- **Shut:** Your character will shut a door or trap-door if you keep the SPACE BAR depressed for a few seconds.
- **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.

When you have selected one of these actions in the Options screen, you will be returned to the game. Then you can activate 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 section concerning the Options screen). Then select the desired function (Reload, Eat, Drop, Throw, etc.) and confirm in Window 3.

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

Other Useful Keys
- **S:** Activates/Deactivates sound effects without going to the Parameter screen (See "Music and Sound Effects").
- **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).

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 depressed and use one of the following directional arrows:

- Left arrow ....Punch with left hand
- Right arrow ....Punch with right hand
- Up or down arrow ....Kick

Keep the SPACE BAR depressed long enough for the blow to be delivered correctly.

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, a private detective hired by a local antique dealer interested in the mansion's precious objects. Carnby's job is to make a list of all Derceto's valuables. Above all, he must 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, Jeremy Hartwood's niece, spent part of her childhood at Derceto. Several troubling events from that period remain in her memory — in particular, a secret drawer hidden in the old piano. More than a little afraid, her deep curiosity drives her to explore the mysteries of the mansion.

2. Character Selection
After starting the game, you will be offered a choice between the 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.

- ▲ moves the character forward
- ◀ moves the character to the left
- ▶ moves the character to the right
- ▼ moves the character backwards

To make the character run, release the ▲ key, then quickly press it again.

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, and Microsoft Windows. TSRs are sometimes automatically loaded by your computer through the AUTOEXEC.BAT file, when you boot your machine. If you are 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 your computer's user manual for complete details about TSRs and AUTOEXEC.BAT files.
- Do you really have more than 580,000 bytes of free memory? To find out, type in the instruction CHKDSK and verify the last number displayed on the screen. That is the number of free bytes that your computer has in RAM.

Problem: The Colors Do Not Appear as Expected.
- Are your monitor's contrast, color 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 the sound off from the speaker.

SOFTWARE PIRACY

TECHNICAL SUPPORT

If you are having problems getting the game to function properly, you can call Customer Service between 9:00 AM and 5:00 PM (Pacific Standard Time) at 310-576-1885.

HINTLINE

If you need a hint about the game play, you can reach the Hintline at 1-900-78-MOTION (900-786-68466). You must have a touchtone phone to use this service. The Hintline is open 24 hours a day. The charge is $1.25 first minute; 85¢ each additional minute. All long distance charges are included in these prices. Callers under the age of 18 must get their parent's permission before calling this hotline.
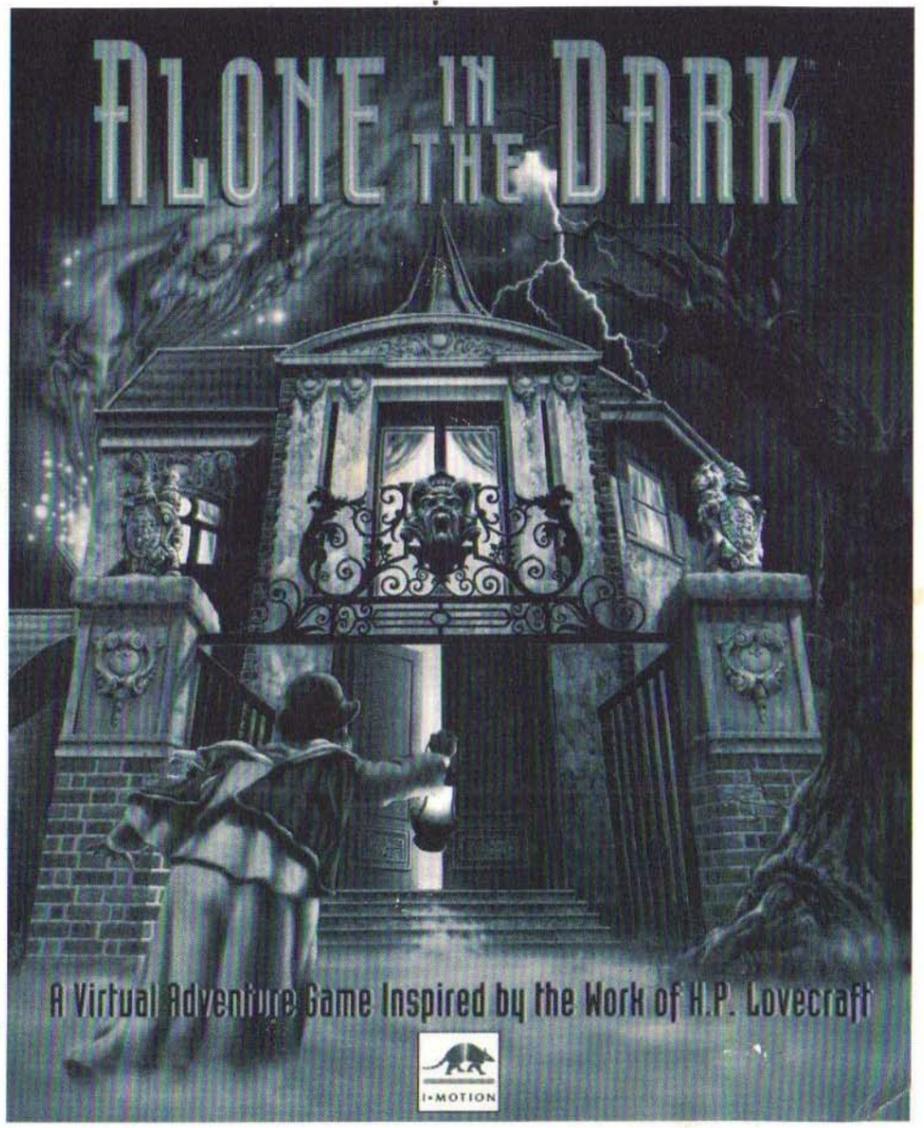
You can also get hints by writing I•MOTION, Inc. at the customer support address: 1333 Ocean Avenue, Suite J, Santa Monica, CA 90401

Alone in the Dark
A Virtual Adventure Game Inspired by the Work of H.P. Lovecraft

SYSTEM REQUIREMENTS

- An IBM PC AT or 100% compatible computer (286/16 MHz minimum, 386 recommended)
- 640K RAM (more than 580,000 bytes of free memory required)
- VGA or MCGA graphics card (VGA 256 colors)
- DOS 3.1 or higher
- 5 MB hard disk space
- 3-1/2" or 5-1/4" high-density disk drive
- Sound Blaster, Sound Master 2/+, Adlib, Disney Sound Source

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 ALONE, 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.

2. Virus Warning
"Alone in the Dark" is guaranteed to be virus-free.

To keep your master disks virus-free, always write-protect them.

Game loading will be interrupted if a virus is present in your computer, and a message will be displayed.

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 left or right arrow key (◄ or ►) 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, which are a match-box and a vase. Select the match-box from the first screen line by using the left or right arrow key and pressing RETURN. Select the vase from the second screen line and press RETURN.
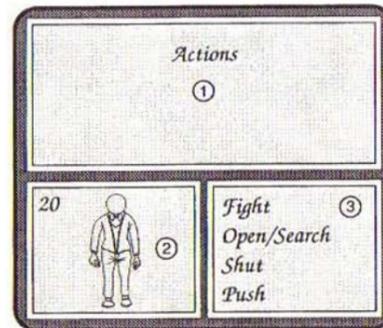
You will be given three chances to get it right.

THE OPTIONS SCREEN

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

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 and any available reloads or cartridges.

3. WINDOW 3, the bottom right one, offers a choice of actions available to either the character or that can be done with the selected item.

The items that you possess, or the actions that are available to you, are displayed in green. Your selection appears in white.

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

Then press RETURN, SPACE BAR or the ► key to confirm. You will then be switched to Window 3. Use the ▲ or ▼ key to choose an action or function. To confirm your choice, press RETURN or the SPACE BAR. You will then be returned to the game.

To return to Window 1 when the cursor is in Window 3, press the ◄ arrow.

CHARACTER ACTIONS AND USING ITEMS

1. Actions
You can perform certain actions whenever you wish: Fight, Open/Search, Shut, Push and (at certain times) Jump. 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 ◄ or the ► arrow, your character will throw a punch with either his or her left or right fist. Press the ▲ or ▼ arrow to kick. Remember to keep 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!

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 depressed 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
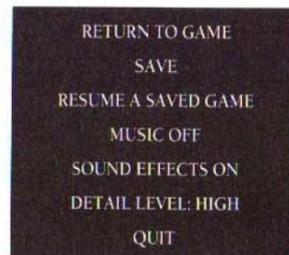
Fighting with Fire-Arms
In the Option screen, choose the gun your character will fire, then select the "Use" option.

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:

RETURN TO GAME
SAVE
RESUME A SAVED GAME
MUSIC OFF
SOUND EFFECTS ON
DETAIL LEVEL: HIGH
QUIT

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

Return to Game
Press the RETURN key to return to the game.

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.

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 you choice.

Music ON/OFF
Use this option to switch the music on or off.

Sound Effects ON/OFF
Use this option to switch the sound effects on or off.

Detail Level: Low/High
This function allows you to select either standard or low graphic detail level, and thus modify the speed of the game.

Quit the Current Game
To quit the game you are currently playing, press RETURN. You will be returned to the main menu. Then 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. Clues are hidden within them!
- 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 equipped with EMS will handle "Alone in the Dark's" memory requirements more easily.
- If the speed of your computer is low and you don't have a sound card, we recommend that you switch off the buzzer sounds by pressing the S key. You will be able to obtain more fluid animations this way.
- If you are stuck underground in the maze and can't get out, the solution is: (The answer is spelled backwards) ta eht ES dne fo eht ezam si a enots rood, tup eht s'etarip meg ni eht eloh ni eht rood.
- If you are at the altar and don't know what to do, the solution is: ecalp eht namsilat no eht ratla ot pots eht sllaberif, neht thgil eht pmal dna worht ti ta eht retnec fo eht eert.

TROUBLESHOOTING GUIDE

If you encounter problems while installing ALONE IN THE DARK (file not found or disk error), try to install the game using the COPY *..* command:
- Insert the disk 1 into drive A: (or b:)
- Type Copy A: (or B:) *..*, then RETURN
- Then insert disk 2, 3, 4 and type copy (A: (or B:) *..* each time..
- Type ALONE then RETURN.

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 of the system requirements?
- 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.