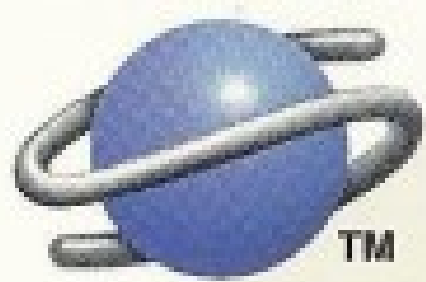


SEGA™

ELECTRONIC ARTS™



SEGA SATURN™



DARKLIGHT™
EDNFELGAT™



ELECTRONIC ARTS™



T-5022H

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WARNING TO OWNERS OF PROJECTION TELEVISIONS:



Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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HANDLING YOUR COMPACT DISC

- The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

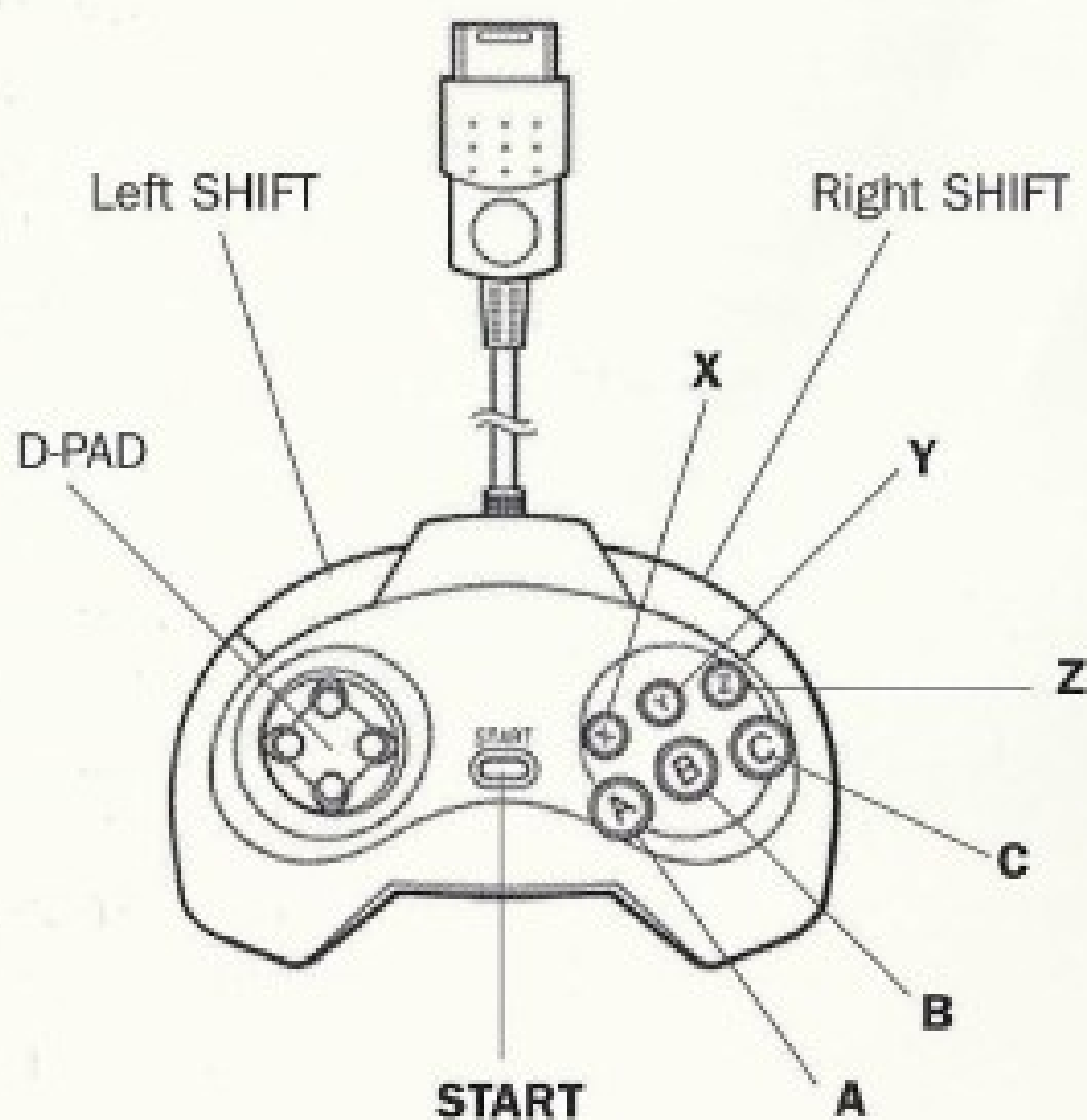
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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STARTING THE GAME

1. Turn **ON** the power switch on your Sega Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the *Darklight Conflict*™ disc inside.
4. Press **START** to advance to the Game Setup screen.



INTRODUCTION

The War to end all wars was being fought across the galaxy. Waged primarily by the Ovon and the Repton armies, it was a war the Reptons were losing. In a war where computers stalemated against computers, it was still *living* creatures that gave either side its edge. Sentient beings, using fuzzy logic and intuition, could make judgments that even the fastest computers couldn't master. But the Repton fighter pilots were dying, and their replacements just weren't up to the job.

It took a departure from the norm to give the Reptons their edge. They began the practice of abducting unknowing recruits from non-encounter planets. The Repton kidnappers focused on those planets where the skills of warfare were sharpened to a degree unknown to more civilized races.

Gradually, people began disappearing from Earth to fight in the Great War. Genetically altered to fly Repton fighters, humans bonded with their starships like lovers. Some fell apart under the pressure while others excelled. The greatest of these, known only as The King, took down over fifty Ovon warships before succumbing to a surprise attack as he emerged from a hyperspace portal. Some say you can still hear the strains of *Blue Suede Shoes* over the sub-space etherband.

Where do you figure in this alien madness? You were one of Earth's best fighter pilots. After a particularly grueling bout against some Russian fighter planes, where you took down three without scratching the paint, you found yourself being spirited away. After some gruesome dreams, you awake to find you are no longer the man you used to be. Your genetic structure has been infected with alien DNA, and your limbs have been replaced by tentacles. Your legs are part of the ship's solar drive! Your chest, once adorned with medals, now sports a life support system, plugged directly into a series of chest cavities. You are still human, but only just.

As a member of one of the Repton military clans, you must follow orders, carry out missions, and engage the Ovon foe. It is your destiny. You are their military secret. You were Earth's best and now you are the Repton's best. You fight alongside Reptons, running rings round the Ovon's simplistic strategies—but with every battle, they get better and better. Sometimes you wonder, just wonder what happened to all the human fighter pilots that disappeared before you. Sometimes you even catch yourself thinking about home...

CONTROL SUMMARY

MENU NAVIGATION

Highlight options	D-Pad ↔
Confirm selection and continue to next screen	START , or A or C
Reject and move back to the previous screen	B

IN-FLIGHT CONTROLS

Turn left	D-Pad LEFT
Turn right	D-Pad RIGHT
Climb	D-Pad DOWN
Dive	D-Pad UP
Bank left/right	Left/Right Shift
Fire main	X
Fire cannon	A
Accelerate	Y
Decelerate	B
Shield	C (hold)
Select Weapon	C (tap)
Afterburn	Y + B together
Change View	Z

NOTE: This control summary reflects the default control settings. You can configure your controls to suit your tastes from the Options screen. See *Options* on p. 6.

BGQJ+ILWMC

LWPQPHVWH

LWPTVLVXH

MSDMJKJP

QSHCQJBWG

DVTMDLMTS

~~QJHX~~ QJHXQPBTF

XKCMQVTT

MSDLTVWMP

HLWGKMLJ

STARTING DARKLIGHT CONFLICT

BEFORE TAKEOFF

SELECT A LANGUAGE

Choose the tongue in which you speak. It will make the adventure a whole lot easier.



SELECT A GAME MODE

Use the left and right D-Pad to cycle between the different modes and press the **START** button to confirm your selection.

- | | |
|------------------|--|
| NEW ADVENTURE | To start the adventure of a lifetime. Fight through fifty separate missions, many with multiple levels. |
| CHOOSE A MISSION | Return to areas you have already vanquished and the highest level you have reached. |
| ARCADE | To bring wave upon wave of ships upon your tiny human head, attacking with greater and greater force until you can take no more. |

PASSWORD

Select Password to return to a previously completed point in the adventure. Move from letter to letter with the D-Pad and press **A** or **C** to select a letter. The Arrows let you change previous letters and once the password is entered, **End** confirms your letter selection.

OPTIONS



Change your playing environment to suit your tastes.

- CONTROLS** This changes your playing preferences, changing the buttons from the default settings.
- MUSIC AND SFX** To adjust the SFX volume in the game, select **SFX Volume**. To increase, reduce or erase the soothing music, use **Music Volume**. Depending how many ears you have, choose **Stereo** or **Mono** sound.
- CENTER SCREEN** Perform surgery on what is left of your eyes. Swivel your focus to the center of your screen, for crystal clear game play.
- EXIT** Returns to the Main Menu.

MISSIVE FROM THE REPTON CHIEFTAIN

(A veteran with three hundred years space survival)

Congratulations. You've made it through the bay doors. Now what?

You're a hot shot fighter pilot abducted by aliens to fight in an intergalactic war, light years from home. Stop blubbering and pull yourself together, you've got a mission to carry out. You'll never see your family again, so you should really stop moping about the place like you are. What are you, Repton or Chenellian Quetzal Mouse? Well, neither, you're mostly a human, but that's beside the point.

That's better. Now. Let's talk about space.

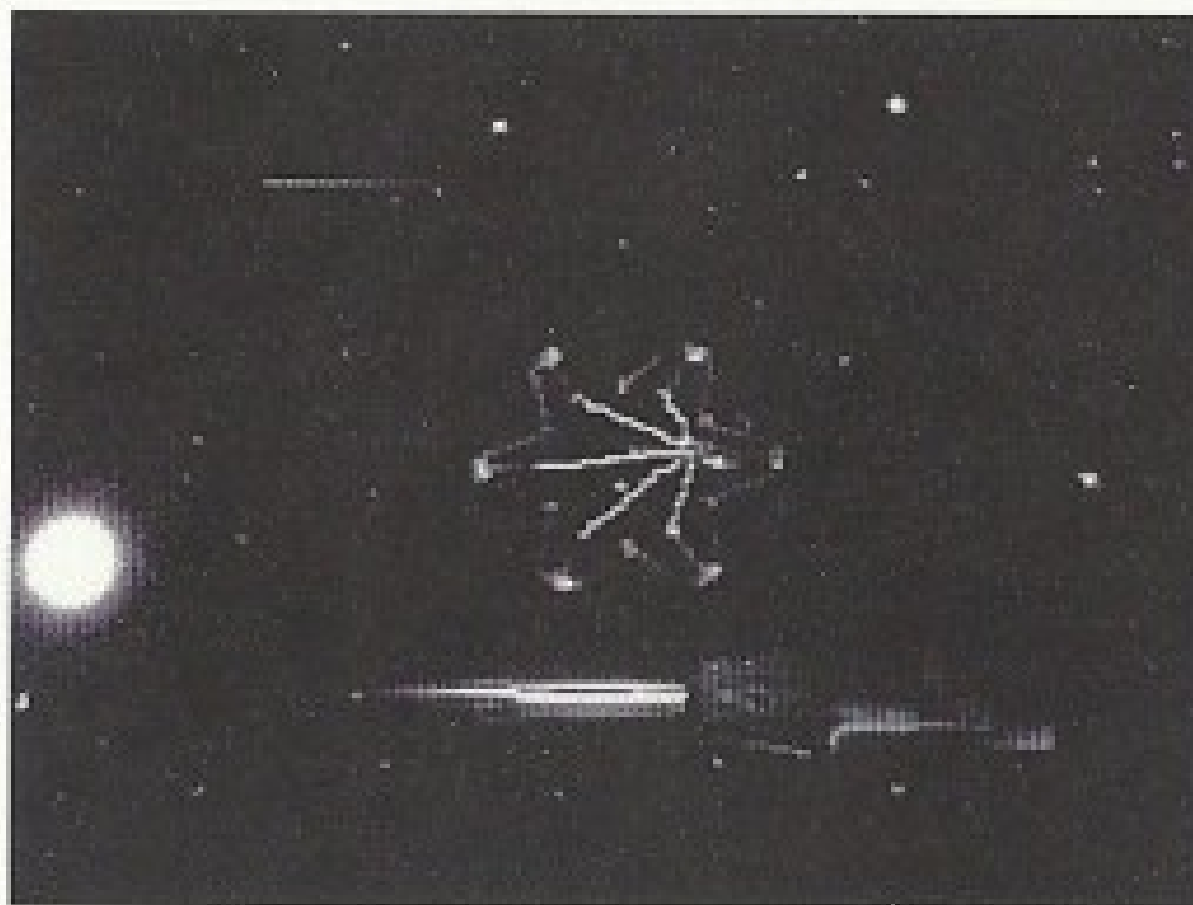
Death in space isn't black. It's a bright affair, ablaze with the red glow. It's the jolt in the back of your neck and the burning sensation in your throat and at the back of your retina. A redness, heat in the absolute zero of space. A destruction, a disintegration and then an ember, soon deprived of the oxygen that fed it.

I would talk you through flying your starship, but I'm just here to set the mood. I'll let my assistant instructor tell you the rest. He's a bit odd, but if you hit him enough, he'll tell you what you want to know.

FLIGHT INSTRUCTION LESSON

Hi. Repton Diplomat Piotr Dibdin here. I acclimatize all newcomers to the Repton way of life, which is basically flying starships. I'm here to show you what wonderful tools you can use as a member of the Repton Fleet. Firstly your starship. We're told to treat our starships like we treat our women, but I don't have a woman. I treat my starship like a starship. Saves time, energy and money on flowers.

RUNNING AROUND IN SPACE



Your thrusters are a miracle of modern thinking. At least I think so. At one with the sun, they ride along its electromagnetic surf. A quick change in frequency and there's a change of direction, an alteration in intensity lets you speed along, or grinds you to a full stop. Get it right and you can flip around star craft, spin on a spatial point and reverse direction faster than you can say Newton's Law Of Inertia.

Your D-Pad turns you around in space. To get where you want to go, face the required direction and move forward. You can pull up, pull down, turn left and right. To bank, press **Left/Right Shift**.

You can increase your forward thrust with the **Y** button. Decrease speed with the **B** button. Good for sudden, reversible changes of speed in a dogfight.

You can increase your speed beyond maximum with the Afterburner, holding down the **Y** button and the **B** button together. However, such excessive speeds require boosting the solar-derived energy with your on-board energy supply, depleting your reserves.



HYPERSPACE



Pre-programmed portals take you from location to location. They are accessed from either end. Do not touch the edges of the portals or you might explode. Messy but pretty.

Hyperspace is sometimes more like magic than reality. Some have glimpsed heaven while in its grip, others hell. Some have seen strange shadow spiders out of the corner of their eyes.

Inside a portal, you travel along the quantum superstrings, massless tunnels created from nothing. Basically, the nouvelle cuisine of the spaceways. Matter and anti-matter separate from the vacuum.

While in Hyperspace, your on-board energy can be drained or restored through contact with the matter and anti-matter. The orange flashes of matter help to restore your on-board energy while the blue flashes of anti-matter deplete it.

Whatever angle you enter the Hyperspace portal, you are deposited in the center when you emerge. This means if two starships enter the portal at the same time, when they emerge, their molecules combine, leading to matter displacement and a large explosion that shows up on home camcorder TV shows.

You can only use Hyperspace portals at the whim of your superior officers. So don't try running away if they want you to stay and fight.

SCREEN INFORMATION



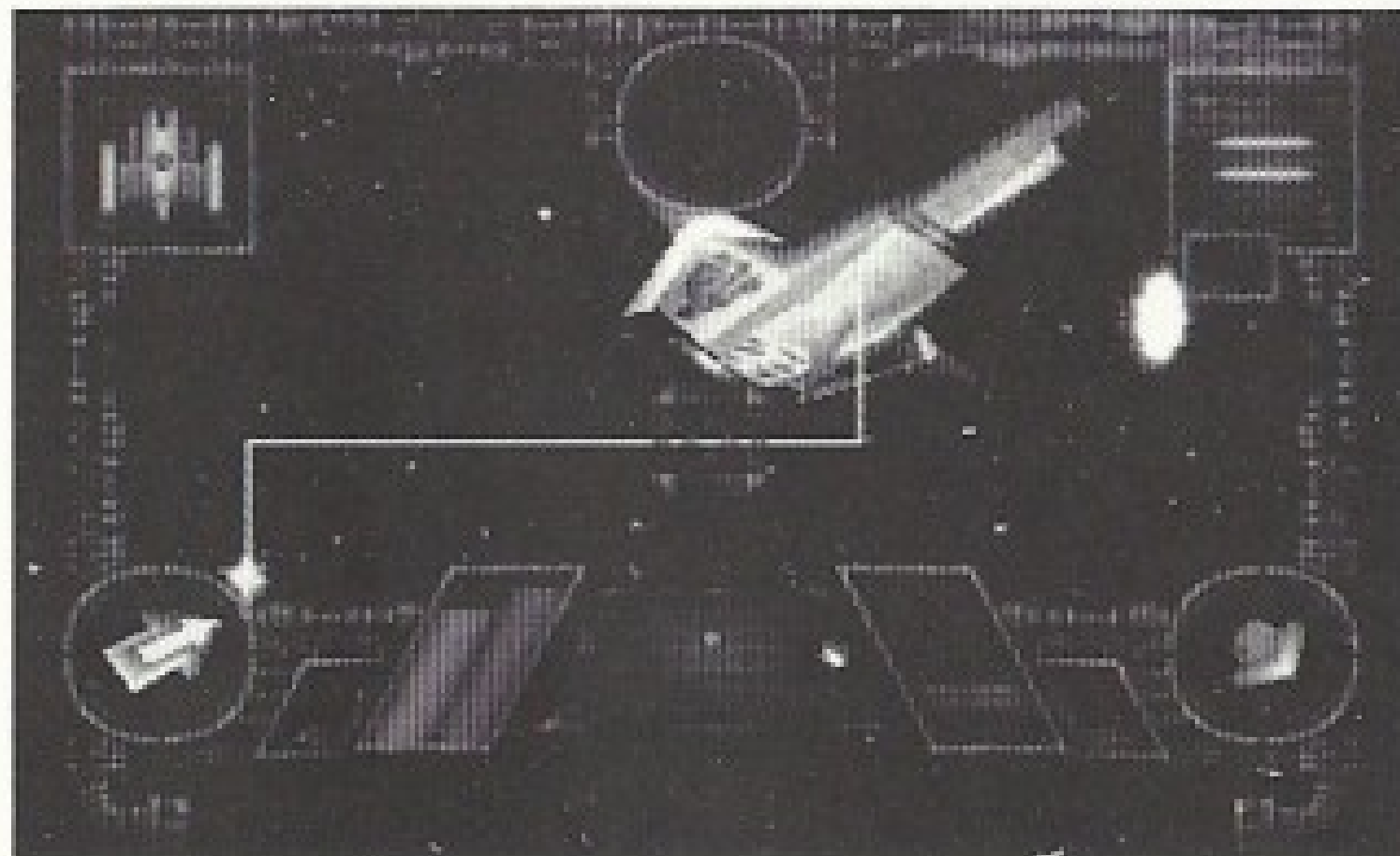
ARROWS

You navigate in space by way of a unique alien system called "arrows". Three circles forming a triangle around your on-board view screen, containing color coded arrows. They swivel in a three dimensional sphere, each pointing to a certain object in space, whether enemy starships, friendly starships or mission objectives.

NOTE: Each type of arrow points to the nearest corresponding object, e.g. nearest enemy starship.

Choose an arrow to follow, and swivel around until it is pointing straight ahead. If the selected object is in visual range, you will be able to see it in front of you. Whether it is in range or not, straight lines connected to the arrow will mark out the position of the designated object in space.

TARGETS



The target sights and arrows work together and highlight mission objectives and the nearest object.

Targets and Arrows are all color coded:

Yellow- Enemy Ships/Structures

Green- Mission objectives

Purple- Friendly Ships

AIMING

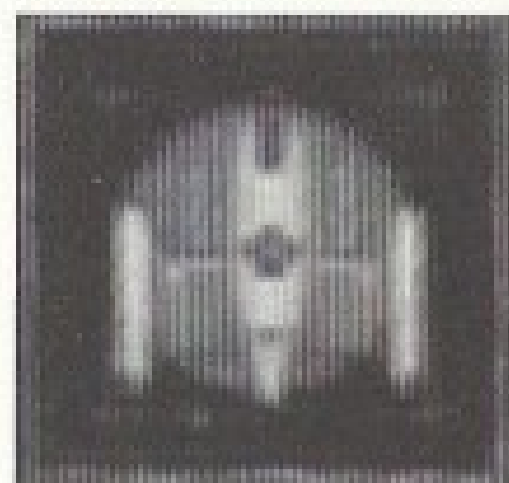
So to shoot your weapon at a moving object, you just point and fire? Not a bit of it! These are moving objects. Use your human fighting skills and judgment to shoot ahead of the object and you'll soon be blowing your opponents to smithereens.

ON-BOARD ENERGY

Your on-board energy powers your weapons, shield, and emergency boosters. Each time you use these, your energy is depleted. Displayed as two sets of bars at the bottom of the screen, each time the primary energy (the blue bar on the left) is worn away, you lose a section of the main energy (the orange bar on the right). When there are no bars left, you are stranded in space, without even the power to jump start your solar thrusters.

NOTE: Your on-board energy is not affected by the use of normal thrusters or by your Standard Cannon.

STRESS STATUS AND SHIELDS



Stress is a big problem in modern lifestyles and can be cut down by eating less red meat. In Space, it's a little different.

Each starship has a certain amount of stress their hull can take before they explode. Stress on the hull can be caused by contact with other space faring objects, or by missiles and energy weapons. Stress can be avoided by getting out of the way, letting the stress reduce, or by raising electromagnetic shields, which repel much of the stress momentum.

Hold down the **C** button to activate your shields.

When you activate your shields, any attack registers less stress on your starship. You can now find a safe place to let the stress on your starship fall away.

Using your shields wears away at your on-board energy.

GUNFIGHTING

You have a variety of weapons and devices available to use, although you have a limited selection on-board. Tapping the **C** button lets you toggle between them. The **X** button activates your selected weapon. Using a weapon necessarily drains your energy, except Standard Cannons which use the sun's electromagnetic surf to keep power up. Unfortunately they aren't very powerful.

DOG FIGHTING

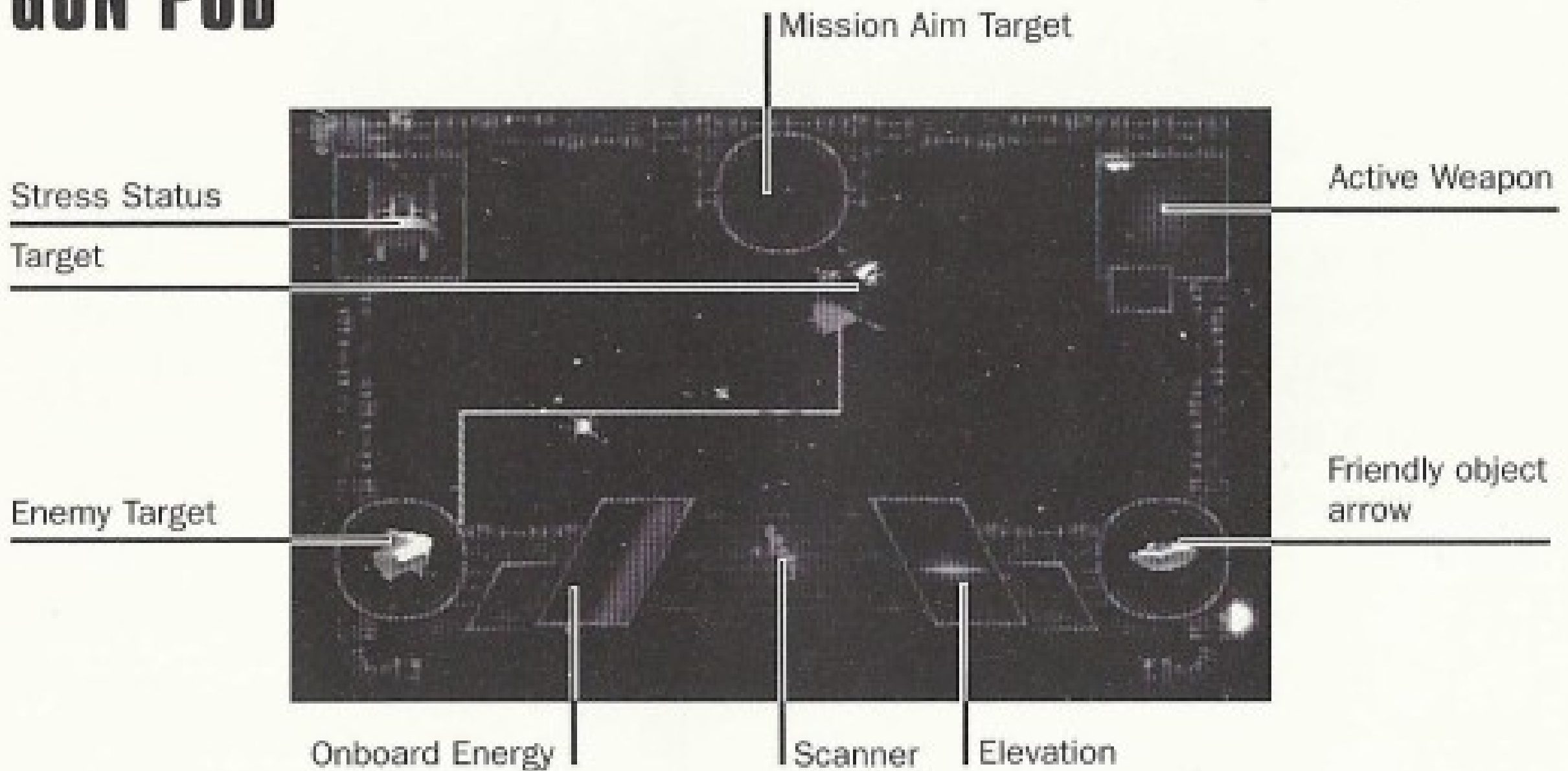
- i) Remember your friends. When you're engaging the enemy, you've probably got a friend on your corner or a gun turret on your head. If things get sticky, zoom away and hope someone is backing you up.
- ii) Stay away from enemy guns. If you can attack them from behind or from the side, you just may live. There's no room for honor in space.
- iii) Shields! Never forget how important shields are. Sure, use them sparingly so your energy stays high, but low energy is better than being blown apart.
- iv) Varying your speed is essential. Speed up to get to the right position, slow down to take out an enemy starship and then speed up again in another direction to avoid the Ovon starship that has, no doubt, suddenly got you in its sights.



MISSILE LOCK

Other starships have similar weapons which they use on you. When an enemy missile has locked onto you, the lock-on indicator by your shield display starts flashing red. This identifies the missile is on its way. Probably a good time to turn your shields on.

GUN POD



At certain times, your mission involves defending your mothership from static outposts known as Gun Pods. It's a more limited role, but one that enables you to really kick some Ovon butt without having to worry about navigation. Just keep your fingers over the shoot and shield controls. Make sure you do worry about incoming Ovon fighters however, otherwise you and your starship will be fireworks.



As a Gun Pod, you must always be careful of your blind spot. you haven't got any rear view mirrors or side reflectors to peer into. If a starship makes it past your weapons into your blind spots, you could be a sitting Quegallian Horned Duck.

BOMBING RUN

When you're on a bombing run, concentration is key. Aim yourself at the target in question, accelerate, release the bomb and get out of the way. The bomb continues along your original trajectory and with any luck there will be a huge explosion in your rear view mirror. If you had one.

TRACTOR BEAM



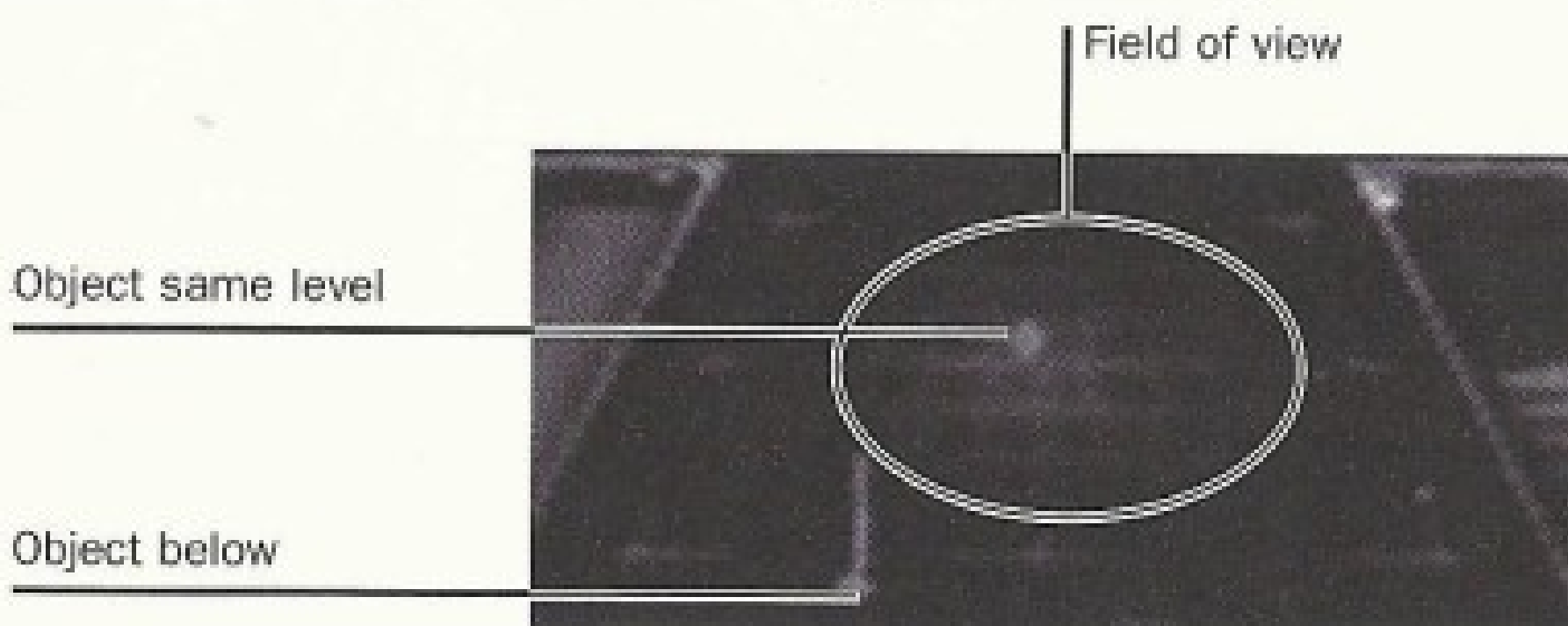
Pulling power! If your mission is to drag something from somewhere to elsewhere, this is the trinket you need. Get up close, select your tractor beam and you lock on. By firing the **X** button, you grab the object in question, enabling you to swivel it around and take it to the required destination. If you need to disengage the tractor beam to deal with incoming danger, simply select another weapon. Be warned, if you are traveling at high speed, suddenly disengaging the tractor beam may cause you to smash into the object you were tractoring.

If you travel through a hyperspace portal, the beam cuts off, requiring you to reattach it at the other end. If you don't, you are going to keep going straight into it's path and BOOM! You're covering several parsecs in ex-starship debris. Reducing speed when you go through the portal helps to avoid such collisions too.

SCANNER

Your scanner shows how far away other objects are. Your position is in the center of the scanner. You can see objects in front of you, behind you and to the sides.

Each object is represented as a green, purple or yellow dot (see color codes). A trail below the dot means the object is higher than you. A trail above the dot, means the object is below you.



Your Plane of Vision

VIEW TO A KILL

How do you see the world?

The **Z** button changes your viewpoint by warping space/time light, from inside your starship, to directly behind your starship, and from a side view.

HOW TO STOP DYING ALL THE TIME

If someone is shooting at you, raise your shields. If you're moving up on something fast, slow down. If your missile-lock on starts flashing, put up your shields. If the red circles in the starship picture increase, put up your shields. If you're being attacked from all sides, increase your speed and get out of there. And don't keep hitting the sides of a Hyperspace portal every time you go through it.

TAKING A BREAK

Pressing the **START** button activates Stasis, a small warp or tear in the space-time continuum. From this position, you can Quit the adventure back to the main menu, Continue the mission or Restart the mission you're playing.

EJECT BUTTON

Press the **START** button and the **A**, **B**, **C** buttons together to quit the mission.

MISSION DEBRIEFING

At the end of a mission or after your destruction, you receive a Mission Debriefing, listing your performance and the outcome of your actions.

WEAPONS

You have a Secondary Weapon which is always activated. You may also have a number of Primary Weapons to choose between, depending on your starship and mission.

The Secondary Weapon, the Standard Cannon is activated by pressing the **A** button. It does not drain your energy, although its power and range is limited.

- ✓ To switch between the available Primary Weapons shown on screen, tap the **C** button.

The currently selected Primary Weapon is activated by pressing the **X** button. Weapons fire in the direction of your target sights. Homing missiles lock on when your targets are in range.

If you have a limited number of weapons, such as bombs or missiles, a number next to the weapon will indicate how many are left on-board.

KNOW YOUR WEAPONS!

STANDARD CANNON

Usage:	Aim and fire
Energy Efficiency:	Self reliant
Effective Range:	Short/Medium
Damage Points:	Light/Class I
Manufacturer:	FROJENT ARMOURY INC.
Weapon Class:	Cannon
Description:	The standard cannon is fitted to almost all craft in the Repton fleet. This cannon has its own power source that doesn't drain the starship's power plant. The standard cannon is the only weapon capable of hyperspace warfare.

LASER CANNON

Usage: Aim and fire
Energy Efficiency: High
Effective Range: Short/Medium
Damage Points: Medium/Class I
Manufacturer: NOVAC ARMOURY INC.
Weapon Class: Cannon



Description: Not actually laser, but an energy matrix. The laser cannon is the most favored weapon by Repton pilots because of its immense speed. The laser cannon for its damage points and velocity is extremely energy efficient.

PLASMA CANNON

Usage: Aim and fire
Energy Efficiency: Low
Effective Range: Short/Medium/Long
Damage Points: Heavy/Class I
Manufacturer: NOVAC ARMOURY INC.
Weapon Class: Cannon



Description: The plasma cannon destroys in two stages: firstly it engulfs the craft, then implodes destroying the craft instantly. Plasma cannon rounds are very powerful but slow and energy heavy.


FRAGMENTATION CANNON

Usage: Aim and fire
Energy Efficiency: High
Effective Range: Short/Medium
Damage Points: Heavy/Class I
Manufacturer: REPTON WEAPONS DIV.
Weapon Class: Cannon




Description: The fragmentation cannon is a difficult weapon to use but once mastered it can be the most deadly in the Repton arsenal. The projectiles explode on contact, sending hundreds of smaller rounds flying outward. This gives a large damage area, effective for two seconds.

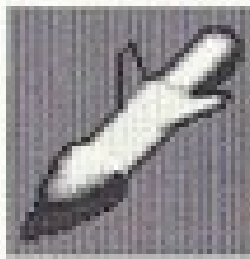
DRIVE SEEKING MISSILES

Usage:	Lock and fire	
Energy Efficiency:	Self reliant	
Effective Range:	Long	
Damage Points:	Heavy/Class II	
Manufacturer:	REPTON WEAPONS DIV.	
Weapon Class:	Missile	
Description:	Drive seekers are the most advanced missile system currently employed by the Repton fleet. The missiles are loaded with the latest navigation and enemy recognition software that only display a lock on an enemy drive.	


WIDOW MAKERS

Usage:	Lock and fire	
Energy Efficiency:	Self reliant	
Effective Range:	Medium	
Damage Points:	Medium/Class II	
Manufacturer:	REPTON SPECIAL PROJECTS DIV.	
Weapon Class:	Missile	
Description:	The widow maker gets its name because of all the Repton pilots that died during the weapons final test phase. This missile has no enemy recognition software on-board and lock on to the nearest forward craft.	


SCREAMERS

Usage:	Aim and fire	
Energy Efficiency:	Self reliant	
Effective Range:	Short/Medium	
Damage Points:	Heavy/Class II	
Manufacturer:	REPTON WEAPONS DIV.	
Weapon Class:	Rocket	
Description:	Screamer rockets are a powerful multiple range weapon system. When in close dogfight situations the screamer provides an excellent solution. It is also effective for static medium range targets.	

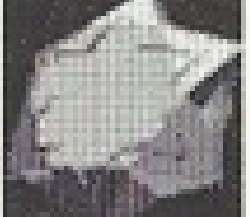
ESCORT MISSILES

Usage:	Fire and forget	
Energy Efficiency:	Self reliant	
Effective Range:	Long	
Damage Points:	Heavy/Class III	
Manufacturer:	REPTON WEAPONS DIV.	
Weapon Class:	Heavy missile	
Description:	Escort missiles have a similar damage point ratio as the powerful Judgment Cube. These missiles are designed to be used in conjunction with a primary weapon for larger enemy targets. Once primed, these missiles form on your wing only firing when in range of enemy target.	

VIRUS BOMBS

Usage:	Aim and fire	
Energy Efficiency:	Self reliant	
Effective Range:	Medium	
Damage Points:	Light/Class II	
Manufacturer:	REPTON SCIENCE DIV.	
Weapon Class:	Bomb	
Description:	Virus bombs are used against larger craft before the main bombing run. On contact the virus bomb invades the enemy crafts defense software shutting down defenses completely or making them less effective.	

RECTOR BOMBS

Usage:	Aim and fire	
Energy Efficiency:	Self reliant	
Effective Range:	Medium	
Damage Points:	Heavy/Class III	
Manufacturer:	NOVAC ARMOURY INC.	
Weapon Class:	Heavy bomb	
Description:	Rector bombs are mostly used against destroyer and mothership classes. These weapons pack a huge amount of explosives used correctly a single bomber can clear multiple sectors of enemy craft.	



JUDGMENT CUBE

Usage: Aim and fire

Energy Efficiency: Self reliant

Effective Range: Short

Damage Points: Very heavy/Class IV

Manufacturer: REPTON SPECIAL PROJECTS DIV.

Weapon Class: Heavy bomb

Description: Used primary against sector bases and larger craft the judgment cube is the most powerful weapon currently in the Repton arsenal. This weapon was commissioned to be developed after the first encounter with an Iris class sector station. This weapon yet to be tested in a combat scenario.



CLOAKING DEVICE POD

Usage: Enable and disable

Energy Efficiency: Very low

Effective Range: None

Damage Points: None

Manufacturer: REPTON SPECIAL PROJECTS DIV.

Weapon Class: None

Description: The cloaking device can be loaded on any class craft from fighter to bomber allowing visual cloaking from enemies. The cloaking device can only be used for short periods of time because of the enormous strain it puts on the starship's power plant.



TRACTOR BEAM POD

Usage: Enable and disable

Energy Efficiency: High

Effective Range: Short

Damage Points: None

Manufacturer: REPTON SCIENCE DIV.

Weapon Class: Cannon

Description: The tractor beam can be used on any class craft or ship. Loads vary depending on the mass of the host craft. The tractor beam has effective range of up to 450 meters.



DARKLIGHT DRIVE

Usage: Unknown
Energy Efficiency: Unknown
Effective Range: Unknown
Damage Points: Unknown
Manufacturer: Unknown
Weapon Class: Unknown
Description: No data currently available.



CREDITS

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RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to the address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts Customer Warranty
PO. Box 7578
San Mateo, California 94403-7578
Phone: (415) 572-2787

If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com

If you need technical assistance with this product, call us at (415) 572-2787 Monday through Friday between 8:30 AM to 11:45 AM and 1:00 PM to 4:30 PM, Pacific Standard Time
EA Tech Support Fax: (415) 286-5080
Please include your fax number. All faxes will be answered by fax.

HOW TO REACH US ONLINE

Please include your e-mail address. All e-mail will be answered by e-mail.

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