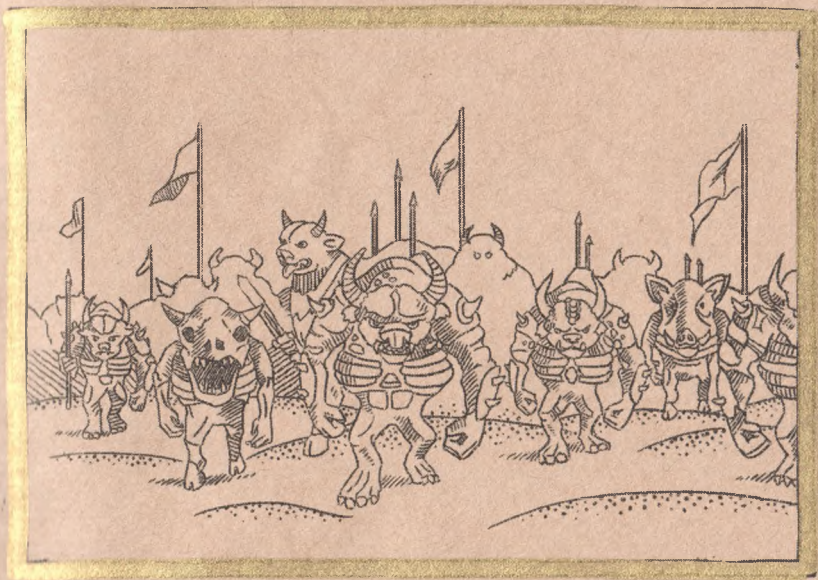


The  
Dark

REDUX



LOST PAGES



any years ago the army of dark forces  
has crossed the border of the Land of  
Winds.



Most of the population have been killed,  
others have escaped to the Northern  
Sands.



mong them there was a girl named Jane.  
**S**oon she gave birth to a son, Alexander.



ane told him the sad story. And when  
he became an adult, he went to the  
native land to free his country.



THE DARK: REDUX



THE DARK: LOST PAGES

Both games tell the same story.

**THE DARK: REDUX** is the main storyline, and **THE DARK: LOST PAGES** contains a large **PROLOGUE** and additional levels with new types of enemies.

**B**oth games are standalone. You can play the games in any order.

II. LOST PAGES

I. REDUX



I. REDUX

II. LOST PAGES

# Loading

System requirements: ZX Spectrum 48K or higher.

Type **LOAD** (ENTER) or select the "Tape loader" option depending on the machine model.

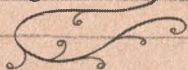
Press **PLAY** on your recorder and the game will load automatically.

For "THE DARK. REDUX", loading time is 4:53.

After loading "THE DARK. REDUX", listen to the story, and only then stop the tape.

For "THE DARK: LOST PAGES", loading time is 4:35 for 48K and 5:29 for 128K. The last block is not used in 48K mode. Press **STOP** when you hear the beeper music.

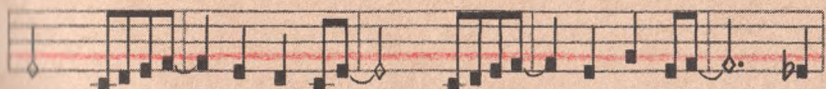
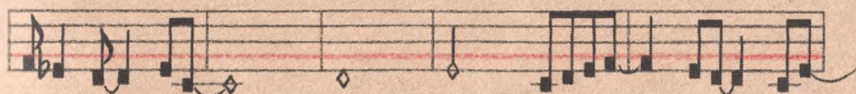
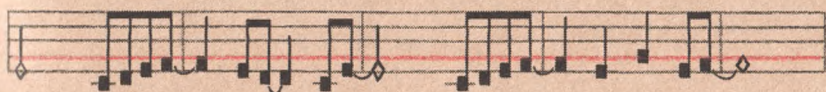
If the 128K Spectrum is used the game will automatically identify this fact and the in-game **AY** music will be activated. Music in menu is always playing via beeper.





Prepare to

Fight!







# ARRain Menu and the keys you should use to control the game

Both games have the same main menu:

1. KEYBOARD
2. SINCLAIR
3. KEMPSTON
4. CURSOR

D. DIFFICULTY: NORMAL  
F. SPACE—FIRE, M—MAP

**P**ress the specified key to select menu item. Keys 1 to 4 choose the control type.

The keys **QAOP + SPACE + M** are defined for the keyboard.

Press **D** to change the difficulty level: **NORMAL** or **EASY**.

Press **F** to switch the functions of the keys **M** and **SPACE** (map/fire). If you use a joystick, you can also choose one of these two keys for the map.

Press **FIRE** to begin the game. The main menu will no longer be available.

For "THE DARK: LOST PAGES" there is no map in **PROLOGUE**. During the game use **C** and **V** to set the music volume.

# Gameplay

"THE DARK. REDUX" consists of 9 levels. The task of each level is reaching the exit, except for level 4, where the player has to find and kill all enemies, and level 9, where it is necessary to destroy all eggs of the evil.

The main game of "LOST PAGES" also has 9 levels with various tasks. The large PROLOGUE that precedes this is made in a different genre—a 2D action-adventure maze. The task in PROLOGUE is to collect all the pages of the BOOK OF HISTORY.

Various representatives of the dark forces will confront you. Some of them can be killed, but there are also immortals.

Two attempts are given for passing each level. After the second fail, you will go one level back. It works this way for "REDUX", starting from the second level, and for the main game of "LOST PAGES" (after going through the PROLOGUE, you will never return there).

At any time of the game (except for the PROLOGUE of "LOST PAGES") you can look at the map by pressing the corresponding key. The game pauses when the map is shown.

In "REDUX" a whole map is shown, and in the main game of "LOST PAGES"—a part of it.

**A**ll objects on the map, including enemies, are shown as dots. The blinking dot shows the player's position. Use the compass to orient yourself. The top of the map is North.

Exit is marked on the map, if it exists.

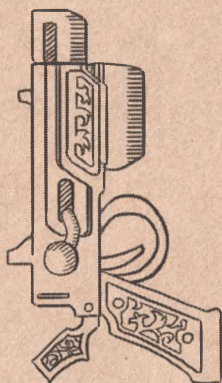
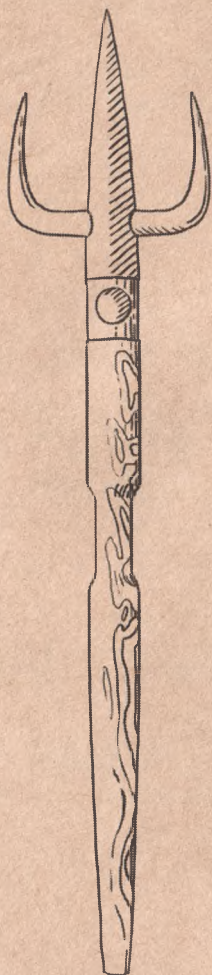


## Grim Reaper

You will meet two of his incarnations: in "REDUX" (don't look at his empty eye sockets!) and in the PROLOGUE of "LOST PAGES" (he will not allow you to pass).

# Weapon

Alexander uses two types of weapons—a trident and a firearm. The second of them requires the ammo.



# Status

Left side of the status panel: health and armours.

Right side: compass and ammo (or the collected pages for the PROLOGUE of "LOST PAGES").

Each level begins with 80% of armour and health.  
Ammunition remains from the previous level.

Status panel of "THE DARK. REDUX":



"THE DARK: LOST PAGES":



# Items

The collected items are shown in the right column of the screen.

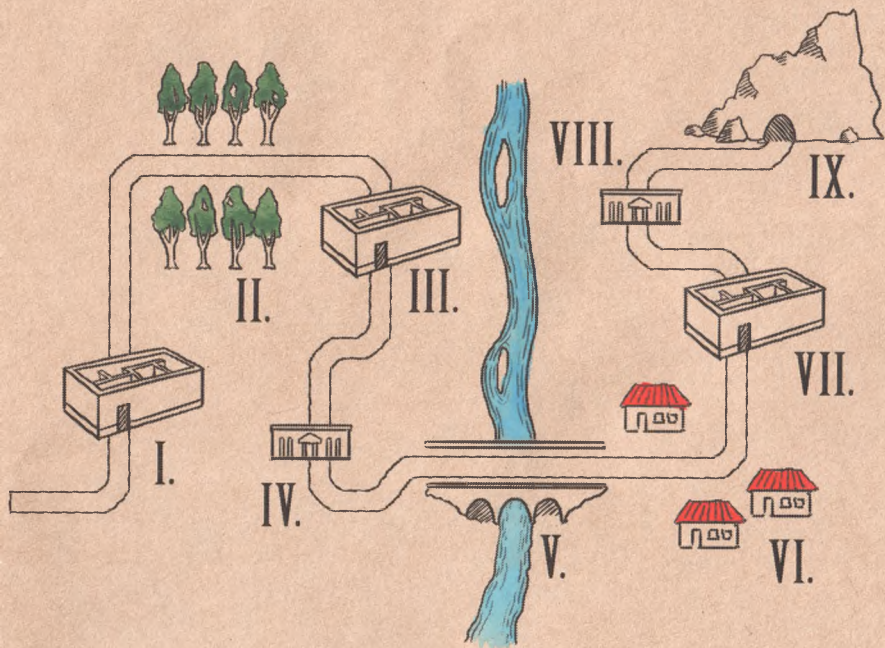
## "THE DARK. REDUX":

- ∫ green box with yellow cover: 50 units of ammo;
- ∫ bright yellow box: armour, 50%;
- ∫ heart: health, 50%;
- ∫ white and cyan keys—to open the corresponding doors;
- ∫ pair square keys with the image of a hand—to open the yellow door.

In "THE DARK: LOST PAGES" there are several other objects. Some of them are randomly located on the map.

# THE DARK. REDUX

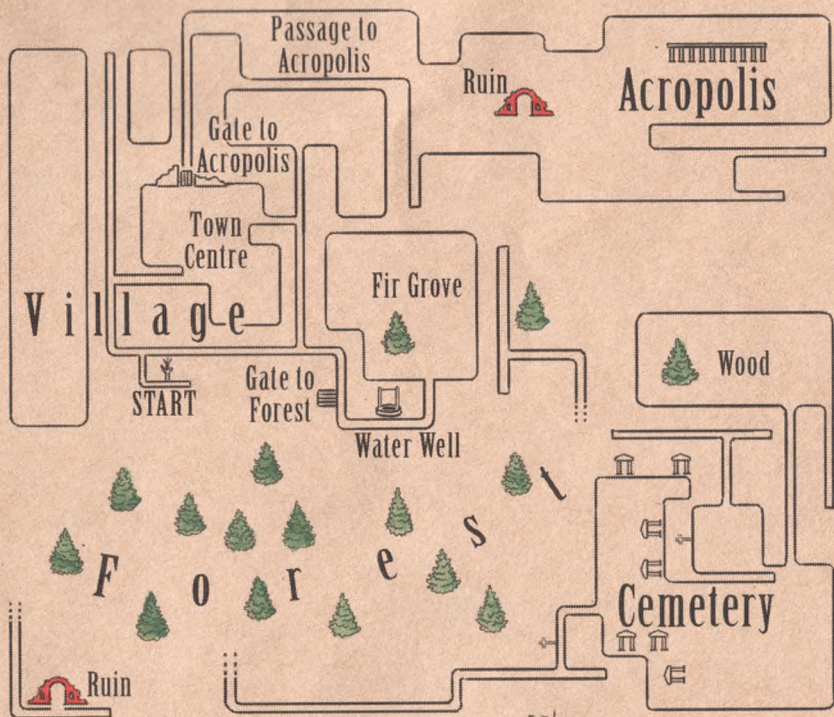
## World Map





# THE DARK: LOST PAGES

## PROLOGUE



# Credits

Code, graphics, music and additional artwork  
by ZOSYA entertainment.

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Saint Petersburg, Russia.

[www.zosya.net](http://www.zosya.net)

Story background music by GALAXY MAP.  
[galaxymap.bandcamp.com](http://galaxymap.bandcamp.com)

