



# 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



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## 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.

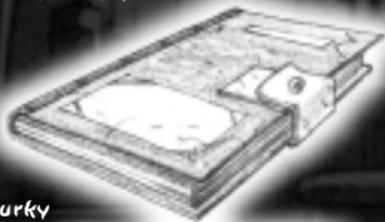
#### • CONSULT OBJECT

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.

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In memory of  
Marcelle Demaret.

[www.aloneinthedark.com](http://www.aloneinthedark.com)  
[www.darkworks.com](http://www.darkworks.com)

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RMA#: (include your RMA# here)

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THE NEW NIGHTMARE

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