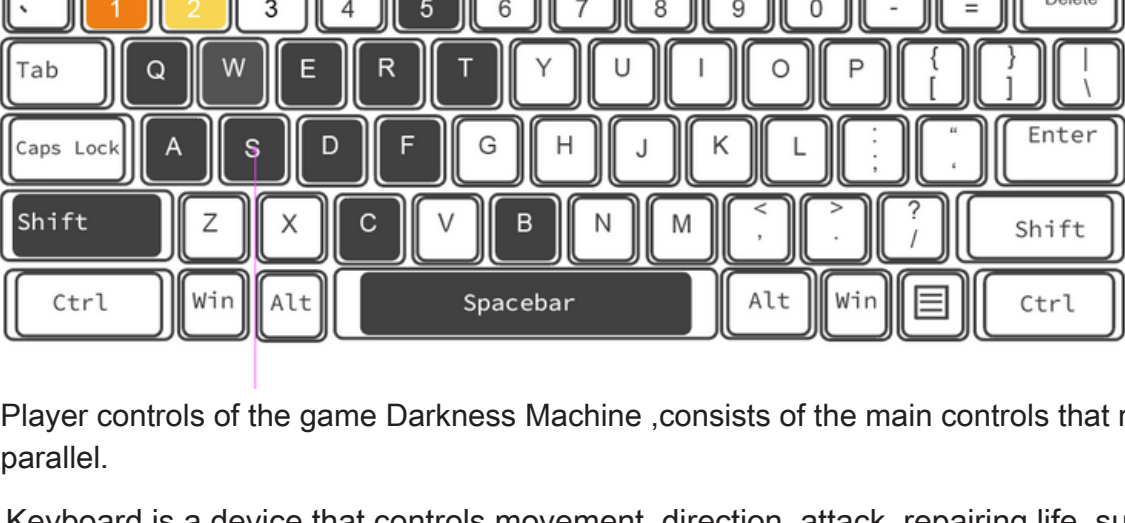


Keyboard and Mouse compatable Window



Player controls of the game Darkness Machine ,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

→

S

↓

W,A,S,DIt 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

Sword Gun

Change Power

1

2

1 = Use the gun sword or collect

2 = Press to transform into your true form. Makes it possible to attack and destroy more violently. Including being more resistant to attack .And the real body can fly when pressing the M button and while flying. Able to shoot missiles By pressing the H button, attack the enemy.)

Keyboard keys 1 and 2 are the keys used to select the sword. and transform into Power

[Both buttons 1,2 when the player selects a weapon and wants to revert its unused status. You must press it again to pick up the same weapon or return to basic form.

]

Attack and Fight

F

+



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.

(Darkness Machine has many different attacks, so it requires more than 1 calltron.)

1. Sword

F = For the F key group attack

Mouse Left = Has left mouse's attack

Mouse Right = is a blocking to protect

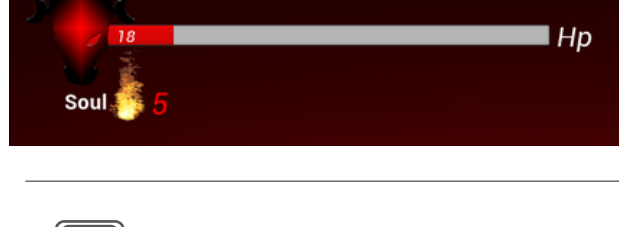
2. Transform Power

M = Fly, the character can fly.

H = will be a missile launch.

(Both while in normal form or in Power, pressing the G button will fire a gun in the direction ahead and E will fire a strafing gun..)

Control buttons about Using life boosts



Q

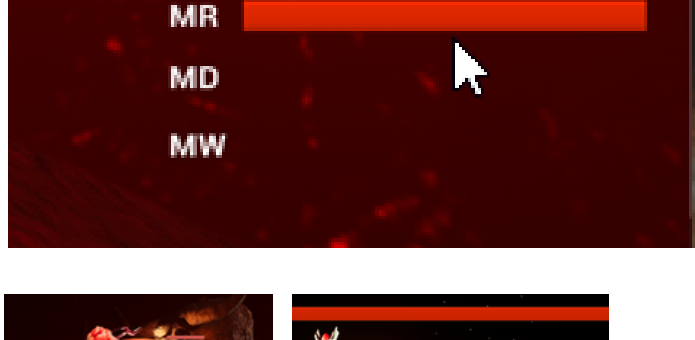
= Magic to increase life power and increase the player's HP. It increases by 20 units each, but depends on the number of enemy souls.

that absorbed by 1 demon soul can increase life force by 20 units.

(In the game, players can continuously gain a lot of life power. depending on the spirit of the enemy

The health bar is displayed on the bar in red with a number above it.

Control button that shows the results of collecting magic. to be able to pass the checkpoint



If the player looks at the bottom right, there will be MR, MD, and MW.

This section will tell you how much magic the player has stored. which if the player does not collect all the magic as specified Will make it impossible to pass the next checkpoint.



The nature of the magic is a red crystal ball. And to get the magic, you must destroy the outside crystal ball first. Some spells have a boss protecting them, so you must destroy the boss first.

Most spells must be destroyed outside first. By using a sword Only a sword can destroy the outer surface. Shooting guns or rockets will not be able to destroy the surface.

Another control button

Q

= Used to increase life force

E

= Shooting a gun

G

= Shooting a gun

M

= Fly

H

= Fire a missile.

Shift

= Allows the character to jump

Spacebar

= Makes the character roll forward

B

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

C

= 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.

Esc

= 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

LT = Health Magic

RT = Ghost Hongpary

LB = WEAPON and ARM

RB

Move Forward

Move Left

Move Right

Move Backward

Move Left

Move Right

Look UP

Turn Left

Turn Right

Camera Control

Back

Start

Fight1=X

Fight2=Y

B

Block=B

A

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

Using the joystick to play games is fixed. Players are currently unable to manually modify the buttons.

Darkness Machine 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 Darkness Machine game.

Using the JOYSTICK

Move Forward

Move Left

Move Right

Move Backward

Move Forward

Move Left

Move Right

Move Backward

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

Look UP

Turn Left

Turn Right

Camera Control

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

Fight2=Y

Fight1=X

Block=B

A

Fight1=X

Equivalent to pressing the Mouse Left button.

Fight2=Y

It is equivalent to pressing the F key on the keyboard. Equivalent to pressing the Mouse Right button.

Block=B

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

Magic button group

LT = Health Magic

LT

= Button to use Health Magic to increase health.

LB = WEAPON and ARM

LB

= 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 Hongpary

RT

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

Back

= 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

Darkness Machine

CopyRight HIRUN STUDIO SOFT