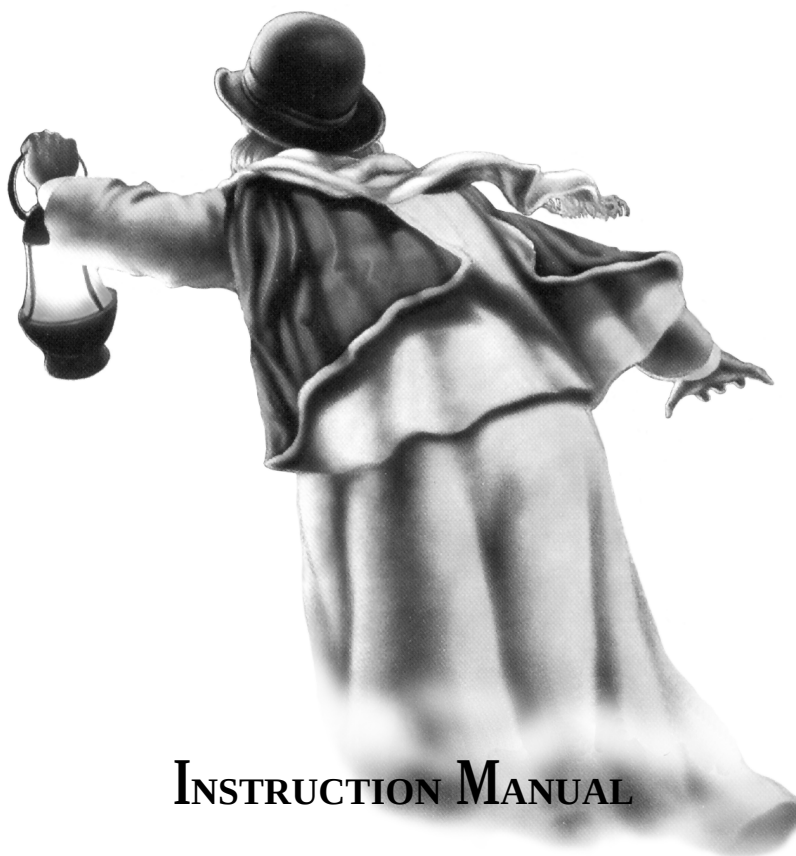


ALONE IN THE DARK™



INSTRUCTION MANUAL

ALONE IN THE DARK™



INSTRUCTION MANUAL

TABLE OF CONTENTS

Getting Started	3
Installation	3
How to play Alone in The Dark [™]	5
The Character	6
Character Actions and Using Items	8
Using Items	10
Combat	12
Macintosh Menus	14
5 Minute Walk-Through	15
Credits	18

GETTING STARTED

CONFIGURATION

- requires any 256 color Macintosh
- Requires 2000K free memory
- Requires System 6.0.7 or higher
- System 7 savvy

INSTALLATION

Double-click the "Alone in the Dark Installer" icon on the CD-ROM to begin. The installer will ask you where to install the game on your hard disk. Once installed, just double-click the "Alone in the Dark icon" to begin.

SCREEN SIZE

You will have the option of playing *Alone in the Dark* in a small window that is 320 X 200, or you can choose a larger window that is 640 X 400. You will be prompted with a dialogue box before actual game-play. This will then be the default for following games, just press the <Return> key when the dialogue box opens, or choose a different screen size.

QUICK START

When you first start the game, your character will default in the OPEN/SEARCH mode. Walk towards an area you want to search (i.e. the piano) and hold down the <Space Bar>. It should relay a message of some sort, or show you an item that you found by searching. If it did not give you a message, you were either too far away from the object, the object cannot be searched, or you did not hold down the <Space Bar> long enough.

To get a grasp of fighting, you must first hit the <Return> key and open up your “Options” window. Then, choose “Fight.” If you now hold down the <Space Bar>, you will notice your character going into a fighting stance. While holding the <Space Bar> and pressing down on the <Right Arrow> key, you will notice the character throw a devastating right punch! Now try it with the <Left Arrow> key. You should notice a left punch. Holding down on the <Space Bar> and pressing on the “Up” or “Down” Arrow keys will make the character follow through with a kick.



HOW TO PLAY ALONE IN THE DARK™

GAME OBJECTIVE

The owner of Derceto, 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 placed even 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?

THE 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. A description of the selected character will appear. Press <Return> to confirm your choice or “Esc” to return to the character selection screen.

MOVING

The character can be moved in any direction, using the arrow keys.

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

↑	to move forward	↓	to move backwards
←	to turn left	→	to turn right

You can make the character run using two methods: When the character is walking, release the <Up Arrow> key, then quickly press it again, or hold down the “Shift” key and press the <Up Arrow> key.

THE OPTIONS SCREEN

To carry out 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:

Actions

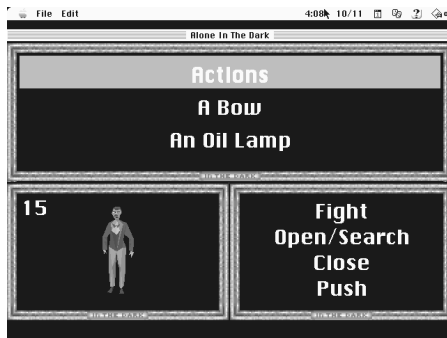
Fight

Open/Search

Shut

Push

- 1) Window 1, at the top of the screen, contains the items you have found.
- 2) Window 2, at the bottom left of the screen, shows either your character with Life Points, or a selected item.
- 3) The bottom right window, number 3, offers a choice of actions available for the character or shows what 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 carry out a specific action or use an item, select the “Actions” option or the item in your possession by using the arrow keys. When you have the desired action or item selected, press <Return> or use the <Right Arrow> key. This will bring you to window 3. Use the <Up Arrow> or <Down Arrow> to choose an action or function. Press <Return> to confirm your choice, this will return you to the game in progress. If you wish to return to Window 1 from Window 3, use the <Left Arrow> key. If you wish to leave Window 1, press the “Esc” key to return you back to the game.

CHARACTER ACTIONS AND USING ITEMS

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 “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 <Up Arrow> or <Down Arrow> keys 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 keep 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 carry out the chosen action.

USING ITEMS

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.

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 return to the game, a message will confirm the requested action.

Other useful keys

- S:** Activates/Deactivates sound effects without going to the Parameter screen.
- M:** Activates/Deactivates the music without going to the Parameter screen.
- P:** Pause
- I:** Gives you access to the Inventory screen (see the Options Screen).
- ESC:** Gives you access to the save, load, quit and parameter screen.
- F:** Will put you into “Fight mode”.
- J:** Will put you into “Jump mode”.
- O:** Will put you into “Open/Search mode”.
- Z:** Will put you into “Push mode”.
- U:** Activates the “Use” mode and puts you directly into the Inventory screen.
- T:** Activates the “Throw” mode and puts you directly into the Inventory screen.
- SHIFT-<Up Arrow>:** Activates “Run mode” instead of double-pressing the <Up Arrow>.

COMBAT



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

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.

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.

FIGHTING WITH FIREARMS

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.

MACINTOSH MENUS

* APPLE

About *Alone in the Dark*: This will play the “Credits” sequence.

* FILE

Open/⌘-O: This will go to the *Alone in the Dark* “Open Dialog”.

Save Game/⌘-S: This will go to the *Alone in the Dark* “Save Dialog”.

Quit: This will quit *Alone in the Dark*.

* EDIT

Undo:

Cut:

Copy:

Paste:

Clear:

These items are always dimmed. They are only present for desk accessories.

* OPTIONS

Sound Effects: Toggles Sound Effects ON/OFF

Music Effects: Toggles Music ON/OFF

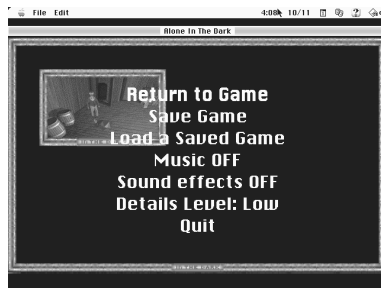
Show Background: Show/Hide Background

* HIERARCHY MENU

This will show you all the actions that you did recently, within the game. You will then be able to choose that action and it will immediately put you into the proper mode with the item ready.

5 MINUTE WALK-THROUGH

Walk towards the table in the foreground by using the <Up Arrow> key. Once you get close enough you will get a pop-up window with a picture of the Lamp and the options of LEAVE or TAKE. Choose TAKE. Head towards the piano in the corner of the room. Once you get to the piano, walk to the right-hand side and hold down the <Space Bar>. This will allow you to search the piano (OPEN/SEARCH is the default at the beginning of the game). If you get a message saying “Nothing here” or “You find nothing” move more to the right, and search the corner that is touching the wall. A menu will pop-up asking you to LEAVE or TAKE a “Note”. Choose TAKE. If you do not wish to fight a monster, you should go to PUSH mode. Push mode can be attained by either using the hot-key (H), or by hitting <Return>, then choosing ACTIONS, then choose PUSH. Turn the character around and push (by holding the <space bar> when touching the Cabinet) until the barrels stop you. By doing this, you cover up a window that a monster was going to jump through. If you wish to fight the monster, use the hot-key (F), or hit the <Return> key. Choose ACTIONS after the pop-up menu appears. Then choose FIGHT.



When the monster comes through the window, turn your character to face the monster. Hold down the <Space Bar> and press the <Up Arrow> key.

The character will do a kick. The monster may still be out of range, so may have to walk closer to the monster, or wait until the monster comes into your range. If you feel that the monster is too close, or you want a fighting maneuver that is faster, hold down the <Space Bar> and use either the <Right Arrow> or the <Left Arrow> key.

These will throw quick and harmful punches (good to do if a monster is pinning you down, or is attacking you faster than your kick can hit it). After your successful fight, walk towards the the trunk. Go into OPEN/SEARCH mode by hitting the hot-key (O) or by pressing the <Return> key. When the pop-up window appears, choose ACTIONS, then choose OPEN/SEARCH. hold down the <Space Bar> while facing/touching the trunk. If nothing happens, try walking to the other side of the trunk and hold down the <Space Bar> again. Once the trunk opens a menu will pop-up asking you whether to LEAVE or TAKE the Rifle. Choose TAKE. If you wish to avoid combat, you must push the trunk over the top of the trap-door that you should notice to the left of the chest. You will have to use the hot-key (Z), or use the <Return> key and choose ACTIONS once the pop-up window appears. Choose PUSH. Then get to the appropriate side of the trunk and push the trunk until it completely covers the trap-door. You will later hear a knocking noise and you will chuckle to yourself, knowing that you outsmarted the monster beneath the door. If you wish to fight the zombie, good luck! If you wish to use your Rifle against the Zombie, hit the <Return> key and use the <Arrow> keys to highlight the RIFLE.

Press <Return> to choose the rifle, then choose USE. This will now arm you with the weapon.

To use the Rifle, hold down the <Space Bar> and press the <Up Arrow> key. This will fire the gun. If you wish to aim while holding down the <Space Bar>, use the <Left Arrow> or the <Right Arrow> key, and press the <Up Arrow> key when you are ready to fire. Two well placed shots and the zombie should be food for the worms! If you run out of ammunition before the zombie is dead, you are going to need to go into FIGHT mode to defeat him. This is the conclusion of the walk-through, but there is more to do in the attic than described here. Make sure you read all the books and letters that you find in the game, they will give you clues on how to solve Derceto's puzzles.

ORIGINAL DOS CREDITS

Produced by:

INFOGRAMES

Directed by:

Franck DE GIROLAMI

First assistant:

Vincent TERRAILLON

Production designer:

Patrick CHARPENET

Screenplay:

Hubert CHARDOT, Frédéric CORNET, Christian NABAIS

Scenario coding:

Christiane SGORLON, Christophe NAZARET

Animations:

Frédérique BOURGIN, Jean-Marie NAZARET

Settings:

Jean-Christophe BLANC, Christophe ANTON

Music and sounds:

Frédéric MENTZEN

Publishing:

Olivier ROBIN, Edith PROTIERE

Translations:

Beate REITER-VIALLE

Special thanks to:

Bruno BONNELL, Eric MOTTET, Olivier GOULAY, Norbert CELLIER

MACPLAY CREDITS

Produced by: Vince DeNardo

Line Producer: Ryan Rucinski

Developed by: Quicksilver Software

Animation/Graphics: Robert Barris, Michael Quarles

User Interface/Gameplay: Dan Twyman

Music Conversion: Matthew Berardo

Manual Design and Layout: Salma Asadi

Additional Artwork by: Keith Robinson

Lead Tester: Chris Benson

Additional Testing: John Sramek, Yuki Furumi

CUSTOMER SERVICE

If you have any questions about this, or any other MacPlay product, you can reach our Customer Service/Technical Support Group at:

MacPlay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with Customer Service representatives available during normal business hours at (714) 553-3530.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you. MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

Hintline

If you need a hint about game play, you can call our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). For this service, the charge for the first minute is \$1.25; \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are located in the Game Publishers B Forum, type GO GAMBUP at any "!" prompt. Then select "Section 5" for MacPlay. You can leave technical support questions there. You can also download fixes and demos from Library 5 in GAMBUP. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #434 for a free introductory membership and a \$15 usage credit. Besides technical support for Macplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GENie: We are located in the Games RoundTable by Scorpio, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B."

Internet: You can reach MacPlay with "71333.1467@compuserve.com". Many MacPlay demos and patches are available at Internet FTP sites.

Limited Warranty

MACPLAY LIMITED 90-DAY WARRANTY

MacPlay warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, MacPlay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by MacPlay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. MacPlay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Lifetime Warranty

If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to MacPlay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and MacPlay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$5.00 check, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-3530. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disk(s) only (not the box) with a description of the problem and \$5.00 to:

WARRANTY REPLACEMENTS

MacPlay 17922 Fitch Ave.,
Irvine, CA 92714

System Upgrades

MacPlay has a system upgrade policy. At any time after purchasing any MacPlay product, you may send us your original disks and a check for \$15.00 (U.S. funds) and we will replace your disks with the version for another computer system that you specify. (This price is subject to change).

Copying Prohibited

This software product and the manual are copyrighted and all rights are reserved by MacPlay and are protected by the copyright laws that pertain to computer software. These disks are not copy-protected. This does not mean you may make unlimited copies. You can back up the disk for your own personal use, but it's illegal to sell, give or otherwise distribute a copy to another person. ©1994 Infogrames/I-Motion and Interplay Productions. All rights reserved. Macplay is a trademark of Interplay Productions. *Alone in the Dark* is a trademark of and created by Infogrames/I-Motion.

NOTICE: MacPlay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.