

ALONE IN THE DARK™

THE NEW NIGHTMARE

island, it is also revealed that Aline has personal reasons for going to Shadow Island.

As the pilot prepares to land, the sea plane is attacked by a strange, unknown force. Carnby and Aline have only one way out - parachute to safety.

Carnby lands safely in an abandoned yard, but Aline narrowly misses death while landing on the roof of a vast mansion.

INTRODUCTION

Edward Carnby, private eye of the paranormal, is back!

When his best friend, Charles Fiske, is found dead off the coast of Shadow Island, Carnby seeks revenge. He contacts Frederick Johnson and agrees to take over the investigation that led to Fiske's demise.

Johnson introduces him to Aline Cedrac, a young University professor who specializes in ancient Indian languages. Their mission is to find the three mysterious tablets and translate the undecipherable inscriptions. During the flight to the



CONTENTS

INTRODUCTION	3
THE CHARACTERS	5
INSTALLING THE GAME	7
STARTING THE GAME	7
CONTROL CONFIGURATION	8
OPTIONS	9
ADDITIONAL ACTIONS	10
EQUIPMENT	12
INVENTORY	12
SAVE	15
CONTINUE GAME	15
CREDITS	16
CUSTOMER AND TECHNICAL SUPPORT	20

THE CHARACTERS

EDWARD CARNBY

Of unknown parentage, Carnby was placed in Saint Andrew's orphanage by social workers.

Carnby now works for an agency founded in 1982 by Charles Fiske, a former member of the top secret FBI investigative department, Bureau 713. As Fiske and Carnby are experts in the paranormal, investigation into the supernatural is the basis of their activities.

Carnby is not interested in convincing skeptics nor raising awareness; his personal mission is to combat the dark forces at work around us using only his own mortal powers.

He does not possess the parapsychological powers to make him supernatural, his real gift lies in his ability to recognize evil at a glance and instinctively knows how to deal with it.

To some, Carnby may appear cold, indifferent and even obsessive. The few friends he has, however, recognize his integrity and completely trust him.

Height: 6 ft (1.84 m.)
Weight: 185 lbs (78 kg.)
Eyes: Grey blue
Hair: Brown

Distinguishing features: none

Date of birth:

February 29, 1968

Place of birth:

Richmond, Virginia

Father: Unknown

Mother: Unknown

Last known address: White House Hotel, 18 Norman Ave., Room 17 Gloucester, Massachusetts



ALINE CEDRAC

Aline Cedrac was born on June 30th, 1974 in the Boston suburb of Lexington. She never knew her father, as her mother, Mary, never revealed his identity to her. Mary Cedrac returned to France in 1992 after an argument, but Aline elected to stay in Boston to finish her anthropology studies. Mary Cedrac died in an accident in February 1993 and, despite extensive research, Aline has yet to discover her father's identity.

Aline proved to be a brilliant student; her extraordinary memory, along with her deep intuition and diligence, helped her earn a PhD at the age of 24.

She became particularly interested in the study of the Abkani Indian tribe and the recent discovery of the tribe's writing system, which dates back several thousand years. The discovery, which was attributed to Obed Morton, revolutionized the small world of Indian anthropology. Furthermore, it is also the subject of her forthcoming book, which was funded by a research grant.



Height: 5'6"

Weight:
119 lbs

Eyes: Green

Hair: Red

Distinguishing
features: None

Date of birth:
June 30, 1974

Place of birth:
Lexington, MA,
USA

Father: Unknown

Mother: Mary Cedrac

Last known address:
117 Hawthorn Street,
Cambridge,
Massachusetts

SYSTEM REQUIREMENTS

- AMD K6@-3 450 Mhz or Intel Pentium® II 400 Mhz
- 64 MB RAM
- 3D accelerator video card 16 MB VRAM, compatible with OpenGL
- Windows® 95b/98/98 SE/ME 2000 Pro
- 400 MB free on your hard drive
- DirectX™ compatible mouse and keyboard
- DirectX compatible sound card
- DirectX 8 (included on the CD)

INSTALLING THE GAME

Place Disc 1 into the CD ROM drive. An "Installation Menu" will appear, allowing you to choose to install the game if you have the Autorun feature enabled. If you do not have Autorun enabled, click on START, then click on RUN and type the following into the dialog box: "D:\AUTORUN" Click the OK button. Replace 'D' with the appropriate letter for your CD-ROM drive. Follow the on-screen instructions.

STARTING THE GAME

Place Disc 2 into the CD ROM drive. A "Start Menu" will appear, allowing you to choose to start the game, re-install or uninstall it, check the video options or visit some web sites.

The game will launch if you select PLAY, and the Main Menu will appear. Select NEW GAME in the Main Menu. To resume a saved game, choose LOAD GAME, then select the saved game you wish to continue playing.

To return to the Main Menu at any moment, press the 'Escape' key.



CONTROL CONFIGURATION

Alone in the Dark can be played with either a keyboard, a keyboard and a mouse, a joystick or a game pad.

You can configure your controllers in the Controller Configuration section of the Options Menu.

KEYBOARD DEFAULT CONFIGURATION

Note: All mention of controls in this document refer to the default controls listed below. Keep in mind the key you reconfigure each action to.

'L-CTRL' + 'L-SHIFT':

Aiming Mode
(Combination of
Freelook and Target
Mode)

'L-SHIFT' + 'CURSOR KEYS':

Circular arm movements

'CURSOR KEYS':

Character's movements
Up: Forwards
Down: Backwards
Right: Turn right
Left: Turn left

'L-CTRL':

Target Mode
(Hold down)

'I' KEY:

Inventory menu

'S' KEY:

Switch Flashlight On/Off

'M' KEY:

View Map

'R' KEY:

Access Radio

'SPACEBAR' KEY:

Action/Fire

'A' KEY:

Run
(hold down)

'ESC':

Pause + Options

'F5':

Quicksave

'F8':

Quickload

'RIGHT MOUSE BUTTON':

Hold the 'LEFT MOUSE BUTTON' down with your weapon in your hand and press the 'RIGHT MOUSE BUTTON' to fire your currently selected weapon. Moving the mouse around will also point your weapon in any direction.

If you are using a game pad or a joystick, make sure it is compatible with your PC configuration. Check the instruction manual of the peripheral you wish to use.

OPTIONS

To display the Options menu, select **OPTIONS** in the Main Menu. Use the 'Cursor Keys' to move around the menu. Confirm your choice using the 'Z' Key.

EFFECTS VOLUME Adjust the SFX volume.

MUSIC VOLUME Adjust the music volume.

DIALOGUE VOLUME Adjust the dialogue volume.

STEREO L/R Choose the sound output.

CONTROLLER CONFIGURATION Customize the peripheral to your liking.

PAUSE MENU To access this menu during the game, press the 'ESC' key, except during cinematic sequences. In this mode the game is "frozen" (the time counter stops). Select an option with the 'Cursor Keys' and validate with the 'Z' Key.

RESUME GAME To quit the pause menu and return to the game.

QUIT GAME To return to Windows Desktop.

OPTIONS To call up the options menu (sound, tuning, controllers, etc.).

ADDITIONAL ACTIONS

• USE FLASHLIGHT

Press the 'S' Key to turn your flashlight on and off. If you are not carrying a flashlight, go to the inventory, select the flashlight icon, then select USE from the sub-menu.

When your flashlight is on, use 'L-SHIFT' and the 'Cursor Keys' to switch to 'Freelook Mode' and point your flashlight in any direction. Alternatively you can press and hold the 'LEFT MOUSE BUTTON', while moving the mouse around.

Note: 'Freelook Mode' only functions when the player has stopped moving.

• USE WEAPON

With the weapon in your hand, hold down the 'L-CTRL' Key to switch to 'Target Mode' and press the 'SPACEBAR' Key to fire. When you are in 'Target Mode', your life bar appears on the screen, as well as the weapon ammunition count. In this mode your weapon points automatically at the nearest target.

Note: In 'Target Mode' you can still move, but you cannot run.

By holding down 'L-CTRL' and 'L-SHIFT' simultaneously, you switch to 'Aiming Mode': use the 'Cursor Keys' to point your weapon in any direction and press the 'SPACEBAR' Key to fire. Alternatively you can press 'L-CTRL' and hold the 'LEFT MOUSE BUTTON', while moving the mouse around to aim, press the 'RIGHT MOUSE BUTTON' to fire.

Note: 'Aiming Mode' only functions when the player has stopped moving.

• RUN

To run, hold down the 'A' Key and use the 'Cursor Keys'.

• PUSH AN OBJECT

It is possible to push certain objects (for example crates and furniture). Place yourself in front of the object you want to push, and hold down the 'SPACEBAR' Key, then press the UP Cursor Key. If the object cannot be moved, the character does not adopt the pushing position.

• CLIMB ONTO AN OBJECT

It is possible to climb onto certain objects or elements of the environment. Position yourself in front of the object onto which you want to climb, then press the ACTION Button. To jump down from an object, use the same method. Position yourself at the edge of the object and press the ACTION Button. If the character cannot climb the object, he will do nothing.

• SCALE WALLS

Unlike Carnby, Aline can scale certain parts of the environment and thus reach new exploration zones. To scale walls, position yourself in front of the wall and press the ACTION Button. To jump down from a wall, position yourself on the edge of the drop and press the ACTION Button.

If Aline cannot scale a wall, she will not react.

• EXAMINE A DOCUMENT

The environments contain numerous documents that will give you useful information for pursuing your adventure. You may have written text or visual documents (such as photographs or paintings) to consult. To examine a document, position yourself in front of it and press the ACTION Button. You then view the document in full-screen view.

Written documents: Scroll through the pages pressing RIGHT and LEFT on the 'CURSOR KEYS'.



EQUIPMENT

• MAP

To view the map, press the 'M' Key.

Use this screen to view the map of the site you are visiting. If extra maps are available, arrows will appear at the top and bottom of the screen. Use 'L-CTRL' and 'L-SHIFT' to bring them up. Use the 'CURSOR KEYS' to scroll through the map and the 'A' and 'I' Keys to zoom in and out.

• RADIO

The game's two heroes each possess a radio which enables them to remain in contact. To call up the other character by radio, press the 'R' Key. If your partner is in receiving range, they will reply and give you advice or information.

INVENTORY

To access the inventory, select **INVENTORY** in the Pause menu, or press the 'I' Key.

• CHARACTER'S STATUS

The inventory screen permanently displays the life bar and face of your character.

• MAIN INVENTORY MENU

The inventory lists all the objects in your possession, divided into several categories. To use an object, select its category with the 'Cursor Keys' and press the **ACTION** Button. Whatever branch of the inventory menu you may be on, you can return step-by-step to the main inventory menu by pressing the 'Esc' Key. By pressing the 'Esc' Key several times you can leave the inventory and return to the game.



Note: When you enter the inventory, you will always find the selection on the **WEAPONS** category. Use the **Cursor Keys** to select an object and press the **ACTION** Button. A sub-menu will then appear indicating the possible actions for which the selected object can be used.

• EQUIP OBJECT

Select the object you want to equip and press the **ACTION** Button. In the menu that appears, select **EQUIP**.

If you select a weapon your character is already equipped with, it returns to the inventory.

• EXAMINE OBJECT

Select the object you wish to examine and press the **ACTION** Button. The object then appears close-up in the center of the screen. Use the 'Cursor Keys' to rotate the object and 'L-CTRL' and 'L-SHIFT' to control the zoom. While you are examining an object, a dialogue box also appears on the screen.

• RELOAD

If the object you select is a weapon, you can use the **RELOAD** function. When you reload your weapon, ammunition is transferred from the ammunition box to the weapon's magazine. The numbers displayed next to weapon and ammunition icons indicate the amount of ammunition remaining.

• USE OBJECT

Select the object you want to use and press the **ACTION** Button. In the menu that appears, select **USE**.

• COMBINE OBJECTS

Select the first object you wish to combine, and press the **ACTION** Button. Select the second object and press the **ACTION** Button again. Certain objects need to be combined with others in order to function. For example: Two halves of a photo can be combined to form a complete picture.

• SPLIT OBJECTS

Select the objects you wish to split and press the ACTION button. Some objects can be split multiple times.

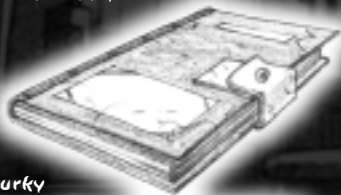
• CONSULT OBJECT

Select the object you wish to consult, and press the ACTION button to view the document in full screen detail. Scroll through the pages using the left and right directional buttons.

• HEALTH

The life bar displays the character's state of health and its status changes as you are wounded in an attack. If you are hit while the life bar displays a "DANGER" status, the character may die and your game will be over.

You can improve a character's health and re-charge the life bar by using the First Aid Kit you will come across in the course of the game. Select a First Aid Kit and press the ACTION button then your life bar will increase.



• NOTEBOOK

During the adventure, you will find many documents and learn much information that is necessary to succeed in your mission, solve puzzles and get to the bottom of the murky secrets of Shadow Island and the Morton family.

Your notebook summarizes the main points of the information you collect.

Select NOTEBOOK in the main inventory menu and press the ACTION Button. The notebook then appears in full screen. Use the 'Cursor Keys' to flick through the pages. Press the 'Esc' Key to return to the main inventory menu.

SAVE

You can save the level you have reached at any stage but you must possess a Charm of Saving. Select a Charm of Saving from the Objects menu of the inventory and press the ACTION Button.



Warning: once you have loaded a saved game, the game will resume at the point at which you saved it, but note that the actions you previously carried out in the room you saved in must be redone.

CONTINUE GAME

To load a game you have previously saved choose LOAD SAVED GAME from the Main Menu and then select the game you want from those available.

Note: If you do not insert the disc corresponding to the saved game you select, the message 'Insert DISC 2' or 'Insert DISC 3' will appear.

Follow the on-screen instructions to resume the game.

CREDITS

BRUNO BONNELL
PRESENTS AN INFOGRAMES
PRODUCTION
ALONE IN THE DARK
THE NEW NIGHTMARE

INFOGRAMES MOTION VP
Olivier Goulay

PRODUCTION DIRECTOR
Eric Labelle

PRODUCTION MANAGER
CONT. EUROPE
Stéphane Bonazza

ASSOCIATE PRODUCER
Sébastien Brison

PRE-PRODUCTION
Pierre Carde

EUROPEAN MARKETING VP
Larry Sparks

MARKETING DIRECTOR
Monique Crusot

SENIOR PRODUCT MANAGER
Guillaume Rosier

PRODUCT MANAGER
Mathieu Brossette

CREATIVE MANAGER
Franck Drevon
Pat Phelan

BUSINESS AFFAIRS
Laurence Dufour
Tony Duret

LEGAL
Nelly Jacquin
Caroline Brunel

DESIGN STUDIO
Emmanuelle Tahmazian
Patrick Chouzenoux
Michel Mégoz
Rose-May Mathon
Sylvie Combet
Olivier Lachard
Jérôme Gouvenot

LOCALIZATION
Sylviane Pivot
Maud Favier
Fabien Roset
Béatrice Rodriguez
Beate Reiter
Weronika Larsson

PUBLIC RELATIONS
Matt Broughton
Lynn Daniel

QA MANAGER
Olivier Robin

QUALITATIVE SUPERVISOR
Dominique Morel

QUALITATIVE
CO-ORDINATION
Emmanuel
Jocelyn Cioffy

DEBUGGING SUPERVISORS
Vincent Laloy
Philippe Louvet

DEBUGGING CO-ORDINATION
Stéphane Brion
Mercedes Sanchez Garcia
Emeric Polin
Guillaume Lestrat

PRE-MASTERING
Stéphane Enteric

TESTERS
Olivier Genou
Florian Viale
David Erchoff-Costet

Hakim Mastouhi
David Leneveu
Christophe Lamour
Nicolas Daniere
Eric Meinier
Christophe Chabal
Gregory Eche
Stephane Carmignan
Aurelie Crawford
Alexis Recoupe
Arnaud Mollin
Christopher Evans
Agnès Burdin
Bruno Chabannel
Elvis Alvarez
Cecilia Jard
Eugenia Veronese
Carmen Maria
Sanchez Zurita
Corine Berntrop
Stéphanie Bergamaschi
William Dowe
Lionel Meseger

Rodric Rambosson
Erwan Bouvet
Stéphane Randane
Guillaume Curt

DARKWORKS

LEAD PROGRAMMER
Erwan LeGoffic

PROGRAMMER
Olivier Martin

TRAINEES
Alexis Arragon
Christophe Bidal

GAME CONCEPTION
Guillaume Gouraud
David Rochedieu
Antoine Villette

SCENARIO
Antoine Villette

ART DIRECTOR
Guillaume Gouraud

TECHNICAL MANAGER
David Rochedieu

DEVELOPMENT MANAGER
Emmanuel Boutin

PROJECT MANAGER
Laurent Franchet

PRODUCTION ASSISTANT
Christine Ostrowski

SCENARIO ADAPTATION
AND PRE-PRODUCTION
GAME DESIGN
Pascal Luban

ADVENTURE
GAME DESIGNERS
Laurent Franchet
Guillaume Gouraud
Sébastien Lambottin

GAME DESIGN
Laurent Franchet
Guillaume Gouraud
Sébastien Lambottin
David Rochedieu
Antoine Villette

MUSIC & SOUND
Thierry Desseaux
Jean-Sébastien Rossbach

CGI MOVIES
DIRECTED BY
Guillaume Moreels

STORY-BOARDERS
Patrick Pion
Nicolas Bouvier
Denis Bajram

CGI CHARACTERS ARTISTS
Guillaume Moreels
Marc Leprêtre

LEAD DESIGNER
Nicolas Bouvier

BACKGROUNDS DESIGNERS
Benjamin Carré
Benoît De Ravelle

Cyril Perrin
Patrick Pion

CHARACTER DESIGNS
Matthieu Lauffray

CHARACTER SCULPTURES
Matthieu Lauffray
Jean-Claude Gouraud
Guillaume Moreels

CREATURE DESIGNS
Claire Wendeling

CREATURE SCULPTURES
André Jaume

PAINTINGS
Marc Botta

LEAD PROGRAMMER
Erwan LeGoffic

PROGRAMMER
Olivier Martin

PROGRAMMERS
Emmanuel Boutin
Christophe Chaillon
Benoît Chaperot
Stéphane Denis
Karine Lefrançois
David Rochedieu

ADDITIONAL
PROGRAMMER
Sam Nova

TRAINEES
Alexis Arragon
Christophe Bidal

LEAD SCRIPT CODER
Fabrice Rappe

SCRIPT CODERS
Hakim Abbas
Mathias Deshayes
Pierre Gironde
Daniel Gloannec
Cendrine Laguerre
Sébastien Lambottin
Ivano Pirona

LEAD BACKGROUND ARTISTS
Bertrand Carduner
Benoît Martinez

BACKGROUNDS ARTISTS
François Baranger
Arnaud Barros
David Bouaziz
Ulrich Brunin
Roland Caron
Maxime Desmettre
Bruno Gentile
Hae Jun Jhee
Marc Leprêtre
Laurent Makowski
Manuel Pires
Salomé Strappazon
Laurent Vicherd

**LEAD REAL-TIME
BACKGROUND MODELER**
Florent Goy

**REAL-TIME BACKGROUND
MODELERS**
Roger Bellon-Gronnier
Sylvain Frattini
Daniel Gloannec
Xavier Rang

Salomé Strappazon
Sébastien Vêrité
Laurent Vicherd

LEAD ANIMATOR
Xavier Lamouche

GAMEPLAY ANIMATORS
Sébastien Bertin
John Bigorgne
Marie Deschamps
Bruno Millas
Stéphane Wiederkher

**LEAD ANIMATOR
CGI SEQUENCES**
Bruno Millas

**CGI SEQUENCES
ANIMATORS**
John Bigorgne
Eric Breistroffer
Xavier Lamouche
Yann Le Gall
Stéphane Wiederkher

**LEAD REAL-TIME
MODELS ARTIST**
Eric Breistroffer

REAL-TIME MODELS ARTISTS
David Demaret
Maxime Desmettre
Sylvain Frattini
Bruno Gentile
Yann Le Gall
Florence Moreels

**VISUAL SPECIAL
EFFECTS ARTISTS**
David Demaret

Maxime Desmettre
Roland Caron

ADDITIONAL 2D GRAPHICS
Cendrine Laguerre

**LEGAL AND
FINANCIAL MANAGER**
Antoine Chéron

**NETWORK
ADMINISTRATOR**
Olivier Lebigot

SECRETARY
Nathalie Erard

SPIRAL HOUSE LTD

LEAD PROGRAMMER
Mike Ferenduros

PROGRAMMER
Marc Littlemore

TECHNICAL COORDINATOR
Bobby Earl

ARTIST
Dylan Bourne

COORDINATOR
Kevin Oxland

INFOGRAMES, INC.
I-VELOCITY VP
Jean Philippe Agati

EXECUTIVE PRODUCER
Kurt Busch

PRODUCER
Sean Michael Fish

DIRECTOR OF MARKETING
David Riley

**PRODUCT MARKETING
MANAGERS**
Heather Hall

PUBLIC RELATIONS
Meridith Braun

CREATIVE SERVICES
Dave Ellison

PUBLICATIONS MANAGER
W.D. Robinson

DOCUMENTATION SPECIALIST
Rick Fish

ENGINEERING SERVICES
Luis Rivas
Sandra Jackson
Ken Edwards

LEAD QA ANALYST
Jason Cordero

ASSISTANT QA ANALYST
Scott Springer
QA ANALYSTS
Tom Andrade
Lupe De Leon
Jason Fitzgerald
Richard Higbee

Helen Hinchcliffe
Long Pham
Kirk Sanford
Arif Sinan
David Sothoth
"Red" Dave Strang

COMPATIBILITY LEAD
Geoffrey Smith

COMPATIBILITY TESTERS
Randy Buchholz
Mike Le Doux
Ted Tomasko

**"ALONE IN THE DARK"
THEME SONG**
**MUSIC PRODUCED AND
COMPOSED BY**
Stewart Copeland

**DRUMS, BASS AND
KEYBOARDS PERFORMED BY**
Stewart Copeland

RECORDED AND MIXED BY
Jeff Seitz

GUITARS PERFORMED BY
Michael Thompson

VOCALS PERFORMED BY
Jimmie Wood
**ASSISTANT TO MR.
COPELAND**
Sara Kapuchinski

**ADDITIONAL MUSIC, SFX,
VOICE RECORDING**
KBP
**INTRODUCTION AND
OUTRO SEQUENCES**
DIGIMANIA

**SCRIPT DOCTORING
THE SCRIPT COMPANY**
Xavie Dorison
Fabien Nury

**US INFOGRAMES
THANKS TO:**

Steve Akrich
Greg Sarraill
Joy Schneer
David Costello
Francois S3 Lourdin
Matthew Guzenda
Alex Jones
Cecelia Hernandez
Kathie Tompkins
Shawn Monroe
Stacy Lawrence
Isaac Malabanan
Christopher Black
Jill Dos Santos
Jacob Robinson
Marie Person
Tim Campbell
Mika Kelly
Cory Perry

In memory of
Marcelle Demaret.

www.aloneinthedark.com
www.darkworks.com

Customer and Technical Support (U.S. & Canada)

Assistance Via World Wide Web

Get up-to-the-minute technical information at the Infogrames, Inc. web-site, at: <http://www.us.infogrames.com>, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents (Frequently Asked Questions), which contain our latest troubleshooting information. You'll have access to a Message Board and links to our E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

Help Via Telephone/Fax Or Mail In The United States & Canada

For phone assistance, call Infogrames Entertainment S.A. Tech Support at 425-951-7106. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8:00 AM until 6:00 PM (PST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your system; have your system information ready for our technicians. It will expedite your handling significantly. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below. INFOGRAMES HINT LINE - 1-900-454-HINT: \$.99/minute. If you're under 18, get a parent's permission before calling.

Product Return Procedures In The United States & Canada

In the event our technicians at 425-951-7106 determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

Infogrames Entertainment S.A.
13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames Entertainment S.A. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames Entertainment S.A. will replace the product storage medium for a nominal fee.

Other

Please do not make unauthorized copies. The program you've purchased was produced through the efforts of many people who earn their livelihood from its lawful use. Don't make copies for others who have not paid for the right to use it. To report copyright violations to the Software Publishers Association, call 1-800-388-PIR8 or write:

Software Publishers Association
1101 Connecticut Ave., Suite 901
NW Washington, DC 20036

This program is protected by United States federal and international copyright laws.

END-USER LICENSE AGREEMENT

INFOGRAMES, INC. ("INFOGRAMES") IS WILLING TO LICENSE THE GAME CONTAINED ON THIS DISC OR CARTRIDGE AND ANY ACCOMPANYING DOCUMENTATION TO YOU ONLY ON THE CONDITION THAT YOU ACCEPT ALL OF THE TERMS IN THIS AGREEMENT. IF YOU DO NOT AGREE TO THESE TERMS, DO NOT USE THE SOFTWARE AND PROMPTLY RETURN THE DISC OR CARTRIDGE IN ITS ORIGINAL PACKAGING TO THE PLACE OF PURCHASE.

1. Grant of License. The software accompanying this license and related documentation (the "Software") is licensed to you, not sold, by Infogrames, and its use is subject to this license. Infogrames grants to you a limited, personal, non-exclusive right to use the Software in the manner described in the user documentation. If the Software is configured for loading onto a hard drive, you may load the Software only onto the hard drive of a single machine and run the Software from only that hard drive. You may permanently transfer all rights Infogrames grants to you in this license, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials, and any upgrades), and the recipient reads and accepts this license. Infogrames reserves all rights not expressly granted to you by this Agreement.

2. Restrictions. Infogrames or its suppliers own the title, copyright, and other intellectual property rights in the Software. The Software contains copyrighted material, trade secrets and other proprietary material. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software. You may not copy, rent, lease, sublicense or distribute the Software. You may not electronically transmit the Software from one computer, console or other platform to another or over a network. Any attempt to transfer any of the rights, duties or obligations hereunder is void. Infogrames may, in its sole discretion, offer technical support for the Software for a period not exceeding two (2) years following the initial commercial shipment of the Software.

3. Termination. This License is effective until terminated. You may terminate this License at any time by destroying the Software. This License will terminate immediately without notice from Infogrames if you fail to comply with any provision of this license. Upon termination, you must destroy the Software.

4. Disclaimer of Warranty on Software. You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software and the media are provided "AS IS." Unless otherwise provided by applicable law, Infogrames warrants to the original purchaser of this product that the Software storage medium will be free from defects of materials and workmanship for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. INFOGRAMES EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. INFOGRAMES DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY INFOGRAMES OR ANY INFOGRAMES-AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

5. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL INFOGRAMES BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH THE SOFTWARE, INCLUDING THOSE THAT RESULT FROM THE USE OF OR INABILITY TO USE THE SOFTWARE, EVEN IF INFOGRAMES HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. IN NO EVENT SHALL INFOGRAMES' TOTAL LIABILITY TO YOU FOR ALL DAMAGES, LOSSES AND CAUSES OF ACTION (WHETHER IN CONTRACT, TORT OR OTHERWISE) EXCEED THE AMOUNT PAID BY YOU FOR THE SOFTWARE. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

6. Editor and End-User Variations. If the Software includes a feature that allows you to modify the Software or to construct new variations for use with it (an "Editor"), you may not sell it or repackage it for sale. If you create modifications or enhancements to the Software using the Editor, including the construction of new levels (collectively, the "Variations"), you are subject to the following restrictions: (i) your Variations must only work with the full, registered copy of the Software; (ii) your Variations must not contain modifications to any executable file; (iii) your Variations must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties; (iv) by distributing or permitting the distribution of any of your Variations, you hereby grant back to Infogrames an irrevocable royalty-free right to use and distribute them by any means. The prohibitions and restrictions in this Section apply to anyone in possession of the Software or any of your Variations.






7. Miscellaneous. This license shall be governed by and construed in accordance with the laws of the State of New York, exclusive of its choice of law and/or conflicts of law jurisprudence, and controlling U.S. Federal law; and, in respect of any dispute which may arise hereunder, you consent to the jurisdiction of the federal and state courts of New York County, New York. If any provision of this license is unenforceable, the rest of it shall remain in effect. This license (including any addendum or amendment to this license which is included with the Software) constitutes the entire agreement between you and Infogrames with respect to the use of the Software and the support services (if any) and they supersede all prior or contemporaneous oral or written communications and representations with respect to the Software or any other subject matter covered by this license.

You've Got the Game,
Now Get the Guide!

ALONE IN THE DARK

THE NEW NIGHTMARE

Prima's Official Strategy Guide

-  Comprehensive walkthroughs for Edward Carnby and Aline Cedrac's missions
-  Complete character, monster, and item stats
-  Killer training tips
-  All secrets, item locations, and puzzle solutions exposed
-  Bonus history of the *Alone in the Dark* series and a behind-the-scenes look at the making of the game

Infogrames and *Alone in the Dark: The New Nightmare* are trademarks or registered trademarks of Infogrames Entertainment S.A. © 2001 Infogrames Entertainment S.A. All rights reserved. Developed by Darkworks, converted and adapted by Spiral House Ltd. for the PC CD ROM. The ratings icon is a trademark of the Interactive Digital Software Association.

