

# ALONE IN THE DARK



*Interplay*



**3DO**

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# Alone in the Dark™

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# Alone in the Dark™

## GETTING STARTED

Turn on the 3DO system and insert the *Alone in the Dark* CD. After the 3DO logo vanishes, several credit and logo screens will appear. You may press the A, B or C button to advance immediately to the Title screen. Pressing A, B or C again will advance you to the Start/Continue Game screen.

## INTRODUCTION

The owner of Derceto, Jeremy Hartwood, died a few days ago. The police report, filed after a cursory investigation, concluded that the well-known artist had taken his own life. His devoted butler confirmed that Hartwood had been suffering from considerable mental depression for some months. He had placed even more strain on his already delicate health by translating the many ancient manuscripts contained in Derceto's extensive library. He also suffered from insomnia and what few hours of sleep he had were troubled by particularly disturbing nightmares. He appeared to be convinced of a mysterious presence in the old house.

Derceto is now empty. Rumors abound of a curse or of an evil power dwelling within its walls. Such stories are not uncommon with houses like Derceto, especially in this particular area. For some days now, however, a cloud of doubt has hung over your mind...

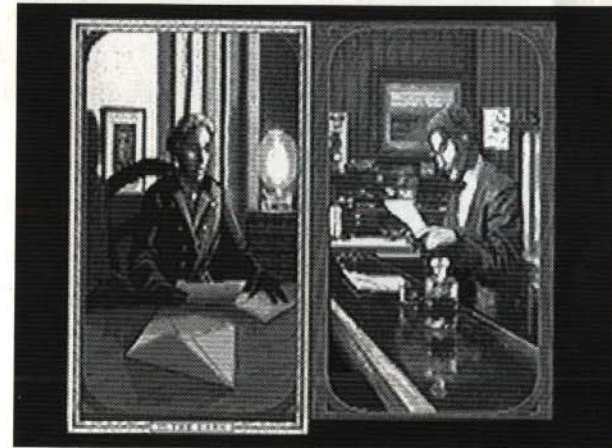
What are those strange lights inside the house at nightfall? What could account for the eerie noises to be heard each time you approach? Why did Jeremy commit suicide? And what compels you towards the house? What is Derceto's terrible secret?



## THE CHARACTER

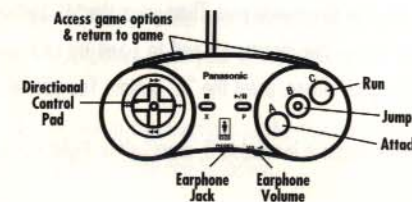
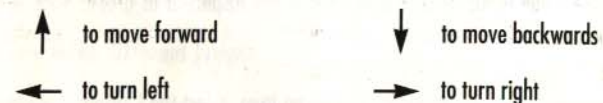
### SELECTION

After starting the game you will be presented with two characters. Emily HARTWOOD is highlighted as the default selection. Press the right arrow on the directional pad to choose Edward CARNBY. Press the "A" button to confirm your choice. A short character prologue will then follow.



### MOVING

The character can be moved in any direction using the directional pad. The movements are exclusively controlled by the directional pad. You can make the character run: when the character is walking, release the directional pad and quickly press it again in the direction of travel, or simply press the "C" Button.

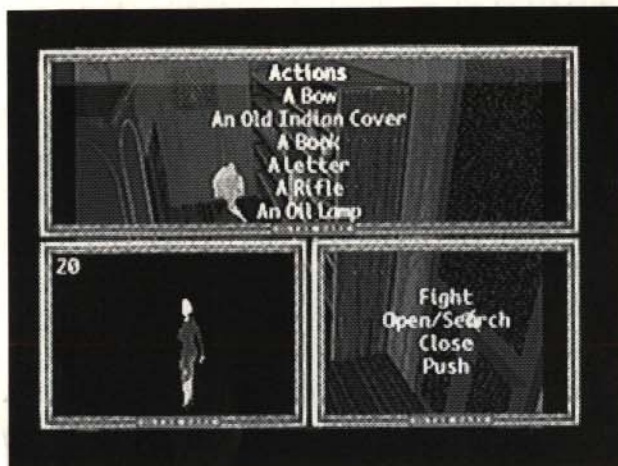






## THE OPTIONS SCREEN

To carry out certain specific actions and use any objects you have found during play, you must switch to the Options screen. Press the "B" button. 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) The bottom right window, number 3, offers a choice of actions available for the character or shows what can be done with the selected item.

The items in your possession or available actions are displayed in green. Your selection appears in white.

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 directional pad. Then press the "A" button to confirm. You will then switch to window 3. Use the directional pad to scroll up and down to choose an action or function. To confirm your choice, press the "A" button. You will return to the game.

To return to window 1 when the cursor is in window 3, press Left or Right on the directional pad.



## CHARACTER ACTIONS

### ACTIONS

You can perform certain actions whenever you wish: Fight, Open/Search, Shut, Push and Jump (at certain times only). Other actions are directly linked to items in your possession (see "Using Items").

**Fight** — Press the "A" button and keep it pressed: your character is ready to attack. By pressing Left or Right on the directional pad, your character will throw a punch with either his left or right fist. Press up on the directional pad to kick.

Remember to keep both the "A" button and the relevant arrow pressed on the directional pad as you punch or kick.

**Open/Search** — Place the character near the item you wish to open or search. Press the "A" button, the character will then either search or attempt to open the item. Keep the "A" button pressed down long enough for your character to do the job!

**Shut** — Your character will shut a door or trap door if you keep the "A" button depressed for a few moments. It is important to face the actual door and not the opening when closing doors.

**Push** — To move a large object or a piece of furniture, keep the "A" button pressed and use the appropriate arrow on the directional pad.

**Jump** — During certain phases of the game, this option will be displayed in the list of available actions.

### There are three different jumps:

**Hop:** Press the "A" button quickly, when your character is standing still.

**Jump:** Press the "A" button while your character is walking.

**Leap:** Press the "A" button while your character is running.

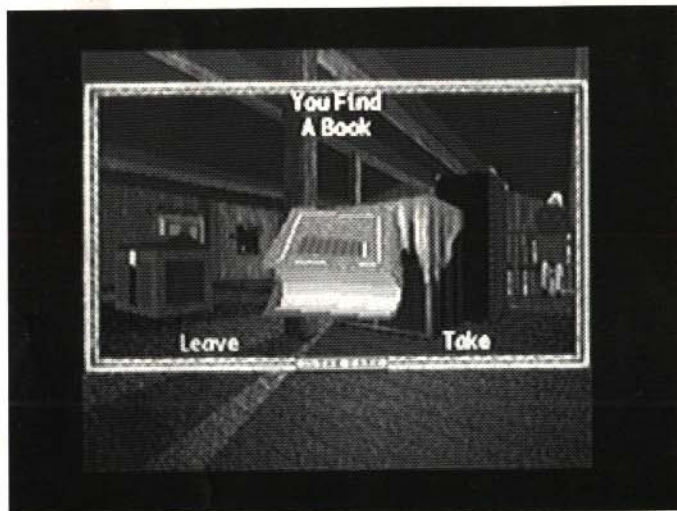
When you have selected one of these actions in the Options screen, you will be returned to the game and can then carry out the chosen action.



## USING ITEMS

### TAKING AN ITEM

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 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.



## 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 "A" button pressed down and use one of the following directions on the directional pad:

- **Left:** Punch with the left hand.
- **Right:** Punch with the right hand.
- **Up or Down:** Kick.

Keep both the "A" button and the directional pad pressed long enough for the blow to be delivered correctly.

### FIGHTING WITH A CUTTING OR THRUSTING WEAPON

Choose the weapon your character will fight with, then select the "Use" option.

Keep the "A" button pressed down and use one of the following directions on the directional pad:

- **Left:** Swing from left to right.
- **Right:** Swing from right to left.
- **Up:** Overhead Swing.
- **Down:** Backs up.

### FIGHTING WITH FIREARMS

In the Option screen, choose the gun your character will fire, then select the "Use" option.

Keep the "A" button pressed down and use one of the following directions on the directional pad:

- **Left:** Direct the gun towards the left.
- **Right:** Direct the gun towards the right.
- **Up:** Fire.





## SAVING, LOADING, AND OPTIONS

Press the left or right buttons to access the Options screen:

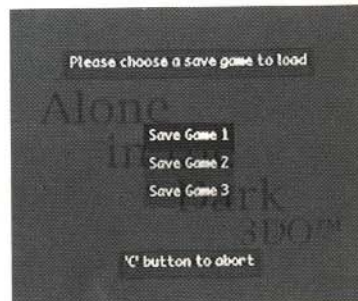
Use the directional pad to choose an option. The selected option will appear in white.

**Return to Game** — Press the A button to return to the game.

**Save Game** — Press the A button to save your game. Your game will be saved and you will be returned to play.



**Load a Saved Game** — Press the A button. You will then access a table of saved files. Use the ▲ and ▼ arrows on the directional pad to select a file, then press the A button to confirm your 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** — The 3DO version only operates at High details level.

**Quit** — To quit the game you are currently playing, press the A button. You will be returned to the main menu.



## 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!
- It's a good idea to save your game before reading some books.
- If you are stuck upstairs and can't get by the medusae, the solution is: (The answer is spelled backwards) kaerb eht esav, teg eht yek, kcolnv eht reward, dna tup eht srorrim ni hcae renroc fo eht gnidnal.
- If you are stuck underground in the maze and can't get out, the solution is: 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 sillaberif, neht thgil eht pmal dna worht ti ta eht retneq fo eht eert.

## TROUBLESHOOTING GUIDE

Problem: The Program Doesn't Load Properly.

- Did you place the disk in the machine?
- Did you turn the power on?



## CREDITS

**3DO Producer:**  
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## CUSTOMER SUPPORT

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The Charge is \$1.25 for the first minute and \$.75 for each additional minute. Long distance charges are included in this cost. Callers under the age of 18 must get parental permission to call. Hints are also available by writing to Interplay.

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If you have a modem, you can reach us at the following:

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**GENie:** We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

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