

MANUAL

# THE DARK HALF

BASED UPON  
A STEPHEN KING THRILLER



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# Introduction

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The sparrows are flying again. Thad Beaumont's evil twin, George Stark, has returned in this thrilling graphic adventure based on the Orion Pictures film, from the novel by Stephen King. As Thad, a successful horror writer, you are drawn into the psychological mystery behind your evil twin as he commits crimes and murders for which you are blamed. To defeat his evil forces, you must dodge the police, uncover clues and discover the secret of the Dark Half. Only then can you prove your innocence, save your family, and silence George Stark forever.

Thad has written a series of horror books under the alias of George Stark. After a drifter named Fred Clawson threatens to reveal his Alter-Ego, Thad is forced to go public, realizing that he can never write as Stark again.

# Getting Started

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## Requirements

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In order to run The Dark Half you will need the following equipment:

- An IBM or 100% compatible 286/386/486 PC with a EGA or VGA graphics card and 640K of memory.
- A hard drive with 6 megabytes of available space.
- A mouse is recommended.
- One of the following sound cards is optional: SOUND BLASTER, Roland MT-31, AdLib, Sound Master.

**NOTE:** Please be sure you have the computer properly hooked up and are familiar with its operation. If there are any questions about the computer, please refer to your owner's manual.

## Memory

The Dark Half requires 585K of free memory to run. If you have memory problems, try one of these suggestions:

1. Load TSR programs into high memory. Consult your DOS or memory manager manual for instructions.
2. Modify your CONFIG.SYS and AUTOEXEC.BAT files so that TSRs are not loaded when your computer boots. Make sure you keep a copy of your old files so you can restore them.
3. Create a bootable floppy that doesn't load any extra program into memory. Boot with this floppy when you want to play The Dark Half.

## Installing the Program

Before you can run the program, you must install it to your hard drive.

Insert The Dark Half Disk #1 into your floppy drive. Type **A:** (or, if the disk is in drive B, type **B:**) and press the **ENTER** key.

Type **INSTALL** and press the **ENTER** key.

The Dark Half install program not only copies all of the program files onto your hard disk, but also allows you to configure your video and sound options.

The first thing the install program will need to know is where on your system to place **THE DARK HALF**. The install program will show you which hard drives you have in your system. It will also show you the default pathname where the files will be copied. If you want to select a drive other than the default one, simply click on the drive button or press the drive letter on the keyboard.

To have the install copy the files into a different directory than the one indicated, click on the **Change Path** option or press **H**. Type in the new pathname and press **Enter**.

Click on **Continue** or press **O** to go on.

The install will now ask you to pick the sound device you would like to use to playback digitized sounds and voices in the program. Click on your choice or press the highlighted letter that corresponds to your selection.

Click on **Continue** or press **O** to go on.

The install program will now display the Preferences screen. This screen allows you to set what input device you are going to use and what video mode you want the program to run in. Make your selections by clicking on the appropriate buttons, or pressing the key that corresponds to the highlighted letter of the options you want to choose.

After you have made your selections, click on **Continue** or press **O**.

The install program will now show you all of the selections you have made. If everything is correct, click on **Continue** or press **O**. To make changes, click on **Change** or press **H**.

The install program is now ready to copy all of the necessary files onto your hard drive. Click on **Install** or press **I** to begin the installation process. The program will prompt you to insert each disk.

The Dark Half has now been installed on your hard drive.

## Starting the Program

To run the program, enter the following commands from your hard drive prompt:

**CD \CAPSTONE\DARKHALF <Enter>**

**DARKHALF <Enter>**

or

**DH <Enter>**

## Keyboard Control

Use the cursor keys on your numeric keypad to move the pointer around the screen. Press the **ENTER** key to 'click' on an object or command.

## Mouse Control

Move the pointer around the screen with the mouse. Press the left mouse button to 'click' on an object or command.

## Special Keys

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Some special features are controlled by the function keys. They are listed below.

**F1** - access menu

**F2** - toggle music off/on

**F3** - toggle sound effects off/on

## Playing the Game

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When the game begins, you will find Thad standing in the dark cemetery. This is the same cemetery where they have recently had the mock burial for his alias, George Stark.

## Main Game Screen

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The main game screen is divided into two areas: the Action Window and the Interface Window.

The **Action Window** occupies the top two-thirds of the screen. This window will normally show a third-person view of the current location. In some cases this display will change to show other action, such as a split screen for telephone conversations.

The **Interface Window** allows you to control Thad. You control all of Thad's actions through a simple typewriter interface. Each key on the typewriter represents a different verb that can be used. Not all verbs can be used at all times. To select a verb, position the cursor over the word and click the left mouse button (or press **ENTER**).

The paper that is coming out of the typewriter will show you what action you have chosen, and also the result of that action, if any.

## Actions

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The verbs used in The Dark Half, along with their functions, are listed below:

**LOOK** - Gives a general description of the indicated object or location. Choose **LOOK** and then move the cursor around the Action Window. The name of any object that you can look at will be displayed as the cursor moves over it. To perform the action, click the mouse button or press **Enter**. You can also **Look** at items that you have in your inventory.

**Mouse Users:** There is a short-cut to look at objects. Position the cursor over an object to look at and click the right mouse button. This way there is no need to choose the **LOOK** verb.

**WALK TO** - Thad will walk across the screen to the indicated location. Select **WALK** and then a location in the Action Window. If you indicate a door, Thad will walk through it if it is open. If Thad walks to the edge of the current screen, and there is an adjacent location, the new location will appear.

**OPEN** - Used to open doors, boxes, or anything else. Click on **OPEN** and then select the object on-screen or in your inventory.

**USE** - Select **USE** and then an object on screen or in your inventory. Sometimes you have to use two objects together. For example, to open a door with a key, choose **USE** and then click on the key in your inventory. The screen will now say **USE KEY IN**. Now click on the door.

**TALK TO** - If there is another character on-screen, Thad may be able to talk to them by selecting **TALK TO** and pointing at the character and clicking.

**TRAVEL TO** - There are often locations that Thad can not walk to. To reach these, you must use the **TRAVEL TO** verb. When you select this verb, a screen will be displayed with any available destination. To make a selection, point at the desired destination and click. The available destinations change as the game progresses.

**PICK UP** - If there is an object on-screen you can try to pick it up. Select **PICK UP** and then point at the object and click. If you are able to pick it up, it will be added to your inventory.

**SEARCH** - This is a more in-depth look at an object or location. Choose **SEARCH** and then move the cursor over the desired object or location and click.

**CLOSE** - Just the opposite of **OPEN**. Choose **CLOSE** and then click on the desired object in the Action Window.

**PUSH** - Select **PUSH** and then move the cursor over the desired object and click.

**PULL** - Select **PULL** and then move the cursor over the desired object and click.

**GIVE TO** - If you have an object in your inventory that you wish to give to another character, choose **GIVE TO**. You must then click on the object in your inventory to give, and finally on the person to whom you wish to give it.

**INV** - This will display the inventory of all of the objects that you are currently carrying. Each object will be represented by a small icon on the top of the screen. You will have to display the inventory to use many of the above verbs (i.e. **GIVE TO**). Choose **INV** again to exit the inventory display.

## Close-up Views

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At various points, the game may display a close-up view of an object or a location. This may occur when you enter a new location or use the search command. Thad will not be visible on-screen. To exit from the close-up view, click on the box with the four arrows that appears on the side of the screen.

## Conversations

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Thad can speak with most other characters that appear throughout the game. If another character is on screen, choose the **TALK TO** verb and then move the cursor over the character. If you can speak to them, their name will appear in the Interface Window. Click the mouse button or press Enter to start the conversation. Their words will be displayed in the

Interface Window in blue and Thad's words will be displayed in yellow. In many cases you will have to choose what Thad says. The different choices will be displayed on-screen. To make a selection, highlight your choice and click. Be careful, Thad can find himself in deep trouble if he says the wrong thing.

## MENU

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The lever on the right-hand side of the typewriter is labeled **MENU**. Choose this option to perform any of the following functions: Save a game, Load a game, Exit to DOS, Continue game. You can also access this menu by pressing the F1 key.

### Save a game

When you make this selection, a window with twelve save game positions will appear. You can save the current game in any one of these positions. To select one of the positions, position the cursor over it and click. If there is a game already stored in this position, its description will appear on the bottom of the screen. To save the game in the selected position, click on the **Save A Game** button at the top of the window.

### Load a game

When you make this selection, a window with twelve save game positions will appear. To view a description of the saved game in one of the save locations, position the cursor over the appropriate box and click. If there is a game stored in that location, the following information will be shown for that game: location, day, time of day, and list of inventory items. To load the selected game, click on the **Load A Game** button at the top of the window.

### Exit to DOS

Leave *The Dark Half* and return to the DOS prompt.

### Continue game

Returns to the game so you may continue playing in the same location.

## Hints

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Here are some ideas that might help you solve the mystery of The Dark Half.

1. Whenever you feel you have accomplished everything you can during the current day, just Use the Lamp in the bedroom to go to sleep.
2. Look At and Pick Up everything that you can. You never know when you'll need something.
3. At times Thad can go into a trance to summon up information that he might need. Thad will write cryptic messages while in a trance.
4. Remember, the police suspect Thad, so don't get caught carrying incriminating evidence. However, make sure you hide it where you can get to it. You might need it later.
5. Be sure to save your game often, choosing incorrect responses to the cops' interrogations will lead to a long time in prison.
6. When you talk to people, they will give you important information about what you need to do. Read carefully.
7. If you still manage to get stuck, a Hint Book is offered to eliminate your gaming frustrations.

## Development Team

**Executive Producer**  
Leigh M. Rothschild

**Producer**  
David Turner

**Director**  
Robert Fiorini

**Original Game Concept**  
David Turner • James Wheeler

**Game Adaptation and Design**  
Kelcey Simpson

**Art and Production Design**  
Kelcey Simpson • John Garcia

**Programming**  
Brent Smith

**Original Music**  
Rod Wallace

**Sound Effects**  
David C.J. Taylor

**Additional Art**  
Daniel Bourbonnais • Bruce Turner

**Programming Assistants**  
Monica Suua • Robert Fiorini

**Project Administration**  
W. Lee Schulz

**Quality Assurance**  
Rick Leinecker • Connie McSweeny • James Wheeler

**Play Testing**  
Skyler Schulz • Tim Dahl

**User's Manual and Hint Book**  
David Turner • James Wheeler

## **Additional Information**

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### **Backups**

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Backup copies of THE DARK HALF disks are available directly from IntraCorp. The \$12 charge for the set can be paid by check, American Express, Visa, MasterCard or COD. To order, write to IntraCorp, Inc., 14540 S.W. 136th St., Suite 204, Miami, FL 33186 or call 1-800-INTRACO [1-800-468-7226] between 9 a.m. and 6 p.m. Eastern time (Monday through Friday).

### **Technical Support - Please read carefully**

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Registered owners of this software product are entitled to technical support from our Customer Service department. If you have any problems or questions, please call Customer Service at (305) 252-9040 between 10 a.m. and 6 p.m. Eastern time (Monday through Friday). Please note that the warranty card that came with this product must be mailed to IntraCorp before any assistance can be given. Please allow sufficient time for the card to arrive before calling Customer Service.

The IntraCorp Customer Support bulletin board is available to all users. Callers can leave questions to the Technical Support department or to other users, and get information on software upgrades and new releases. The board is available to users 24 hours a day. The board's number is (305) 378-8793. It is accessible at 300, 1200, 2400 or 9600 baud; no parity; 8 data bits; 1 stop bit.

### **Credits**

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