Weapon Pick-up: As a player approaches a weapon on the ground this prompt appears; along with the players' key binding to pick up weapons. If selected, the picked-up weapon will replace the weapon currently in use.

Total Rounds: This number represents the total number of rounds available in player's inventory for the current weapon.

Grenades Remaining: These indicators show the number of Grenades in the players' inventory.

Current Rounds: Displays the total number of rounds loaded in the current weapon.

Game Saved: This icon appears while the game is saving the current player progress.

Mission Objectives/Game Messages: New player objectives and important in-game speech is shown in the lower center of the screen. The current objective is also shown on the in-game map.



IN-GAME MAP

The in-game map displays important information to the player. The map is shown by pressing the TAB key. To zoom into the portion of the map where the player is located, the player can press their Right Mouse Button.

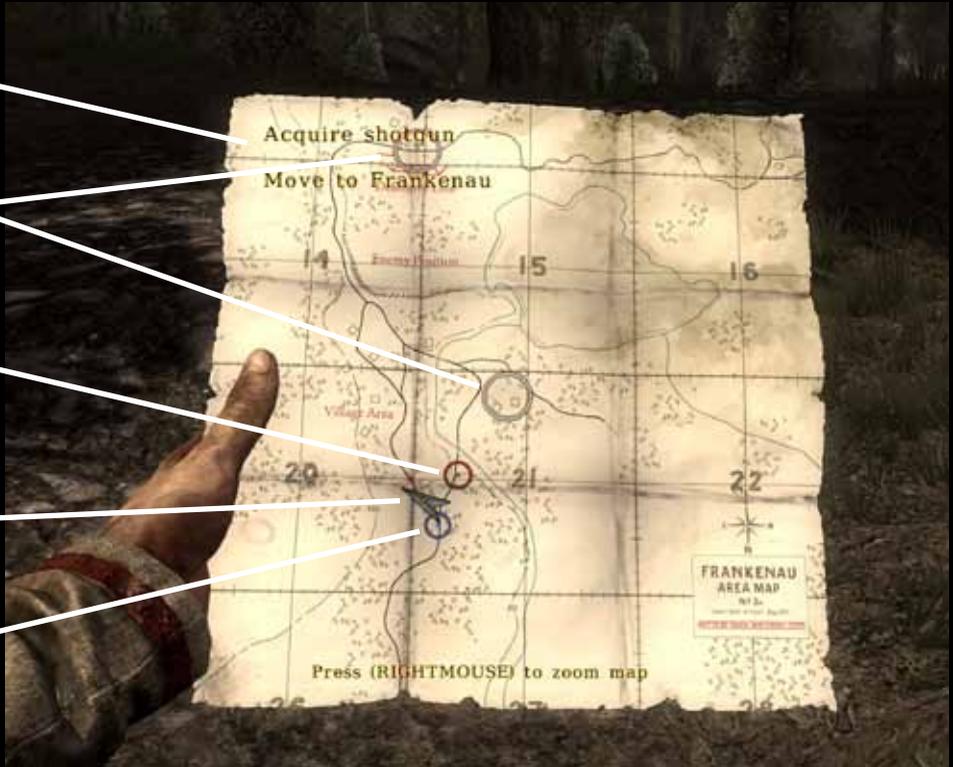
Current Objectives

Objective Location

Enemy Forces

Player Location & Direction

Friendly Forces



Current Objectives: Are shown at the upper left of the map.

Objective location: This indicator displays the location of the Player Objective(s).

Enemy Characters are marked with small Red dots.

Player location: A grey arrow displays the current player location. The arrow points in the direction the player is facing.

Friendly characters are marked with small blue dots.

Important enemy characters and kill targets are marked by a red circle.

Important friendly characters are marked by a blue circle.

WEAPON RELOADING



When your weapon is out of ammunition a mini-game is used to help determine the speed and accuracy of the reload.

When a weapon is empty or when you start a manual reload; a reload indicator starts moving around the reticle.



A perfect reload occurs when you press the fire button when the reload arc reaches the green area. This will increase the speed of the reload and prevent any possible jamming during reload.



If you press fire too early or too late in the reload mini-game, the bar will turn red showing a failure. When this occurs the reload time is increased and may cause a time delaying jamming of the gun. When a gun becomes jammed it will recover within a few seconds.



DEVELOPMENT CREDITS

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Diane de Zylva as "Mother"

Ross Douglas as "Viktor Strinko"

Dick Terhune as "Dr. Ranier Koell" and "Agent Bob"

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Ben T. Gehlsen, Todd Gutknecht, Albert Hensley,
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8monkey Labs thanks:

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