# Dark Void™ Zero

Contents

System Requirements

- OS: Windows® XP (SP2 or higher)/ Vista / 7
- Processor: 2.5 GHz Pentium 4, 1.6ghz Core2Duo or higher
- Memory: XP: 512 MB minimum, 1 GB recommended; Vista /Win7: 1 GB minimum, 2 GB recommended
- Hard Drive: 200 MB available disk space required
- Graphics: DirectX 9.0c compatible video card with 256 MB
- Sound Card: DirectX(R)9.0c compatible
- Display: 800x600 minimum resolution, 1280x720 or higher recommended
- Input: Windows-compliant keyboard Xbox 360® Controller for Windows® recommended
- Adobe® Reader®

Dark Void: A History

It is 1987 and the Nintendo Entertainment System™ dominates television sets across the world. Capcom is poised to release Mega Man® for the holiday season, and with successes such as Commando™ and Ghosts 'N Goblins® already under its belt, things couldn't have been better for the company. What many people don't realize however is just how many games were in development at Capcom during this time that never saw the light of day.

As the '80s were drawing to a close, the developers at Capcom began work on a top secret project that aimed to set new standards for the platformer genre, blending the intense shooting action of Section Z™ with the latest innovations in platform jumping from Mega Man. That game was called "Dark Rift". In order to properly fulfill the team's vision for Dark Rift (later renamed Dark Void), the hardware engineering team at Capcom was enlisted to design and produce an all-new chipset that would be included in every cartridge, enabling huge numbers of sprites and never-before-seen special effects to be displayed on the NES™ platform. (Nintendo adopted their own strategy with their invention of the FX chip for the Super Nintendo Entertainment System™, a unique way to improve the graphic capabilities.)

An arcade version of Dark Rift was planned, built to take advantage of the dual monitor NES™-based cabinet already available in arcades. (The system used the top monitor for game selection, with NES™-based hardware running the game on the lower screen.) The game would provide a persistent map on the top monitor to aid players in their quest. In addition to new hardware, Capcom also began its first community promotion program in America: The Capcom High Score Challenge was based on scores in Commando, with the winner of the competition being flown to Capcom's Osaka, Japan HQ to meet the Dark Void team and be a starring character in the game!
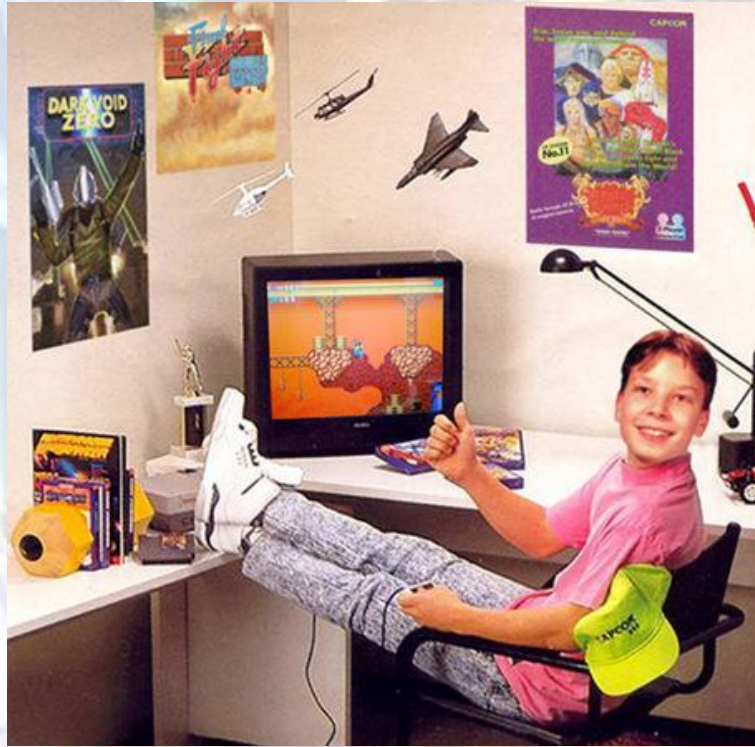
Competition winner, young Jimmy Fallon, poses for a unreleased marketing photo

Alas, time waits for no man and game developers are no exception. The dawn of the Super Nintendo Entertainment System™ made the additional hardware requirements for Dark Void redundant. Capcom suspended development on Dark Void as it began to evaluate the SNES™. Before long, the game was shelved and drifted, unnoticed, into the annals of gaming history, with even the internal tape-based archives lost due to an unfortunate magnet incident which even today is best left undiscussed. The team was quickly re-deployed to other projects, and went on to produce several hit titles, as well as some other Capcom oddities (to be disclosed at a future date). Dark Void became a legendary "lost project" at Capcom.

Now, nearly twenty years later, Dark Void is back! In the run-up to the release of Dark Void, Capcom staffers in the US were able to recover the only remaining prototype of the game, which was still in the hands of the 1987 Dark Void contest winner! To commemorate the game's humble origins, Capcom has commissioned this recreation of the original 8-bit classic, now re-titled "Dark Void Zero", on the Nintendo DSi system, PC and iPhone.

You play Rusty, the first human born in the Void, who must take on the Watchers in a quest to stop their domination of Earth. With the aid of Nikola Tesla, and his state-of-the-art rocket pack, Rusty must take down the Watchers and their minions across three intense levels of action and intrigue. Equip Rusty with up to 5 primary and 3 secondary weapons. Use the Map Screen to locate your next objective and navigate the alien world.

RISE ON!

CAPCOM

DARK VOID ZERO FEATURES A STATE-OF-THE-ART (IN 1987!) MUSIC SYSTEM, CAPCOM'S SYSTEM ZERO NO-FLICKER SPRITE CHIPSET, AND AN ADDITIONAL PROCESSOR PER CARTRIDGE TO KEEP THE ACTION FROM SLOWING DOWN.

THE ONLY KNOWN DARK VOID CARTRIDGE FOUND IN THE POSSESSION OF THE CONTEST WINNER

THE GAME PRESENTED IN THIS HISTORICAL DOWNLOAD WAS REVERSE-ENGINEERED FROM A PROTOTYPE KNOWN TO BE 50% COMPLETE. IT HAS BEEN RE-MASTERED AND RE-DESIGNED TO BE COMPLETELY STAND-ALONE AND SERVE AS A DOCUMENT OF PRESERVATION. FOR THE MOST PART, THE GAME REMAINS INTACT, WITH THE ONLY ADDITIONS BEING THE ADDITION OF THE COMPLETE STORY ARC (FROM THE ORIGINAL CONCEPT ART), MOST OF GAMEPLAY BUGS REMOVED, AND THE DESIGN COMPLETION OF LEVEL 3 BASED ON NOTES AND SKETCHES FROM THE ORIGINAL TEAM. IT HAS BEEN COMPLETED TO THE BEST OF OUR KNOWLEDGE FOR YOUR ENJOYMENT.

THE GAME THAT STARTED IT ALL HAS AT LAST MANAGED TO SEE THE LIGHT OF DAY. WE HOPE THAT TWENTY YEARS WASN'T TOO LONG TO WAIT.

Introduction

THE STORY SO FAR...

MANY YEARS AGO THE GREAT SCIENTIST NIKOLA TESLA BECAME TRAPPED IN THE VOID, A HOSTILE PLACE BETWEEN OUR WORLD AND THE WORLD OF THE WATCHERS. FOR YEARS TESLA AND THE BAND OF VOID-BORN HUMANS KNOWN AS THE SURVIVORS HAVE BATTLED AGAINST THE EVIL WATCHERS AS THEY ATTEMPTED TO CREATE A STABLE PORTAL THAT WOULD ENABLE THEM TO FINALLY CONQUER HUMANITY.

YOU PLAY THE ROLE OF RUSTY, WARRIOR TEST-PILOT AND TESLA'S TRUSTED FRIEND. IT IS TESLA'S BELIEF THAT WHERE ARMIES HAVE FAILED, MAYBE ONE MAN, ARMED WITH TESLA'S TECHNOLOGY, CAN SUCCEED.

THE FATE OF THE HUMAN RACE RESTS IN YOUR HANDS!

Controls & Screens

YOU CAN CONFIGURE YOUR CONTROLS AT ANY TIME THROUGH THE OPTIONS MENU.

KEYBOARD CONTROLS (DEFAULT)

CONFIGURABLE

DEFAULT INPUT	ACTION
[LEFT ARROW]	MOVE/AIM LEFT
[RIGHT ARROW]	MOVE/AIM RIGHT
[UP ARROW]	MOVE/AIM UP
[DOWN ARROW]	MOVE/AIM DOWN, CROUCH
[A]	FIRE
[S]	JUMP

NOT CONFIGURABLE

DEFAULT INPUT	ACTION
JUMP BUTTON	DOUBLE PRESS TO HOVER / HOLD TO BOOST
[M]	ACCESS MAP
[ESC]	PAUSE, SKIP CUTSCENE
[ENTER], JUMP BUTTON, FIRE BUTTON	ADVANCE TEXT DISPLAYS
[ALT] + [ENTER]	TOGGLE FULLSCREEN

GAMEPAD CONTROLS (DEFAULT)

XBOX 360 CONTROLLER

CONFIGURABLE

DEFAULT INPUT	ACTION
[DPAD LEFT]	MOVE/AIM LEFT
[DPAD RIGHT]	MOVE/AIM RIGHT
[DPAD UP]	MOVE/AIM UP
[DPAD DOWN]	MOVE/AIM DOWN, CROUCH
[B BUTTON]	FIRE
[A BUTTON]	JUMP
[BACK BUTTON]	ACCESS MAP
[START BUTTON]	PAUSE, SKIP CUTSCENE

OTHER GAMEPAD CONTROLLERS

CONFIGURABLE

DEFAULT INPUT	ACTION
[LAXIS X-]	MOVE/AIM LEFT
[LAXIS X+]	MOVE/AIM RIGHT
[LAXIS Y-]	MOVE/AIM UP
[LAXIS Y+]	MOVE/AIM DOWN, CROUCH
[BUTTON 1]	FIRE
[BUTTON 2]	JUMP
[BUTTON 3]	ACCESS MAP
[BUTTON 4]	PAUSE, SKIP CUTSCENE

ALL CONTROLLERS

NOT CONFIGURABLE

| DEFAULT INPUT	ACTION
JUMP BUTTON	DOUBLE PRESS TO HOVER / HOLD TO BOOST
JUMP BUTTON, FIRE BUTTON	ADVANCE TEXT DISPLAYS

This is the primary game-play screen. The HUD for this screen displays Rusty's current health, how many lives he has remaining, as well as his current primary weapon. If collected, the currently active secondary weapon is also displayed. The number next to the secondary weapon shows the time left (in seconds) before its effect wears off.

Gameplay Essentials

YOUR MISSION

You must destroy the threat of Portal X once and for all! To achieve this, you must collect three Portal Control Codes, one in each level of the game. Once these have been collected you must seek out the Portal Controls and use the codes to destroy Portal X forever!

THE MAP
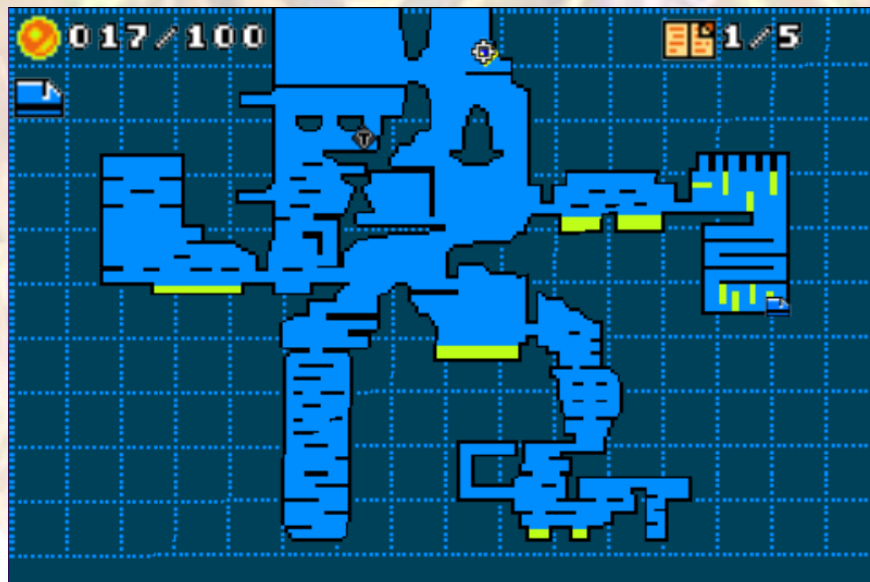
To aid you when deep within Watcher territory you have a map displayed on the Map screen. Tesla will help you by updating the map with your objectives.

Your current position is shown on the map as well the location of any teleporters you have discovered, including the one that is currently active. Tesla will display the location of your objectives on this map, so keep an eye on it! The currently held item is shown on this screen (keycards, etc.) as well as the number of secondary objectives you have achieved and how many Tech Points you have collected so far.

Teleporters

There are many teleporters within Watcher territory. Standing in a teleporter will activate it. If Rusty's shield is reduced to zero, the built-in safety feature in his suit will teleport him to the last teleporter he activated. Be aware that Rusty's suit can only save him a few times before it will fail forever and your game will come to an end.

Save Game

If you manage to survive an entire level the game will save your progress as soon as you start the next level. When you quit the game (or lose all your lives) you will be able to resume the game from the last level you reached. You will also be able to restart the game from level 1 if you wish, but be aware that any previous progress will be lost.

Weapons and Pickups

Primary Weapons

Liberator
Rusty's primary weapon, the trusty liberator is the standard issue weapon used by survivors in their struggle against the Watchers.

Disintegrator
The Watchers' answer to the human pump-action shotgun, the Disintegrator is a lethal weapon at close-range, but ineffective at longer ranges.

Pulverizor
This is a Watcher variant of a rocket launcher. Even though it has a slow rate of fire, it deals a large amount of damage. It can be used to open up otherwise inaccessible areas.

Teleforce Lance
The slow-firing Teleforce Lance fires streams of unstoppable energy that can pass straight through any wall.

Hypercoil
Designed by Tesla himself, the Hypercoil is capable of massive amounts of damage at the expense of overheating. Make sure you don't run the weapon continually for too long, otherwise it will overheat and be useless until it cools down once again.

Secondary Weapons

EM-Pulse

This short-range smart bomb does not produce a great deal of damage, but it is great for when you find yourself swarmed by enemies. It fires every time Rusty's main weapon fires. Limited to a 10 second duration, use it while you can!

Force Field

This handy piece of hardware enhances Rusty's shield for a short time only, making him impervious to enemy damage, but not against environmental hazards.

Electrified Field

Based on the same technology as the Force Field, this secondary weapon also packs an additional punch to any enemy unfortunate enough to be within range of its effect.

Weapon Upgrades

Ammo Doubler

The Ammo Doubler increases the rate of fire of your current weapon to deal more damage. The effect only lasts 10 seconds before the rate of fire returns to normal.

Tri-deflector

The Tri-deflector redirects additional ammo to hit targets not directly in front of you. The effect only lasts 10 seconds before firing returns to normal.

Other Pickups

Rocket Pack

Rusty's trusty rocket packs give him access to areas otherwise unreachable. Beware of the Watcher's Nullifying Fields as these will destroy your rocket pack!

1UP

Each collected 1UP gives Rusty one extra life.

Tech Points

Tech Points are dotted throughout the Watcher installations. Collect 100 Tech Points to receive an extra life.

Health

Health pick-ups can be found placed in each of the levels. Each one restores some of Rusty's health. Occasionally, enemies also drop health pickups.

 Keycard

Keycards open locked security doors throughout the maps.

 Portal Control Code

Locate all of the Portal Control Codes to destroy Portal X.

Customer Support

CAPCOM ENTERTAINMENT, INC.

For technical support:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will offer additional instructions.

You can also submit technical support requests on our website at: WWW.CAPCOM.COM. Click on the 'Support' link.

Direct Link: http://shop.capcom.com/store/capcomus/Content/pbPage.CapcomSupport2

Here you can search the database of existing questions or submit your own support request.

To contact us by mail, send to:

Capcom Entertainment, Inc.
Consumer Service Department
800 Concar Drive, Suite 300
San Mateo, CA 94402-2649
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Customer support available in these language(s): English