

# ALONE IN THE DARK 2



CRILL

INFOGRADES



# ALONE IN THE DARK 2

## START-UP

### CONFIGURATION REQUIREMENTS

• An IBM PC AT or 100% compatible computer

• 386 DX 33 MHz processor, with 1MB minimum

• 1024 KB RAM (2 MB recommended)

• VGA graphics card

• Mouse (optional)

• Sound card (optional)

• CD-ROM drive (optional)

• Hard disk (optional)

• Windows 3.11 (optional)

## UNDER WINDOW

### INSTALLATION

• Switch to the CD-ROM

• Press the CD-ROM



• Press the CD-ROM



## START-UP

### CONFIGURATION REQUIREMENTS

- ◆ An IBM PC AT or 100% compatible computer.
- ◆ 386 DX 33 Mhz minimum, faster recommended.
- ◆ 2 MB RAM - More than 572 KB available for executable program required.
- ◆ 256 KB EMS (Expanded Memory Specification).
- ◆ VGA 256-colour graphic mode.
- ◆ Hard disk compulsory (18 MB free required).
- ◆ CD-ROM drive (150 K/sec. minimum) with audio output.
- ◆ MSCDEX 2.21 or higher.
- ◆ Mouse and corresponding mouse driver.
- ◆ DOS 5.0 or higher.

### OPTIONAL

- ◆ Sound cards: Sound Blaster and 100% compatible.
- ◆ Microsoft WINDOWS 3.1 or higher.

To check if you have enough DOS and EMS memory, type the DOS command MEM at the DOS prompt C:\> and press RETURN. This way you can see how much memory is available. If you do not have enough DOS or EMS memory, please refer to the section entitled TROUBLESHOOTING GUIDE in which some simple suggestions on how to configure your computer are given.

### UNDER WINDOWS

#### INSTALLATION UNDER WINDOWS

- Switch on the computer and load the WINDOWS program if necessary.
- Insert the CD-ROM ALONE IN THE DARK 2 in the CD-ROM drive D. If your CD-ROM drive is not D:, replace D: by the correct letter in the following instructions.

- In the Program Manager screen, click onto FILE. Next click onto the RUN option.
- Type D:\WINSTALL into the Command Line input field, then click onto the OK button.
- 3 icons will be displayed:
  - Options:** To access the installation options.
  - Install:** To start the installation.
  - Exit:** To exit the installation.
- When installation is completed, an INFOGRAMS program group appears on the Program Manager screen.

### UPDATING - CONFIGURATION CHANGE UNDER WINDOWS

You can change a number of game parameters (sound card...).

In the Program Manager screen open the INFOGRAMS window.

Next double-click on the Update icon. After modifying the parameters in the Options menu, click on the Update icon to validate the changes.

### STARTING THE PROGRAM UNDER WINDOWS

Open the INFOGRAMS window in the Program Manager screen, then double-click on the ALONE IN THE DARK 2 icon to start the game.

Be careful! During play, the CD-ROM ALONE IN THE DARK 2 must always be loaded and the CD-ROM drive must be locked.

## UNDER MS-DOS

### INSTALLATION UNDER MS-DOS

- Switch on the computer and boot to a C:\ prompt.
- Insert the CD-ROM ALONE IN THE DARK 2 in the CD-ROM drive D. If your CD-ROM drive is not D:, replace D: by the correct letter in the following instructions.
- At the C:\> prompt, type D:\INSTALL and press RETURN.

- 3 icons will be displayed:
  - Options:** To access the installation options.
  - Install:** To start the installation.
  - Exit:** To exit the installation.

### UPDATING - CONFIGURATION CHANGE UNDER DOS

You can change a number of game parameters (sound card...).

At the DOS prompt C:\>, place yourself in the directory in which you installed the game, using the DOS command CD (e.g. CD \INFOGRAM\INDARK2). Type INSTALL and press RETURN. After modifying the parameters in the Options menu, click on the Update icon to validate the changes.

### STARTING THE PROGRAM UNDER DOS

Place yourself in the directory in which you installed the game, using the DOS command CD (e.g. CD \INFOGRAM\INDARK2) and press RETURN.

Type in AITD2 and press RETURN.

Be careful! During play, the CD-ROM ALONE IN THE DARK 2 must always be loaded and the CD-ROM drive must be locked.

### WARNING

Since this booklet was written, some last minute changes may have been made to the program. If this is the case, the updates will be outlined in the README file that will be included on the CD-ROM.

Under MS-DOS, type D:\README and press RETURN.

CD-ROM disks require the same care when stored and handled as audio CDs. You won't need to clean the disk if you have handled it only by holding the edges and put it directly in its box after use.

In case of problems or if an error message is displayed on screen, please refer to the section entitled TROUBLESHOOTING GUIDE.

## INTRODUCTION AND GAME OBJECTIVE

You are Edward Carnby, and already journalists have nicknamed you "Supernatural Private Eye". You could go on taking life easy in your comfortable office... But suddenly you receive a call for help from a friend of yours, Ted Striker. Little Grace Saunders, who was kidnapped a few days ago, is almost certainly being held hostage in an old Californian mansion: "Hell's Kitchen".

What's more, this massive building is the property of the leader of a gang of bootleggers... His name? One Eyed Jack. A word of advice, then: If you are planning on staying alive in this sort of environment, make sure you've got your 38 Special, and get hold of a machine gun as soon as possible... So good luck, you're alone, ALONE IN THE DARK!

## MAIN MENU

The main menu offers three options:

### BEGIN A NEW GAME

To start a game, select this option, then confirm by pressing RETURN.

### RESUME A SAVED GAME

Press RETURN to access a table of saved files.

Use the arrows to choose the desired file, then press RETURN to confirm your selection.

### RETURN TO DOS/WINDOWS

If you select this option, you will be returned to DOS or to WINDOWS.

## MOVING THE CHARACTER

The character can be moved in any direction.

The movements are exclusively controlled by the arrow keys on the keyboard.

↑ ..... To move forward

← ..... To turn left

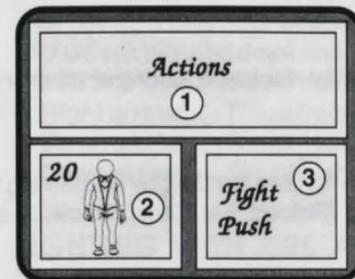
→ ..... To turn right

↓ ..... To move backwards

You can make the character run: when the character is walking, release the ↑ key, then quickly press it again.

## THE OPTIONS SCREEN

To carry out certain specific actions and to use any objects you have found during play, you must switch to the Options screen: press the RETURN key. The following screen will then be displayed:



Window ①, at the top of the screen, contains the items you have found.

Window ②, at the bottom left of the screen, shows either your character with Life Points, or a selected item and any available reloads or cartridges.

Window ③ offers a choice of actions available either to the character or which can be done with the selected item.

If you wish to carry out a specific action or use an item, select the "Actions" option or the item in your possession, using the arrow keys. Then press RETURN to confirm. You will then be switched to Window 3. Use the ↑ and ↓ arrow keys to choose an action or function. To confirm your choice, press RETURN.



## CHARACTER ACTIONS AND USING ITEMS

### ACTIONS

You can perform certain actions whenever you wish: Fight or Push. Other actions are directly linked to items in your possession (see "Using Items").

◆ **Fight:** Press the SPACE bar and keep it pressed.

Your character is ready to attack. By pressing the ← or → keys, your character will throw a punch with either his left or right fist. Press the ↑ arrow to head butt and the ↓ arrow to kick. Remember holding both the SPACE bar and the relevant arrow key down as you punch.

◆ **Push:** To move a large object or a piece of furniture, keep the SPACE bar pressed and use the appropriate directional arrow.

When you have selected one of these actions in the Options screen, you will be returned to the game and can then carry out the chosen action.

**Note:** not all the items can be moved.

### USING ITEMS

#### TAKING AN ITEM

If your character touches certain items, a window will be displayed, asking whether or not you wish to take the item.

#### USING AN ITEM

To use an item in your possession, select it from the list (see the chapter concerning the Options screen). Then select the desired function (Reload, Eat, Drop, Throw,...) and confirm in Window 3.

#### OTHER USEFUL KEYS

**S:** Activates/Disactivates sound effects without going to the Parameter screen.

**M:** Activates/Disactivates the music without going to the Parameter screen.

**P:** Pause

**RETURN:** Gives you access to the Inventory screen (see the Options Screen).



## COMBAT

Your character can fight with both hands and feet or use a weapon found.

### HAND-TO-HAND FIGHTING

Select the Fight option in the "Actions" command. Keep the SPACE bar pressed down and use one of the following directional arrows:

- **Left arrow:** ..... Punch with the left hand.
- **Right arrow:** .... Punch with the right hand.
- **Up arrow:** ..... Head butt.
- **Down arrow:** .... Kick.

Keep both the SPACE bar and the arrow key pressed long enough for the blow to be delivered correctly.

### FIGHTING WITH A CUTTING WEAPON OR ANY OTHER WEAPON

After having chosen your weapon in the options screen, select the "Use" option. Keep the SPACE bar pressed down and use one of the following directional arrows:

- **Left arrow:** ..... Thrust from left to right.
- **Right arrow:** .... Thrust from right to left.
- **Up arrow:** ..... Thrust from low to high or straight forward.
- **Down arrow:** .... Thrust from low to high.

### FIGHTING WITH FIRE-ARMS

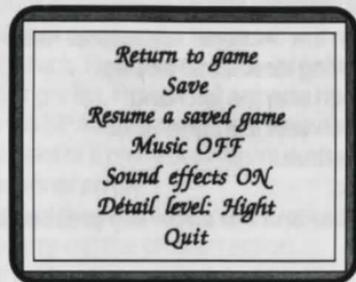
After having chosen your gun in the options screen, select the "Use" option. Keep the SPACE bar pressed down and use one of the following directional arrows:

- **Left arrow:** ..... Direct the gun towards the left.
- **Right arrow:** .... Direct the gun towards the right.
- **Up arrow:** ..... Fire.



## SAVING, LOADING AND VARIOUS PARAMETERS

Press the ESC key to access the Parameters screen:



Use the directional arrows to choose an option.

### SAVE

Move the cursor to the line of your choice, using the ↑ and ↓ arrows. Type in the name of your game to be saved and confirm by pressing RETURN.

### RESUME A SAVED GAME

Use the ↑ and ↓ arrows to select a file, then press RETURN to confirm your choice.

### DETAIL LEVEL: LOW/HIGH

This function allows you to select either standard or low graphic detail level, and thus modify the game speed.

### QUIT

You will return to the main menu.



## TROUBLESHOOTING GUIDE

### PROBLEM : THE PROGRAM DOESN'T LOAD PROPERLY

- ◆ Did you install ALONE IN THE DARK 2 onto your hard disk? (See Installation, Updating and Starting.)
- ◆ Does your computer meet all the requirements listed under Configuration Requirements?
- ◆ Do you have any unusual peripherals hooked up to your computer? Try disconnecting any unnecessary peripherals, rebooting the computer and reloading the program.

### PROBLEM: THE MESSAGE "CD NOT FOUND" OR "WRONG CD" APPEARS

- ◆ Is the CD-ROM correctly loaded in the drive?
- ◆ Have you inserted the CD-ROM ALONE IN THE DARK 2?

### PROBLEM : THE MESSAGE "MEMORY ERROR: NOT ENOUGH DOS MEMORY" IS DISPLAYED

- ◆ Do you really have at least 572 KB free memory under DOS?  
To check, run the MEM tool or type in the instruction CHKDSK. Both programs will tell you how many free bytes you have in RAM.  
NOTE: 1 KB = 1024 bytes
- ◆ To resolve problems due to lack of memory, you can try to 1) **optimise the memory** or 2) **remove memory resident programs and create a minimum boot disk.**

#### Optimising the memory

- If you have the QEMM program at your disposal (in this case it will figure in the CONFIG.SYS file), type in the command OPTIMIZE and press RETURN. To the question "Do you want to use EMS" answer YES.

- If you use MS-DOS 6.0 (or higher) and the memory manager EMM386.EXE, type in the command MEMMAKER and press RETURN.

Both of these programs reorganise the memory by trying to make as much room as possible.

Do you have terminate and stay resident (TSR) programs installed in your RAM? Calculators, clocks, caches and floppy drive accelerators are examples of such programs. These programs are sometimes automatically loaded when you start up your computer, using the AUTOEXEC.BAT file.

To avoid loading TSR programs, we recommend creating a minimum BOOT disk which you should use each time you want to run the game ALONE IN THE DARK 2.

#### CREATING A MINIMUM BOOT DISK

- ◆ Prepare a blank disk and insert it into floppy drive A:. Type the following command at the DOS prompt: `FORMAT A: /S`.
- ◆ Copy the files AUTOEXEC.BAT and CONFIG.SYS from your hard disk to your floppy disk. (E.g. `C:\COPY AUTOEXEC.BAT A:`)
- ◆ Use the DOS text editor "EDIT" to edit both files AUTOEXEC.BAT and CONFIG.SYS. (E.g. `C:\EDIT A:AUTOEXEC.BAT`). In both of the programs remove the commands that you think are useless by putting them as remark (REM). Keep the commands for the mouse (MOUSE), the keyboard (KEYB UK, KEYBOARD), the MSCDEX manager, the CD-ROM drive (CD), the sound board (SOUND, BLASTER). You can put programs such as SMARTDRIVE, SIDEKICK etc. as remark... Save each file and quit the EDIT tool (File, Save).
- ◆ Switch off your computer and switch it back on, keeping the minimum BOOT disk in the drive. The computer will boot on the disk and operate with minimal systems, leaving as much free memory as it can.
- ◆ Try starting the game again, using the procedure explained in the chapter Start-up under DOS.

**NOTE:** Unfortunately we cannot provide you with a listing of AUTOEXEC.BAT and CONFIG.SYS files that will assuredly work on your equipment, for every computer has its own peculiarities.

#### PROBLEM: THE MESSAGE "MEMORY ERROR: NO EMS DRIVER OR NOT ENOUGH EMS MEMORY DETECTED" APPEARS

- ◆ If you do not have 256 KB of EMS, make sure that the program EMM386.EXE is in the DOS directory and add the following line in the CONFIG.SYS file:  
`DEVICE=C:\DOS\EMM386.EXE RAM 512 D=64`

#### PROBLEM: THE ANIMATIONS APPEAR SLOW OR JERKY

- ◆ Do you have the right equipment in accordance with the instructions contained in the Configuration Requirements Section?  
You should have a CD-ROM drive with a data transmission speed of at least 150 KB per second.

#### PROBLEM: THE MESSAGE "DRIVE NOT READY" OR "GENERAL FAILURE" APPEARS

- ◆ Is the CD-ROM disk of ALONE IN THE DARK 2 correctly loaded in the drive?
- ◆ Is your CD-ROM disk dirty?

Take it out of the drive and clean it with a dry, clean, soft and lint-free cloth, wiping in a straight line starting from the centre outwards to the edge of the disk. Never clean your disk with a solvent or abrasive agent.

**CUSTOMER SERVICE DEPARTMENT**

If you have tried all the solutions offered in this chapter and still cannot solve the problem, contact INFOGRAMES at the following address:

**INFOGRAMES Ltd.**  
Customer Service Dept.  
14 Smedley Street  
CLAPHAM - LONDON SW4 6PF

Tel: 071 738 8199 (office hours)

Otherwise call 0891 244 444 - Calls cost 39p per minute cheap rate.  
49p at other times. (Maximum cost £ 3.68).  
Please get permission from the person paying the bill.  
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