ALONE IN THE DARK 2 ™

ENGLISH

ALONE IN THE DARK 2

INFOGRAMES

CONTENTS

CONFIGURATION

- An IBM PC AT or 100% compatible computer.
- 25 Mhz minimum or faster recommended.
- 2 MB RAM - More than 560 KB available for executable program required.
- 256 KB EMS (Expanded Memory Specification).
- VGA 256-colour graphic mode.
- Hard disk needed (14 MB free required).
- Mouse and corresponding mouse driver.

OPTIONAL

- Sound cards: Sound Blaster, The Sound Source, AdLib and compatible.
- Microsoft WINDOWS 3.1 or higher.

INSTALLATION, UPDATING AND STARTING UNDER WINDOWS

INSTALLATION UNDER WINDOWS

- Switch on the computer and boot the DOS.
- Insert the Disk #1 into your disk drive (in this example we are assuming the disk drive is A).
- Load the WINDOWS program if necessary.
- In the Program Manager screen, click onto FILE.
  Next click onto the RUN option.
- The RUN dialogue box is now open, with the cursor flashing in the Command Line input field. Type A:\WINSTALL, then click onto the OK button.
- The installation box displays 4 icons:
  Languages: To change the current language.
  Options: To access the installation options.
  Install: To start the installation.
  Exit: To exit the installation.
- When installation is completed, an ALONE IN THE DARK II program group (or window) appears on the Program Manager screen.

UPDATING - CONFIGURATION CHANGE UNDER WINDOWS

You can change a number of game parameters (language, sound card).
In the Program Manager screen, click on the ALONE IN THE DARK II window.
Next double-click on the Update icon.
After modifying the parameters in the Options icon, click on the Update icon to validate the changes.

STARTING THE PROGRAM UNDER WINDOWS

Double-click on the ALONE IN THE DARK II window in the Program Manager screen, then double-click on the ALONE IN THE DARK II icon.

INSTALLATION, UPDATING AND STARTING UNDER DOS

INSTALLATION UNDER DOS

♦ Switch on the computer and boot the DOS.
♦ Insert the Disk #1 into your disk drive (in this example we are assuming the disk drive is A).
♦ At the C:\> prompt, type in A:\INSTALL and press RETURN.
♦ The installation box displays 4 icons:
  Languages: To change the current language.
  Options: To access the installation options.
  Install: To start the installation.
  Exit: To exit the installation.

UPDATING - CONFIGURATION CHANGE UNDER DOS

You can change a number of game parameters (language, sound card).
At the DOS prompt C:\>, place yourself in the directory in which you installed the game, using the DOS command CD (e.g. CD \INDARK2). Type INSTALL and press RETURN. After modifying the parameters in the Options icon, click on the Update icon to validate the changes.

STARTING THE PROGRAM UNDER DOS

Place yourself in the directory in which you installed the game, using the DOS command CD (e.g. CD \INDARK2) and press RETURN.
Type in AITD2 and press RETURN.

PROTECTION

Take the playing cards. Following the instructions given on the screen, cover one card with another, going by the figure printed on the top half (e.g. Jack of Spades over Queen of Hearts...). With the cout-out squares of the top card, you will discover certain figures printed on the bottom card. Then all you have to do is answer the question displayed on the screen concerning the value and the suit of one of the figures in the windows, depending on the rank or file on which it is positioned.
For example: If you place the Queen of Clubs on the Ten of Spades, the figure appearing in the first window of the first rank is a red Heart.

F1 :	.... SPADE	F6 :	.... YELLOW
F2 :	.... HEART	F7 :	.... GREEN
F3 :	.... DIAMOND	F8 :	.... BLUE
F4 :	.... CLUB	F9 :	.... PURPLE
F5 :	.... NOTHING	F10 :	...... ORANGE

INTRODUCTION GAME OBJECTIVE

You are Edward Carnby, and already journalists have nicknamed you "The Private Eye of the Unknown". You could go on taking life easy in your comfortable office... But suddenly you receive a call for help from a friend of yours, Ted Striker. Little Grace Saunders, who was kidnapped a few days ago, is almost certainly being held hostage in an old Californian mansion: "Hell's Kitchen".

What's more, this massive building is the property of the leader of a gang of bootleggers... His name? One Eyed Jack. A word of advice, then: If you are planning on staying alive in this sort of environment, make sure you've got your 38 Special, and get hold of a machine gun as soon as possible... So good luck, you're on your own, ALONE IN THE DARK!

MAIN MENU

The main menu offers three options:

BEGIN A NEW GAME

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

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.

RETURN TO DOS/WINDOWS

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

MOVING THE CHARACTER

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

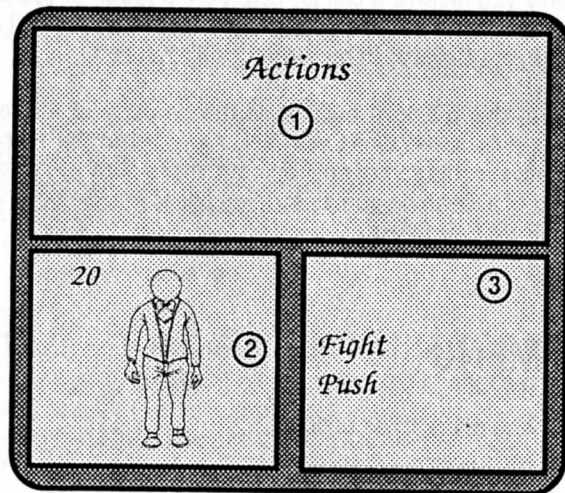|	
↑ .... to move forward	↓ .... to move backwards
← .... to turn left	→ .... to turn right

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

THE OPTIONS SCREEN

To carry out certain specific actions and to 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                │
│            ①                    │
│                                 │
│                                 │
│                                 │
│  ┌──────────┐  ┌────────────┐  │
│  │ 20       │  │      ③     │  │
│  │          │  │            │  │
│  │      ②  │  │   Fight    │  │
│  │          │  │   Push     │  │
│  └──────────┘  └────────────┘  │
└─────────────────────────────────┘
```

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.

If you wish to carry out a specific action or use an item, select the "Actions" option or the item in your possession, using the arrow keys. Then press RETURN to confirm. You will then be switched to Window 3. Use the ↑ and ↓ arrow keys to choose an action or function. To confirm your choice, press RETURN.

CHARACTER ACTIONS AND USING ITEMS

ACTIONS

You can perform certain actions whenever you wish: Fight or Push. 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 ↑ arrow to butt and the ↓ arrow to kick. Remember to maintain both the SPACE bar and the relevant arrow pressed down as you punch.
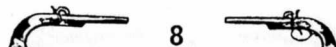
♦ **Push:** To move a large object or a piece of furniture, keep the SPACE bar pressed and use the appropriate directional arrow.

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
If your character is beside an item, then a window will be displayed, asking whether or not you wish to take the item.

USING AN ITEM
To use an item in your possession, 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/Disactivates sound effects without going to the Parameter screen.
M: Activates/Disactivates the music without going to the Parameter screen.
P: Pause
I or RETURN: 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.

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 arrow:** .... Butt.
- **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
Watch out! There are many items that you can use as a 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 or straight forward.
- **Down arrow:** .... Thrust from low to high.
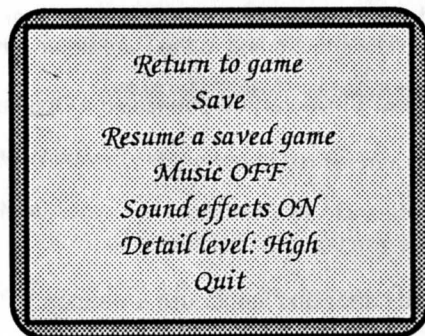
FIGHTING WITH FIRE-ARMS

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.

SAVE

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

Use the ↑ and ↓ arrows to select a file, then press RETURN to confirm your choice.

DETAIL LEVEL: LOW/HIGH

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

QUIT

You will return to the main menu.

TROUBLESHOOTING GUIDE

PROBLEM : THE PROGRAM DOESN'T LOAD PROPERLY

♦ Did you install ALONE IN THE DARK II onto your hard disk? (See Installation, Updating and Starting.)
♦ Does your computer meet all the requirements listed under Configuration?
♦ 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 MESSAGE "READ ERROR" APPEARS WHEN THE GAME IS INSTALLED

♦ Have you inserted the correct diskette into the disk drive? The diskette sequence is important for correct installation.
♦ You can try and copy the diskettes without using the installation program. To do so, go to the directory in which you wish to install ALONE IN THE DARK II, insert the diskette with which the error message appeared and type COPY A:*.* (or B:*.*) and RETURN.
Example: To copy Disk #3 into directory INDARK2 from disk drive A. Insert diskette #3 into disk drive A. At the DOS prompt, type CD \INDARK2 followed by RETURN, then type COPY A:*.* and RETURN.

PROBLEM : THE "NOT ENOUGH DOS 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 about TSR programs as well as the AUTOEXEC.BAT and CONFIG.SYS files.
♦ Do you really have more than 560 KB of free memory and 256 KB of EMS? To check, run the MEM utility. This program will tell you how many bytes you have available in your RAM to execute programs and in your EMS.
♦ If you have less than 560 KB available after loading DOS and/or WINDOWS, follow the procedure below to create a minimal BOOT diskette:

Step 1
• Take a blank diskette compatible with your disk drive.
• Type C: and press RETURN.
• Insert the blank diskette into drive A and type FORMAT A: /S followed by RETURN.
• When formatting is complete, the computer will ask you if you wish to format another diskette. Answer NO and press RETURN. You now have a minimal BOOT diskette.

Step 2:
• Copy the files MOUSE.COM (if you're using a mouse), KEYBOARD.SYS and KEYB.COM that should be in your DOS directory of your hard disk.

Step 3:
• Create an AUTOEXEC.BAT file. Type A: and press RETURN.
• Type COPY CON AUTOEXEC.BAT followed by RETURN.
• Type PROMPT PG followed by RETURN.
• Type MOUSE followed by RETURN (if you're using the mouse).
• Type KEYB UK (English keyboard) followed by RETURN.
• Press function key F6 and RETURN.

Step 4:
• Switch off your computer, then switch it on again leaving the minimal BOOT diskette in the disk drive. The computer will start up using the diskette and free the maximum amount of memory possible.
• Try to install and load the game a second time using the procedure specified in the section Installation, Updating and Starting.

PROBLEM : THE "NOT ENOUGH EMS" MESSAGE IS DISPLAYED

♦ If you do not have 256 KB of EMS, make sure that the program EMM386.EXE is in the DOS directory and add the following line in the CONFIG.SYS file:
DEVICE=C:\DOS\EMM386.EXE RAM

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

INFOGRAMES Ltd.
Customer Service Dept.
14, Smedley Street
CLAPHAM - LONDON SW4 6PF
Tel: 071 738 8199

SOFTWARE PIRACY

PLEASE DO NOT MAKE ILLEGAL COPIES OF THIS SOFTWARE.

The software you are using was produced through the efforts of enthusiastic people: designers, artists, musicians, programmers, distributors and retailers. The costs of developing this and other software programs are recovered through software sales. The unauthorised duplication of personal computer software raises the cost to all legitimate users.

If you purchased this software, INFOGRAMES would like to thank you and remind you that lawful users are permitted to make one backup copy of this software for archival purposes only. Any other duplication of this software, including copies offered through sale, loan, rent or gift, is a violation of law.

NOTES

NOTES

NOTES

CREDITS
AN INFOGRAMES PRODUCTION

Produced by
Bruno BONNELL
Directed by
Franck DE GIROLAMI
First assistant
Vincent TERRAILLON
Cutting
Laurent PARET - Christophe NAZARET - Patrice PONCE
Production designer
Patrick CHARPENET
Modeling 3D & animations
Jean-Marie NAZARET - Frédérique BOURGIN
Sets designers
Frédérique NANTERMET - Sylvie SILVY - Jean-Christophe BLANC
Roughman
Thomas CHANEL
Flashback
Daniel BALAGE
Designers
Josiane GIRARD - Christophe ANTON
Screenplay
Hubert CHARDOT
Adapted by
Frederic CORNET - Christian NABAIS
Original score & sound effects
Jean Luc ESCALANT
Publishing
Edith PROTIERE - Olivier ROBIN
Translations
Beate REITER VIALLE

Special thanks to
Eric MOTTET - Olivier GOULAY - Jean-Marie BOUSSARD
Greg CALL - Camille GELLOZ

INFOGRAMES