

VIRTUAL DREAMS

Alone in the Dark



INFOGRAMES



Giampiero

English

Alone in the Dark

INSTRUCTIONS

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in the Dark

INSTRUCTIONS



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CONFIGURATION

- ◆ An IBM PC AT or 100% compatible computer.
- ◆ AT 16 Mhz minimum recommended.
- ◆ 640K RAM - **More than 560,000 bytes of free memory required.**
- ◆ VGA or MCGA 256-color graphic modes.
- ◆ DOS 3.10 through 5.00
- ◆ Hard disk needed (**5 Mb free required**).
- ◆ High density Disk drive: 3"1/2 or 5"1/4.



LOADING AND PROTECTION INSTRUCTIONS

1 - Installation and Loading

- ◆ Switch on the computer and boot the DOS.
- ◆ Insert Disk 1 into drive A: (or B:).
- ◆ Type in A: (or B:), then RETURN.
- ◆ Type in TATOU, then RETURN.
Follow the screen instructions for graphic and sound configuration.
Use the arrows to choose "3. HARD DISK INSTALLATION", then press RETURN.
The install program will create an INDARK directory and copy the files from the game floppies to the hard disk. You will be asked to change floppies during this install operation.
When the game has been installed, use the arrows to choose "1. INTRODUCTION AND GAME", then press RETURN to begin play.
- ◆ If you want to change a parameter through DOS (sound card, keyboard type...) after the game has been installed on your hard disk, type in TATOU /INSTALL. You will be able to choose between the various options.

2 - Virus warning

ALONE IN THE DARK is guaranteed virus-free.

Always write-protect your floppy disks.

Game loading will be interrupted if a virus is present in your computer, and a message will be displayed. The virus detector included in the game is effective for all viruses, existing or future.

3 - Protection

At the start of the game you will be prompted to indicate two items represented on a certain page in the miniature book included in the box.

Use the arrows ← and → to scroll the items of the first screen line. When the item located on top of the relevant page appears in the frame, confirm with RETURN. Repeat the operation with the second line for the item appearing at the bottom of the page.

Example: Select the items represented on page: 174

A match-box.

Select the match-box from the first screen line by using the arrows ← and → and pressing RETURN.

A vase.

Select the vase from the second screen line and press RETURN.

You will be given three chances to get it right.



GAME OBJECTIVE

"A pathway bordered by trees which seem to bend towards you with each step you take. A gate, greatly rusted by the driving rain that regularly sweeps across the region. And then... standing tall amidst wild, almost hostile vegetation... DERCETO. Derceto, with its steeply angled roof and sinister appearance, guards in its basement the secrets of ASTARTE, the goddess of fertility to whom the house was dedicated."



The owner of this mysterious building, Jeremy Hartwood, died a few days ago. The police report, filed after a cursory investigation, concluded that the well-known artist had taken his own life. His devoted butler confirmed that Hartwood had been suffering from considerable mental depression for some months. He had even placed more strain on his already delicate health by translating the many ancient manuscripts contained in Derceto's extensive library. He also suffered from insomnia and what few hours of sleep he had were troubled by particularly disturbing nightmares. He appeared to be convinced of a mysterious presence in the old house.

Derceto is now empty. Rumours abound of a curse or of an evil power dwelling within its walls. Such stories are not uncommon with houses like Derceto, especially in this particular area. For some days now, however, a cloud of doubt has hung over your mind...

What are those strange lights inside the house at nightfall? What could account for the eerie noises to be heard each time you approach? Why did Jeremy commit suicide? And what compels you towards the house? What is Derceto's terrible secret?



"Superb Derceto!
Corridors which have no end.
Brooding gloom-filled rooms.
Atmosphere of dread!
The very guts of the world are here.
Who dares defy the one who never sleeps?"



MAIN MENU

The main menu offers three options:

1 - Begin a new game

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

2 - 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.

3 - Return to DOS

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



THE CHARACTER: CHOICE, SELECTION AND MOVEMENT

1 - Choosing a character

You can opt for one of two available characters:

- ◆ **Edward CARNBY.** Carnby is a private detective hired by a local antique dealer interested in the precious objects contained in the house. Carnby's job is to make a list of all Derceto's valuables. He must above all check the condition of the old piano in the loft.
Edward CARNBY is a tough guy who doesn't back away from a fight and knows how to use a gun.
- ◆ **Emily HARTWOOD.** She is Jeremy Hartwood's niece and spent a part of her childhood at Derceto. Several troubling incidents from that time remain in her memory. She remembers her uncle showing her a secret drawer in the piano. She is more than a little afraid, but this is offset by her deep curiosity.

2 - Character selection

After starting the game you will be presented with two characters. Press the left arrow key to choose Emily HARTWOOD or the right one for Edward CARNBY. Then a description of the selected character appears. Press RETURN to confirm your choice or ESC to return to the character selection screen.

3 - Moving the character

The character can be moved in any direction, using the arrow keys. The movements are exclusively controlled by the arrow keys of the keyboard.

↑ to move forward.

← to turn left.

→ to turn right.

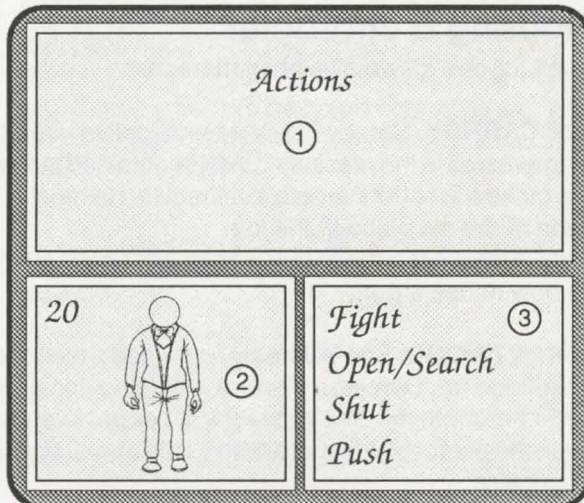
↓ to move back.

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



THE OPTIONS SCREEN

To do certain specific actions and use any objects you have found during play, you must switch to the Options screen: press the I key (Inventory) or RETURN. The following screen will then be displayed:



- ❶ Window 1, at the top of the screen, contains the items you have found.
- ❷ 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.
- ❸ The bottom right window, number 3, offers a choice of actions available either to the character or which can be done with the selected item.

The items in your possession or available actions are displayed in green. Your selection appears in white.

If you wish to do a specific action or use an item, select the "Actions" option or the item in your possession, using the arrow keys.

Then press RETURN, or the SPACE bar, or the → key to confirm. You will then be switched to Window 3. Use the ↑ et ↓ arrow keys to choose an action or function. To confirm your choice, press RETURN or the SPACE bar. You will be returned to the game.

To return to Window 1 when the cursor is in Window 3, press the ← key.



CHARACTER ACTIONS AND USING ITEMS

1 - Actions

You can perform certain actions whenever you wish: Fight, Open/Search, Shut, Push and Jump (at certain times only). Other actions are directly linked to items in your possession (see 2) Using Items).

- ◆ **Fight.** Press the SPACE bar and keep it pressed: your character is ready to attack. By pressing the ← ou → keys, your character will throw a punch with either his left or right fist. Press the ↑ or ↓ arrow to kick. Remember to maintain both the SPACE bar and the relevant arrow pressed down as you punch or kick.

- ◆ **Open/Search.** Place the character near the item you wish to open or search. Press the SPACE bar; the character will then either search or attempt to open the item (door, container, etc).
Keep the SPACE bar pressed down long enough for your character to do the job!
- ◆ **Shut.** Your character will shut a door or trap-door if you maintain the SPACE bar depressed for a few moments.
- ◆ **Push.** To move a large object or a piece of furniture, keep the SPACE bar pressed and use the appropriate directional arrow.
- ◆ **Jump.** During certain phases of the game, this option will be displayed in the list of available actions.
There are three different jumps:
 - **Hop:** Press the SPACE bar quickly, when your character is standing still.
 - **Jump:** Press the SPACE bar while your character is walking.
 - **Leap:** Press the SPACE bar while your character is running.

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

2 - Using items

A) Taking an item

There are two ways to take an item. If it is visible and your character is beside it, then a window will be displayed, asking whether or not you wish to take the item. If, on the other hand, the item is invisible, then you will need to use the Open/Search option.

B) Using an item in your possession

To use such an item, 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.

When you are returned to the game, a message will confirm the requested action.

C) Other useful keys

S: Activates/Disactivates sound effects without going to the Parameter screen (see Music and Sound effects).

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

P: Pause

I: 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.

1 - 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 or Down arrow: Kick.

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

2 - Fighting with a cutting or thrusting weapon

Choose the weapon your character will fight with, then 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.
- Down arrow: Defense, parry.

3 - Fighting with fire-arms

In the Option screen, choose the gun your character will fire, then select the "Use" option.

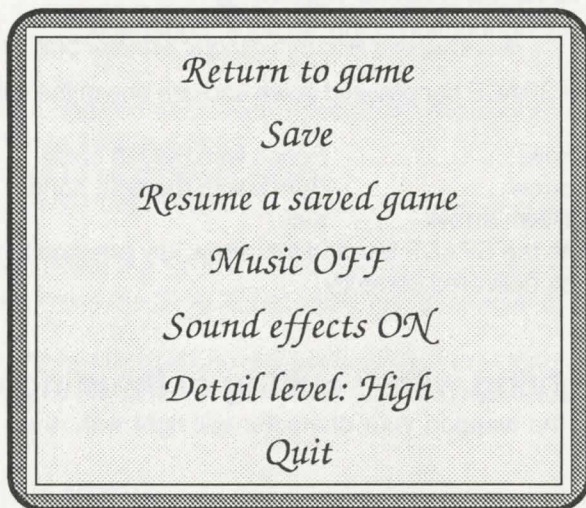
Keep the SPACE bar pressed down and use one of the following directional arrows:

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



SAVING, LOADING AND PARAMETERS

Press the ESC key to access the Parameters screen:



Use the directional arrows to choose an option. The selected option will appear in white.

1 - Return to game

Press the RETURN key to return to the game.

2 - Save

Press RETURN to access the Save window. Then move the cursor to the line of your choice, using the *↑* and *↓* arrows. Type in the name of your saved game and confirm by pressing RETURN.

3 - Resume a saved game

Press RETURN: you will then access a table of saved files. Use the *↑* and *↓* arrows to select a file, then press RETURN to confirm your choice.

4 - Music ON/OFF

Use this option to switch on or off the music.

5 - Sound effects ON/OFF

Use this option to switch the sound effects on or off .

6 - Detail level: Low/High

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

7 - Quit the current game

To quit the game you are currently playing, press RETURN. You will return to the main menu; select the "RETURN TO DOS" option



MISCELLANEOUS TIPS

- ◆ You can avoid fighting some of the monsters in the game. Read between the lines of all the available documents: the clues are there to be found!
- ◆ The animations are in real-time 3D. To calculate the number of images displayed in an animation, the program takes your computer's speed into account; the faster your computer, the more fluid the animations.
- ◆ EMS (Extended Memory System) management is included in the game program. Computers provided with EMS will more easily handle ALONE IN THE DARK's memory requirements.
- ◆ If the speed of your computer is low and you don't have a sound card, we recommend you switch the buzzer sounds off (by pressing the S key). This way you will obtain more fluid animations.



TROUBLESHOOTING GUIDE

PROBLEM : THE PROGRAM DOESN'T LOAD PROPERLY.

- ◆ Did you install ALONE IN THE DARK onto your hard disk (see **Loading instructions...**)?
- ◆ Does your computer meet all the requirements listed under **CONFIGURATION**?
- ◆ Is each component of your computer system (computer, monitor, etc) switched on?
- ◆ Did you follow all installation and loading instructions correctly?
- ◆ 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 "NOT ENOUGH MEMORY" MESSAGE IS DISPLAYED.

- ◆ Do you have Terminate and Stay Resident (TSR) programs in RAM?

Examples of TSRs are calculators, clocks, Microsoft WINDOWS. TSRs are sometimes automatically loaded by your computer through the AUTOEXEC.BAT file, when you boot your machine. If you're using TSRs, you may have to start up your computer by loading DOS from an original DOS system disk or you can remove the TSRs from your AUTOEXEC.BAT file. Please refer to computer's user manual for complete details TSRs and AUTOEXEC.BAT files.
- ◆ Do you really have more than 560,000 bytes of free memory? To find out, type in the instruction CHKDSK and verify the last number displayed on the screen: it's the number of free bytes in RAM.

PROBLEM : THE COLOURS DO NOT APPEAR AS EXPECTED.

- ◆ Are your monitor's contrast, colour and tint controls properly adjusted?
- ◆ Are your monitor cables securely attached?

PROBLEM : THE SOUND SOURCE IS GIVING TROUBLE.

- ◆ Is the Sound Source properly installed? Is its cable plugged into the computer's parallel port?
- ◆ Is the volume level turned up?
- ◆ Does the Sound Source have a fresh battery installed? If you're unsure, test the Sound Source with a brand new battery.
- ◆ If your printer is connected to the Sound Source, it must be switched on.
- ◆ Are headphones plugged into the Sound Source? Headphones cut off sound from the speaker.

SOUND BLASTER PRO USERS

If you don't wish to modify the program configuration of your card, choose the option Sound Blaster (instead of Sound Blaster Pro) during the game set up.

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

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