

Nintendo
GAME BOY[®]

DMG-DN-USA

TM

DARKMAN



**INSTRUCTION
BOOKLET**



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Cautions During Use

- 1) If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3) Do not touch the connectors or let them come into contact with water, as this may cause malfunction.
- 4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

DARKMANTM



Dr. Peyton Westlake, a brilliant scientist, conducting research in his lab, had just developed a synthetic replacement for human skin. While testing his discovery, he was paid a surprise visit by a foul underworld figure known as Durant, with some of his associates. They had come to search for an incriminating memo Westlake didn't even know he had. After ransacking Peyton's apartment and lab, Durant and his thugs did away with Peyton's assistant, shoved Peyton into a vat of burning chemicals, and

made the whole thing look like an accidental explosion. Thrown into the bay by the blast, Peyton miraculously survived. At a local hospital, identified only as a severely burned transient, certain nerves were surgically severed to prevent him from feeling the unbearable pain of his burns.

But Peyton had another kind of pain. His life had been cruelly destroyed. With no more life and no more identity — not even a face — Peyton burst from the hospital to madly roam the streets and alleyways, an unknown and disfigured man — DARKMAN.

As a side-effect of the surgery that took away his physical pain, DARKMAN found himself suffering from uncontrollable fits of emotional rage. Surges of adrenaline, flowing unchecked through his body, gave him almost superhuman strength.

As the memories of what happened to him began flooding back, DARKMAN devised a plan to meticulously recreate his laboratory in an abandoned warehouse, and reconstruct his own face

from the artificial skin he had developed. By doing this, DARKMAN would surely be able to find the woman he'd lost, and, above all, gain revenge.

In fact, DARKMAN has found that not only can he recreate his own face, but whatever face he chooses. And this will help him seek his revenge. He may even give himself the face of Durant!

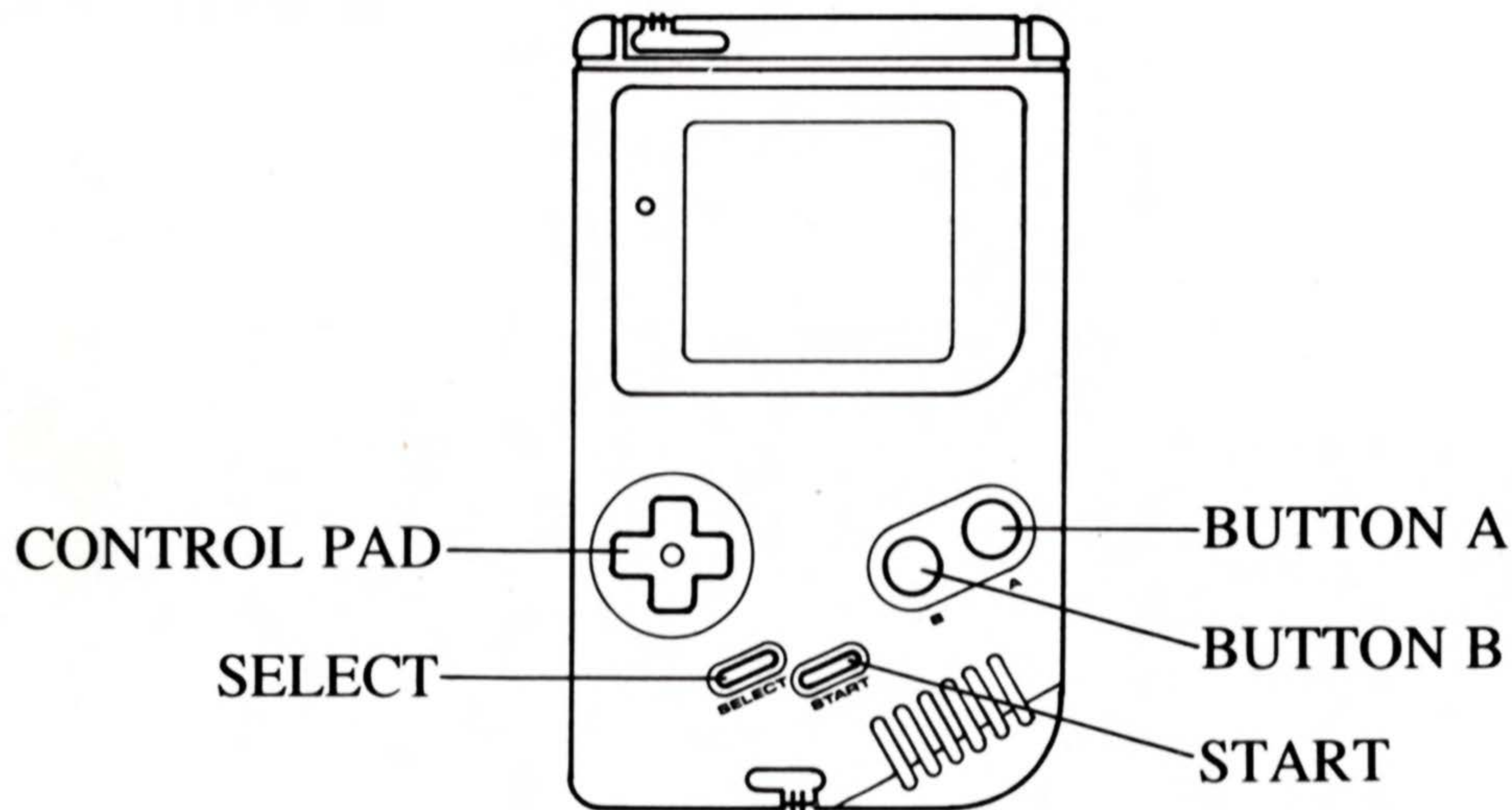
One obstacle stand in DARKMAN's way — time. The skin he has created artificially is sensitive to light, and will disintegrate after only 90 minutes of exposure. He must keep on trying — whatever it takes.

Once he had a normal life, a beautiful girlfriend and a brilliant career. Then he was brutally attacked by merciless criminals — his face and body burned beyond recognition. Now DARKMAN walks the night, searching for the woman he loves. A man who looks like a monster, he hopes to salvage his scorched flesh...and have revenge on those who destroyed his life.

Getting Started

- 1) Make sure your Game Boy is turned off.
- 2) Insert your DARKMAN game pak into the cartridge slot.
- 3) Turn on the Game Boy.
- 4) After the copyright notice appears, press START to begin the game.

Controls



START: Press START to begin playing DARKMAN. Pressing START during the game will pause the game. Pressing any other key will unpause the game.

SELECT: This is not used to play DARKMAN. However, pressing SELECT and START together with A and B will reset the game.

BUTTON A: Attack to the right.

BUTTON B: Attack to the left.

NOTE: The exact move you make when attacking depends on which way you are facing. When facing right, pressing BUTTON A will punch and pressing BUTTON B will do a back kick. However, when facing left, the reverse is true.

MOVES

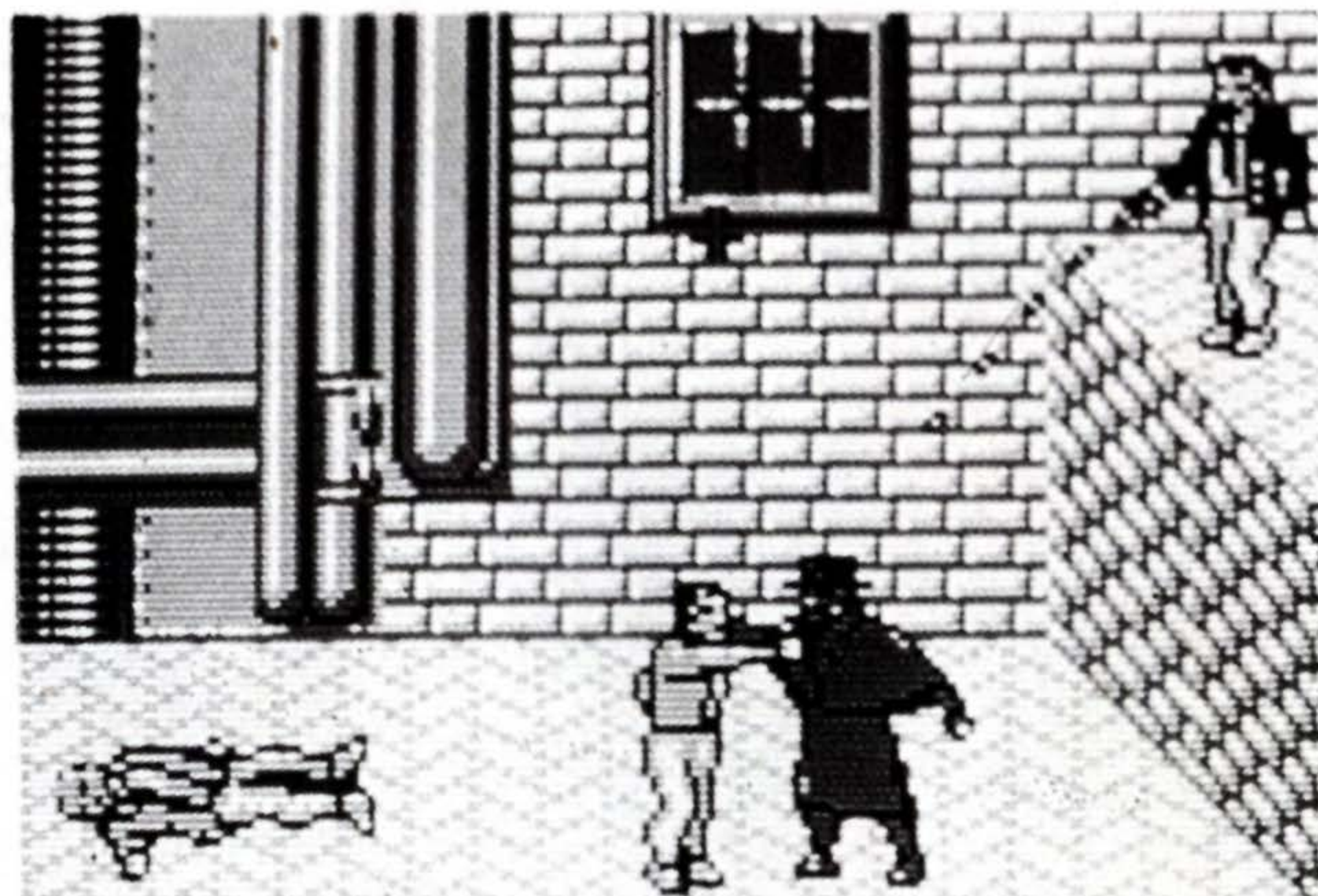
JUMPING OR KICKING: Press BUTTON A and BUTTON B together to jump. While in the air, press A or B to kick to the right or left. Landing on top of an enemy will cause him extra damage.

WALKING: Press UP with BUTTON A and BUTTON B to jump on top of boxes or platforms behind you. Use the Control Pad to walk up, down, left and right.

HEAD BUTTING or THROWING AN ENEMY: Grab hold of

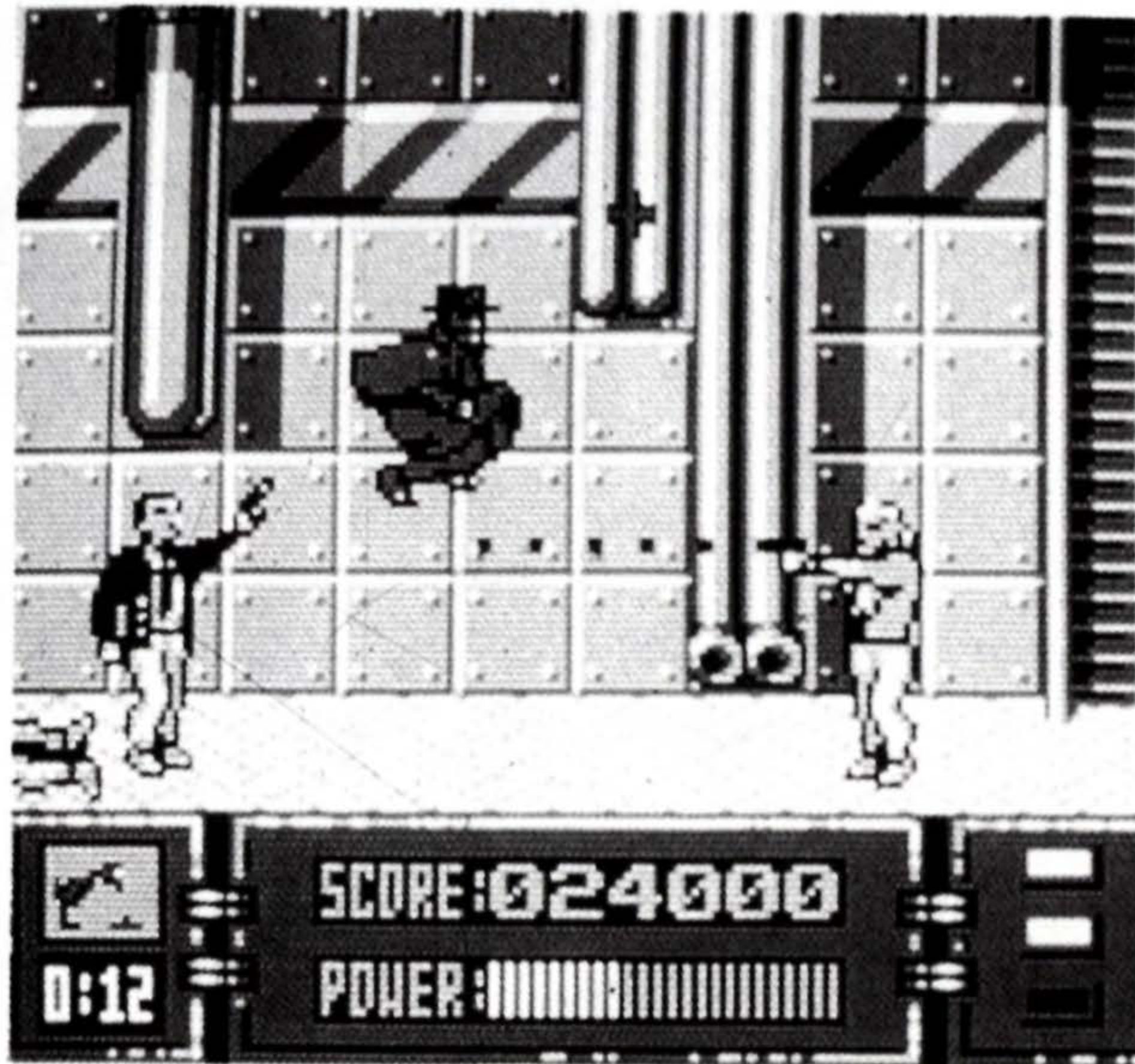
a stunned enemy by pressing BUTTON A and RIGHT on the Control Pad (BUTTON B and left when facing left). This will enable you to head butt him using BUTTON A or throw him at another enemy with BUTTON B.

PICK UP WEAPONS DROPPED BY YOUR OPPONENTS: Press DOWN on the Control Pad and BUTTON A or B.



Status Display

At the bottom of the screen is the status panel, which informs you of your current position. From left to right, these are:



1) TIME: You only have a limited time to complete each level, so don't dawdle!

2) SCORE: Different numbers of points are scored for the different moves DARKMAN can make. When you hit an enemy, the points scored will be flashed up briefly before going back to the total score.

3) POWER: When DARKMAN is hit by his enemies, he loses power. When all his power is gone, and he is knocked over, he loses a life. At certain points throughout each level, extra time and power is given.

4) LIVES LEFT: The number of lives remaining is indicated by the heart symbols below the power bar. Extra lives are awarded every 20,000 points.

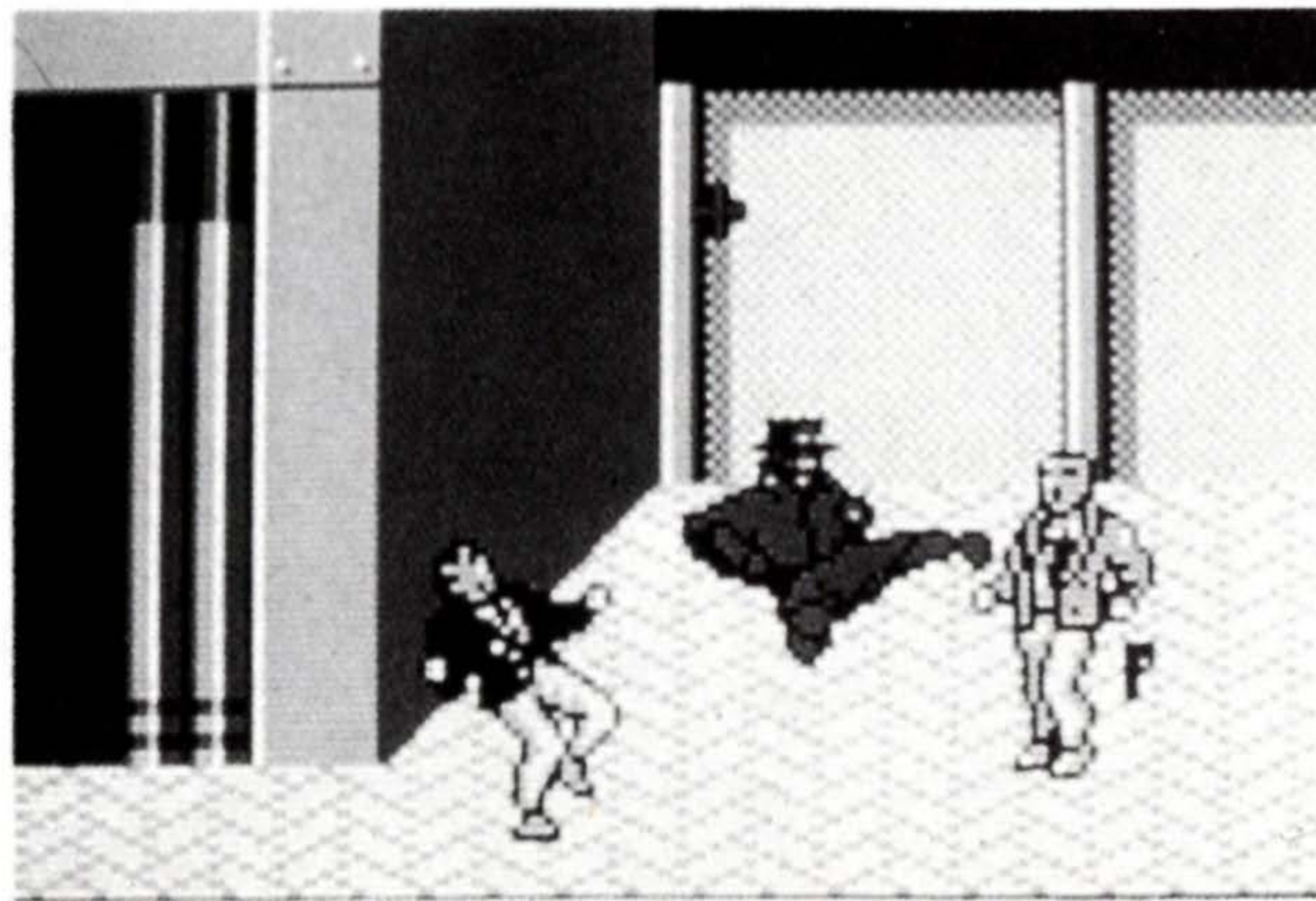
Stages

STAGE 1: CHINATOWN

DARKMAN impersonates Robert Durant, the gang boss, in order to make a protection racket pick-up in Chinatown. Unfortunately, the real Durant turns up and his cover is blown. He must escape through Chinatown.

STAGE 2: THE ABANDONED WAREHOUSE

After meeting his girlfriend, Julie, DARKMAN returns to his hideout in an abandoned warehouse. However, the gang has followed him...



STAGE 3: THE ROOFTOPS

DARKMAN has escaped from the factory, but is forced up onto the rooftops. Be careful not to fall off any of the ledges! When he has jumped across the rooftops, DARKMAN must fight Durant on the runner of his helicopter as it flies across town.

STAGE 4: THE CONSTRUCTION SITE

After defeating Durant, DARKMAN discovers that Julie has been kidnapped by Durant's boss, Strack. Strack takes Julie to a half-built skyscraper. DARKMAN must jump across the girders to rescue her.

Playing Tips

- Find out which moves score the most points, and use these to beat off the bad guys. For example, grabbing hold of an enemy and throwing him on top of another one, scores more points than simply punching him.
- Wait until you have beaten all the enemies at a particular point before continuing through the level. You will find them easier to beat one at a time than all at once.
- If you grab hold of an enemy, you can use him as a shield against bullets and shurikens.
- Throwing an enemy off a ledge is often quicker than beating him in the usual way.

Limited Warranty

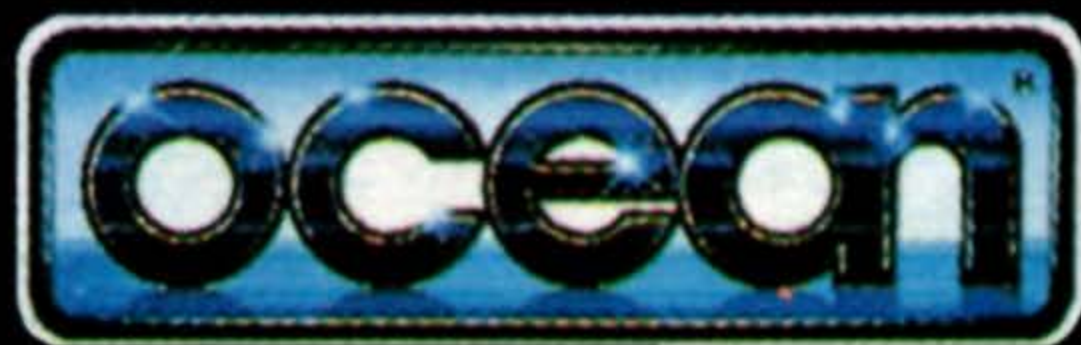
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