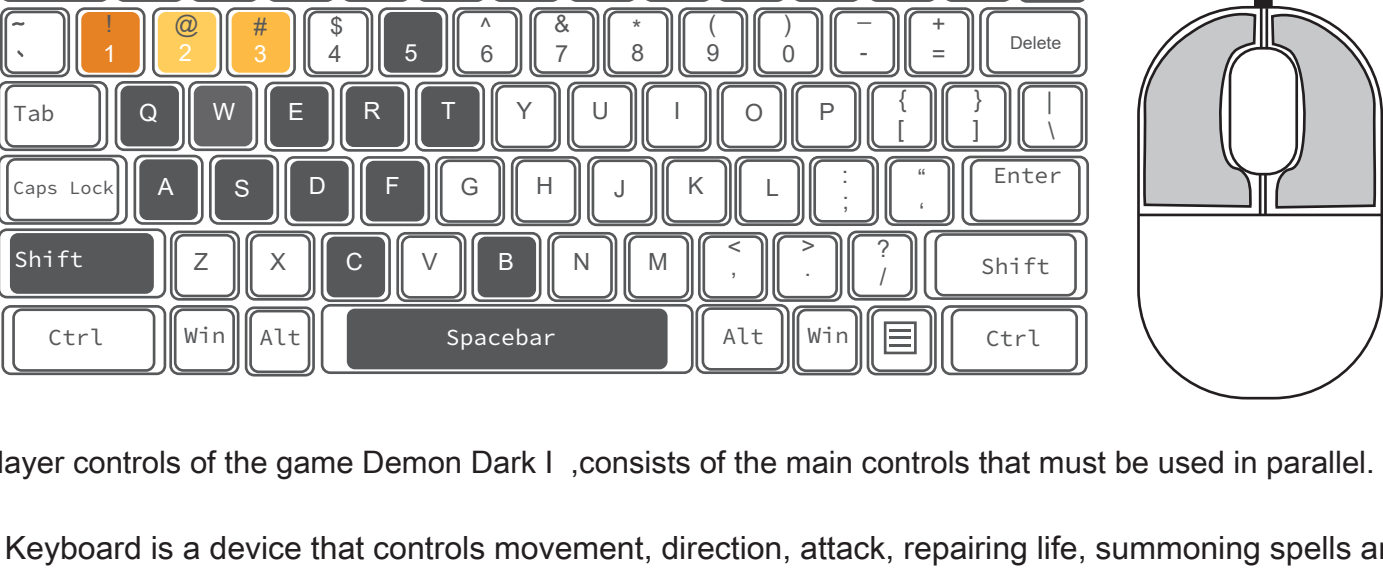


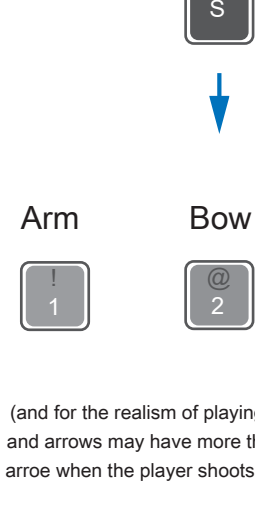
Demon Dark Controller : Default

Keyboard and Mouse compatable Window



Player controls of the game Demon Dark I ,consists of the main controls that must be used in parallel.

Keyboard is a device that controls movement, direction, attack, repairing life, summoning spells and use of weapons, including other cases about running the main menu, saving and loading the game.



W,A,S,D It is a keyboard button for determining the direction of movement.

W = Move forward
S = Move backwards or backwards
A = Move to the left
D = Move to the right

Arm



Bow



2 Sword



Keyboard buttons 1, 2 and 3 are the buttons that players can use to select weapons.

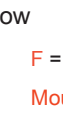
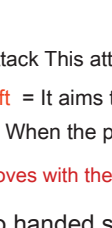
1 = hand-to-hand combat, punching, kicking, punching
2 = Use bows, players can use arrows to shoot at enemies. but must depend on number of arrows in the back bow case
(and for the realism of playing The system will not tell you the number of arrows you have. The arrow envelope behind the player can observe or count the number. and arrows may have more than 15 arrows, but only show 15 arrows, so Don't let the arrows exceed the size of the arrow pouch. and if arrows are more than 15 arroee when the player shoots out The arrow will immediately be replaced with a new one. reveal the arrow full of arrows But if there are less than 15 arrows, all arrows will be reduced.)
3 = Use a two-handed sword in battle.

[Both buttons 1,2,3 when the player chooses any weapon and wants to use another weapon. Must press again to keep the same weapon first.]

Attack and Fight

To attack the player, the controller must be used in combination: pressing the F key on the keyboard and pressing the left or right mouse button.

This does not mean that the buttons must be pressed at the same time. Each control button has its own attack moves. The F button has its F button attack moves.



Mouse Left has mouse's attack. That is, each control button works independently. but will coordinate and only the mouse button only on the left, the character will turn around and attack enemies by himself.

(Demon Dark is a fast-paced fighting game that requires more than 1 controller.)

1.Arm

F = For the F key group attack
Mouse Left = Has left mouse's attack
Mouse Right = is a blocking to protect

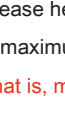
2.Bow

F = kick attack This attack is used when the enemy is too close to shoot an arrow.
Mouse Left = It aims to shoot an arrow at the small white aiming point in the middle of the screen.
When the player presses the button down, it will draw the bow. and when the player lifts or releases the button the arrow will be fired.
(and if the player moves with the character. This will turn aiming into AIMS, with the character walking backwards and aiming the bow at the center of the screen.)

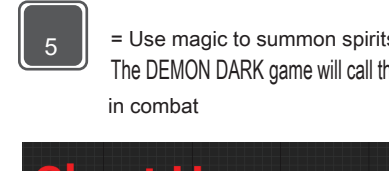
3.Fight with two handed swords

F = For the F key group attack
Mouse ڤاش = Has a left mouse attack
Mouse ڤرني = is a blocking to protect

Control buttons related to the use of magic.

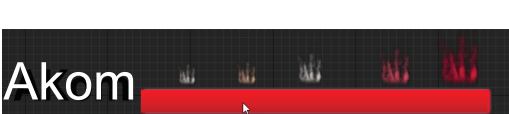
 = Magic increases health or HP to a player. It will increase by 30 units, but depends on the number of enemy souls. that sucked into the sword One demon spirit can increase the health by 30 points.

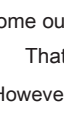
(In the game, the maximum health is usually only 100 HP - but if the health is reduced to less than 70 HP, for example, it is reduced to 90 HP and the player uses magic. Increase health will cause your maximum health to become 120 HP or your health reduced to 99 HP if you use a health increase spell. will make life force the maximum becomes 129 HP.
(That is, maximum health can be increased. The player's game can therefore have more and more life points. But the maximum will not exceed 1000 HP)

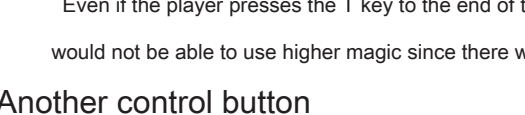


= The health bar is shown on the bar in red and a number above it.

 = Use magic to summon spirits come out to help in our fight
The DEMON DARK game will call the magic called Ghost Hongpry, where the player must press the 5 key on the keyboard for about 3 seconds to summon the ghost to help. in combat



 = Use magic attack The magic level has a total of 10 levels, starting from the player can only use the first 2 levels, but when the player can defeating some bosses will activate other levels of magic.

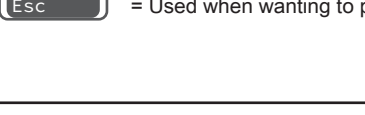


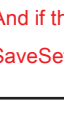
To use the player must press and hold the T key until the red bar slowly moves to the right. Fire symbol above the bar It is a point to note which magic will be called come out to use if the red bar is near the left side of the bar summons the first spell and when further away and to the right bar. The magic order will change. That is, it takes more time. To invoke higher-order magic
However, to use the first magic. The player must press the T key until the red bar moves to the right. to the first child to be able to use the first magic but if the call he spell will not work. or if the higher order magic has not yet been activated. Because it hasn't reached the boss who possesses that magic.
Even if the player presses the T key to the end of the bar or the red end to the right
would not be able to use higher magic since there will be no magic But the magic will become a level 1 spell instead.

Another control button

 = Used to store objects
1. Arrow
2. A special sword that intensifies attacks.

 = Allows the character to jump

 = Makes the character roll forward

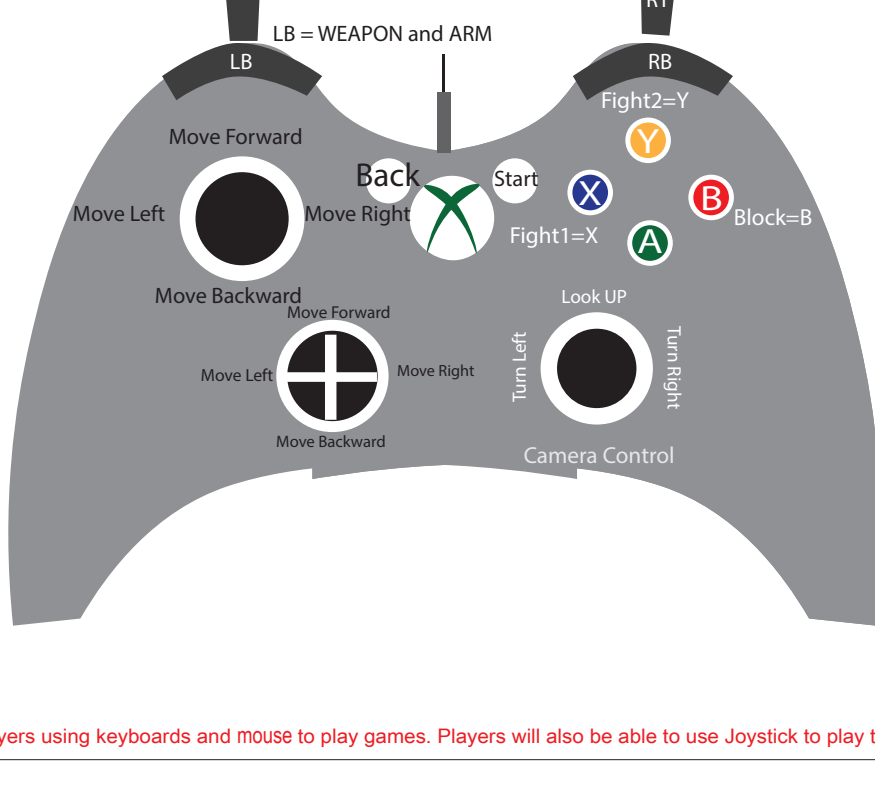
 = Will cause the character to crawl or sit on the floor

 = Used when wanting to Lock-On our character to always face the enemy. And to cancel Lock-On, you have to press the C key again.

 = Used when wanting to pause the game or call PAUSE out, and to return to the game, press the RESUME button on the pause menu.

The keyboard buttons and mouse controllers described here are the main game defaults. But players can change these control values in the Controller menu.
And if the effect is different from what the player wants or no key appears in the Controller menu, the player presses the Default button and SaveSetting will cause the Controller to back to the standard of the original game

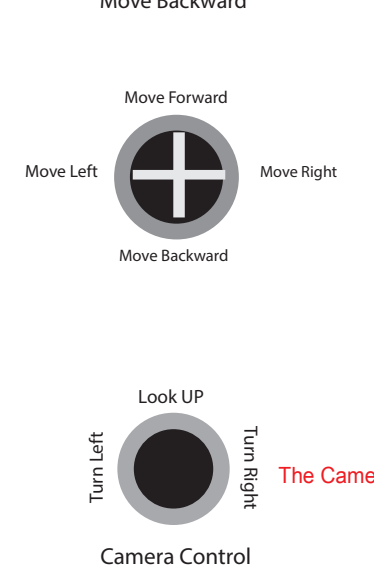
JOYSTICK



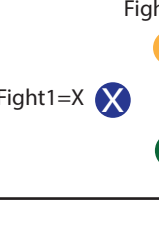
In addition to players using keyboards and mouse to play games. Players will also be able to use Joystick to play this DEMON DARK I game as well.

Using the joystick to play games is fixed. Players are currently unable to manually modify the buttons.
DEMON DARK I was tested with an Xbox 360 Joystick. It was not tested with any third party joystick. Therefore, the Developer reserves the right to guarantee that Joystick according to the general market Can be used to play with this Demon Dark I game.

Using the JOYSTICK



Both these buttons are used to move the character in the desired direction. The player can choose one of the buttons. according to aptitude.



The Camera button deals with controlling the player's perspective. The player can rotate the camera around the character and tilt angle.

Fight button group

Fight1=X  Equivalent to pressing the Mouse Left button.
Fight2=Y  It is equivalent to pressing the F key on the keyboard.
Block=B  Equivalent to pressing the Mouse Right button.

Magic button group

 It's equivalent to pressing the T key on the keyboard to use magic.

LT = Health Magic

 = Button to use Health Magic to increase health.

LB = WEAPON and ARM

 = Weapon selection button for using the Joystick to play the game. The selection of weapons, both bare hands, bows and two-handed swords are all on the LB button by using it, it will switch weapons indefinitely.

RT = Ghost Hongpry

 = The button is used to summon spirits to help in battle.

 = The button is used to pause the game or open the Pause Menu.

But since the game is not designed to work directly with the JoyStick, all menu operations still require the mouse to click the buttons. to configure