INSTALLING THE GAME

1. With your PC switched on, insert CD 1 into your CD-ROM drive. Wait until the installation window appears and follow on-screen instructions.

Note:
If the installation window does not appear on screen after having inserted CD 1 in the CD-ROM drive, simply double-click on the "Work station" icon on the desktop, then double-click on the ALONE4 icon (or the CD's icon) then on the "Launch" file to reach the installation menu.

- Keep the surface of the CD-ROM free of dust and scratches.
- Do not expose the CD-ROM to direct sunlight or leave it near a radiator or other heat source.

ALONE IN THE DARK
THE NEW NIGHTMARE

INTRODUCTION

Edward Carnby, the paranormal private eye, is back!

Carnby's best friend, Charles Fiske has been found dead near Shadow Island, a mysterious island situated off the coast of Maine. Carnby's initial investigation leads him directly to Frederick Johnson. Johnson reveals that Fiske was looking for three ancient Indian tablets.

Johnson asks Carnby to take up the investigation. Johnson sends him Aline Cedrac, a young University lecturer, who specializes in ancient Indian languages. Their mission is to find the three mysterious tablets that are much sought after as they are engraved with inscriptions that have never been deciphered. During their flight to the island, Carnby learns that Aline Cedrac, like himself, has personal reasons to go to Shadow Island.

As its pilot enters the landing phase, the sea-plane transporting them to the island suddenly finds itself in trouble, caught in a strange force that comes out of nowhere. Carnby and Aline have only one way out —to parachute to safety.

Carnby lands in an abandoned yard whereas Aline narrowly misses serious injury landing on the roof of a gloomy mansion.

CONTENTS

THE CHARACTERS

edward carnby

Of unknown parents, he was placed in Saint andrew 's orphanage by social workers.

the director of the orphanage gave him his first and last name. Carnby works for an agency that was founded in 1982 by Charles fiske, a former member of the top secret FBI investigative department Bureau 713.fiske and Carnby 's specialization is strange phenomena; the supernatural and paranormal are central to their activities.

Carnby 's interest is not to convince non-believers nor raise consciousness. He knows that dark forces operate everywhere and that he has a personal mission to fight them. He works using only his own mortal human powers. He does not have the parapsychological powers that would make him a supernatural being. His one real ability is that he knows how to recognize evil at a glance and how to react to it immediately. He is no mystic; that he has a mission is all he knows, or rather, feels. When Carnby cracks a joke, his humour is tinged with disillusion verging on the cynical. to some Carnby may appear cold, indifferent and even obsessional. the rare friends he has, however (i.e. Charles fiske), recognize is integrity and great trustworthiness.

Height:6 ft
Weight:185 lbs.
Eyes: Grey blue.
Hair: Brown.
Distinguishing features: none.
Date of birth: february 29 1968.
Place of birth: Richmond, Virginia, USA.
father: Unknown.
Mother: Unknown.
Last known address:
White house hotel, 18 Norman avenue,
Gloucester, Massachusetts. Room 17.

aline cedrac

aline Cedrac was born on June 30th,1974 in the Doston suburb of lexington. She never knew her father. Her mother, Marie, never wanted to reveal his identity to her. Marie Cedrac returned to her native france in 1992 after falling out with her only daughter.

aline elected to stay in Doston to finish her anthropology studies. Marie Cedrac died in an accident in february 1993. Despite extensive research, aline was never able to discover the identity of her father.

aline proved to be a brilliant student. Her amazing memory along with her extraordinary intuition and unlimited diligence helped her gain her PhD at the age of 24. She became particularly interested in the study of the Abkanis Indian tribe. the recent discovery of the tribe's writing system dating back several thousand years (the discovery of which was attributed to Obed Morton) revolutionized the small world of Indian anthropology. furthermore, it constitutes the subject of her upcoming book, for which she has received a Rockefeller foundation research grant.

Height:5 '6 "
Weight:119 lbs
Eyes: Green
Hair: Ginger
Distinguishing features: None
Date of birth: June 30 1974
Place of birth: lexington, Ma, USA
father: Unknown
Mother: Marie Cedrac
last known address: 117 Hawthorn Street, Cambridge, Massachusetts (around the University of Harvard).

STARTING THE GAME

Place Disc 2 into the CD ROM drive. a "Start Menu" will appear, allowing you to choose to start the game, 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.

CONTROLLER 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

combination
'ctrl' and 'l-shift':
aiming Mode
Combination of freelook and target Mode

'l-shift' and 'cursor keys':
Circular arm movements

'cursor keys':
Character's movements
Up: forwards
Down: backwards
Right: turn right
left: turn left

'ctrl':
target Mode
(hold down)

'l' key:
Inventory menu

's' key:
Switch flashlight On/Off

'm' key:
View Map

'r' key:
access Radio

'spacebar':
action/fire

'a' key:
run
(hold down)

'esc':
Pause + Options

'f5':
Quicksave

'f8':
Quickload

mouse

'left mouse button':
When your flashlight is on, it activates the 'freelook Mode'. Moving the mouse around will point your flashlight in any direction.

'right mouse button':
With your weapon in your hand and using the left mouse button to aim, it will fire your currently selected weapon. Moving the mouse around will also point your weapon in any direction.

If you are using a pad, make sure it is compatible with your PC configuration. Check the instruction manual of the pad 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 'Spacebar'.

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	Customise the configuration.
pause menu	To access this menu during the game press the 'Escape' 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 'Spacebar'.
resume game	to quit the pause menu and return to the game.
quit game	to return to the main menu.
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.

When your flashlight is on, use 'l-shift' and the 'Cursor Keys' to switch to 'freelook Mode' and point your flashlight in any direction. for more accurate torch control, try using the mouse or analogue joystick/joypad, as described in the "controller configuration" paragraph..

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

• use weapon
With the weapon in your hand, hold down the 'Ctrl' Key to switch to 'target Mode' and press the 'Spacebar' to fire.

When you are in 'target Mode', your life bar appears on the screen, as well as the 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 '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' to fire. Hold the 'left mouse button', whilst 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', 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, the number of extra maps will appear. Use '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 permanent 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, 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.

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

● 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 equipped with it. If your character already had a weapon, it returns to the inventory.

● 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.

● 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 'ctrl' and 'l-shift' to control the zoom.

While you are examining an object, a dialogue box also appears on the screen.

• combine objects

Select the first object you wish to combine, press the action button, and choose 'combine'. Select the second object and press the action button again. Certain objects need to be combined with others in order to function.

• split objects

Select the objects you wish to split, press the action button and choose 'split'.

• health

The life bar indicates the character's state of health. Its status changes every time you are wounded in an attack. When the life bar displays a "danger" and you are hit, the character dies and the game is over.

You can improve a character's health and recharge the life bar by using the first aid kits you will come across in the course of the game. Select a first aid kit and press the action button. Your life bar then increases.

• 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.
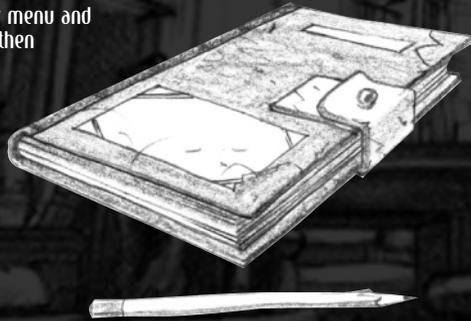
SAVE

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. The message 'Do you want to save game?' then appears. Select yes to save the game. You can also use the quick save and quick load options by pressing the f5 and f8 keys.

Warning: once you have loaded a saved game, the game will resume at the point at which you saved it, but please note that the actions you previously carried out and the Charms of Saving will not be restored.
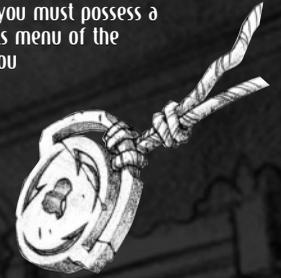
CONTINUE GAME

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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