ALONE IN THE DARK ™

The Trilogy
1+2+3

TABLE OF CONTENTS

(Hintbooks are available for Alone In The Dark™ 1 and 2 at local retailers.)

INSTALLATION

MINIMUM SYSTEM REQUIREMENTS

Alone In The Dark™ Mac:
Macintosh with a 68040 microprocessor (minimum), 256-color display, 3500K free memory, System 7.0 or later and hard disk with 13 MB free disk space required. Double-speed (or faster) CD-ROM drive. QuickTime™ 2.1 and Sound Manager 3.1 required and included.

Alone In The Dark™ 2 Mac:
3500k free memory (5000k recommended) System 7 or higher, double-speed CD-ROM, 256-color monitor, 68040 or PowerPC recommended. PowerPC enhanced.

Alone In The Dark™ 3 Mac:
3000k free memory (5000k recommended) System 7 or higher, double-speed CD-ROM, 256-color monitor, 68040 or PowerPC recommended. PowerPC enhanced. Sound Manager 3.1 required and included.

To install Alone In The Dark™ games, insert the CD-ROM in your CD-ROM drive, double-click the CD-ROM icon to open it, and then double-click the installer application icon.

□	Alone In The Dark™ CD-ROM	国
1 item	1.5 MB in disk	1K available

Alone In The Dark™CD-ROM Installer

Read the on-screen instructions carefully and select the folder where you'd like to install the game. The installer will create a folder on your hard disk and open the folder for you. Double-click the game application icon to begin the game.

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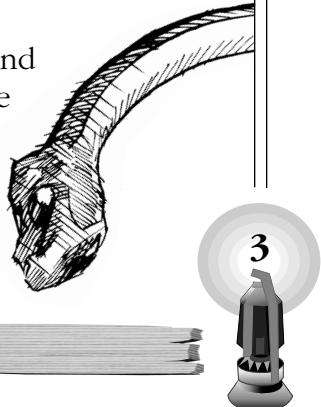
SCREEN SIZE

You will have the option of playing Alone In The Dark: The Trilogy in a small window that is 320 X 200 pixels in size, or you can choose a larger window (640 X 400 pixels in size). You will be prompted with a dialog box before actual game play begins. This will then be the default for following games. Upon returning to the game, press the <return> key when the dialog box opens, or choose a different screen size followed by the <return> key.

# ALONE IN THE DARK

GETTING STARTED

They are coming! I have freed hellish forces and now the price must be paid. Decerto is the prey of evil! The sun has set. They will find my body but will not have my soul! I can imagine the master's fury and the terror in the hearts of his slaves. I hear their foot-steps. Some may understand what I have done. May God forgive me.

Farewell,
Jeremy Hartwood

QUICK START

When you first start the game, your character will begin in the OPEN/SEARCH mode. Walk towards an area you want to search (i.e. the piano) and hold down the <space bar>. The game should display a message of some sort, or show you an item that you found by searching. If the game did not give you a message, you were either too far away from the object, the object cannot be searched, or you did not hold down the <space bar> long enough.

To get a grasp of fighting, you must first press the <return> key to open up your "options" window. Then with the left or right arrow keys choose the option "fight." If you now hold down the <space bar>, you will notice your character assumes a fighting stance. While holding the <space bar> and then holding down the <right arrow> key, you will notice that the character throws a devastating right punch! Now try it with the <left arrow> key. You should notice a left punch. Holding down on the <space bar> and then holding down the <up> or <down> arrow keys will make your character follow through with a kick.

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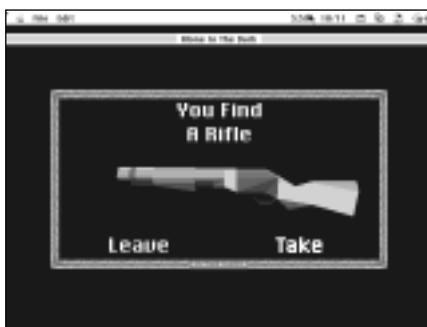
GAME PLAY

GAME OBJECTIVE

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 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, 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 you hear each time you approach? Why did Jeremy commit suicide? And what compels you towards the house? What is Derceto's terrible secret?

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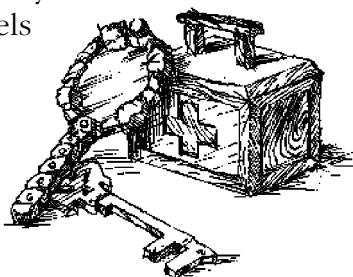
THE CHARACTER

SELECTION

After starting the game you will be presented with two characters. Press the <left arrow> key to choose Emily HARTWOOD or the <right arrow> key for Edward CARNBY. A description of the selected character will then appear.

THE OPTIONS SCREEN

To carry out certain specific actions or use objects that you have found during play, you must switch to the "Options" screen by pressing the "I" key (Inventory) or the <return> key. The following screen will then be displayed:
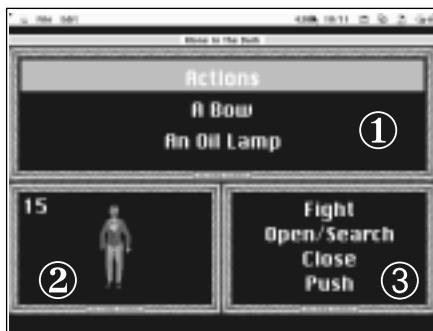
1) Window ① (at the top of the screen) contains the items that you have found.

2) Window ② (at the bottom left of the screen) shows either your character with Life Points or a selected item.

3) Window ③ (at the bottom right of the screen) offers a choice of actions available for the character or shows the various uses of the selected item.

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The items in your possession or available actions are displayed in green. Your selection will appear 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 by using the arrow keys. When you have the desired action or item selected, press <return> or use the <right arrow> key. This will bring you to window 3. Use the <up arrow> or <down arrow> to choose an action or function. Press <return> to confirm your choice – this will return you to the game in progress. If you wish to return to Window 1 from Window 3, use the <left arrow> key. If you wish to leave Window 1, press the "ESC" key which will return you back to the game.

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:

Forward **Turn Left**

Backward **Turn Right**

The character can also break into a run while walking; to make the character run, hold down the shift key while pressing the <up arrow> key.

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CHARACTER ACTIONS

You can perform these actions during game play: Fight, Open/Search, Close, Push and Jump (at certain times only). 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. After you have prepared your character to fight, pressing and holding the space bar will keep your character in a fighting stance. Now while in the fighting stance, press and hold the <right arrow> or <left arrow> keys; your character will throw a punch with either the left or right fist. Press the <up arrow> or <down arrow> keys to kick. Remember to keep both the <space bar> and the relevant arrow key pressed down as you follow through with your punch or kick.

OPEN/SEARCH

After you have prepared your character to open or search, place the character near the item you wish to open or search. Press and hold 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!

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PUSH

To move a large object or a piece of furniture, prepare the character to push and then keep the <space bar> pressed while using 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 types of jumps:

◆ **Hop:** After preparing the character to jump, press the <space bar> quickly, when your character is standing still.

◆ **Jump:** Press the <space bar> while your character is walking.

◆ **Leap:** Press the <space bar> while your character is running.

THROW

Used to throw an object from your INVENTORY.

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.

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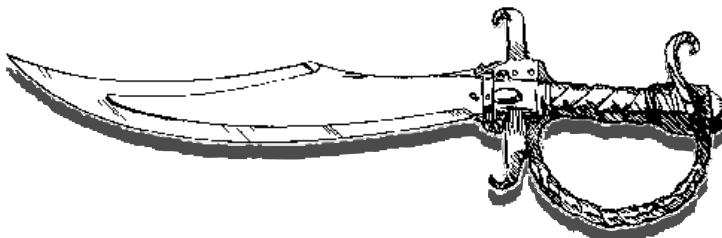
USING ITEMS

TAKING AN ITEM

There are two ways to take an item. If it is visible and your character is beside it, 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, etc.) and confirm in Window 3.

When you return to the game, a message will confirm the requested action.
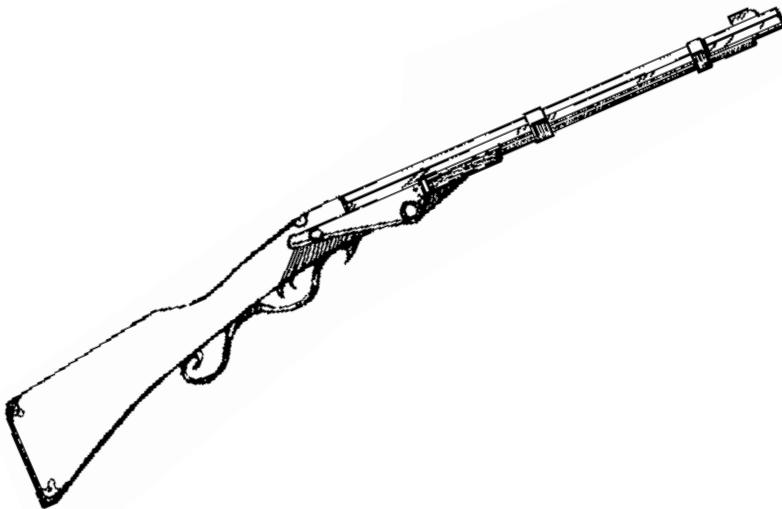
OTHER USEFUL KEYS

S: Activates/deactivates sound effects.

M: Activates/deactivates the music.

P: Pause

I: Gives you access to the Inventory screen
           (see the Options screen).

Esc: Gives you access to the save, load, quit and
           parameter screen.

F: Will put you into "Fight mode."

J: Will put you into "Jump mode."

O: Will put you into "Open/Search mode."

Z: Will put you into "Push mode."

U: Activates "Use mode" and puts you directly
           into the inventory screen.

T: Activates "Throw mode" and puts you directly
           into the Inventory screen.

Shift + <up arrow>: Activates "Run mode."

COMBAT
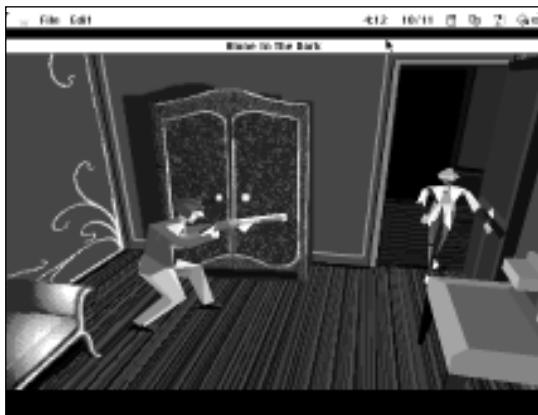
Your character can fight with both hands, feet or by use of a weapon.

HAND-TO-HAND FIGHTING

Select the "Fight" command under the "Actions" menu from the options window. 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 or Down Arrow:** Kick.

NOTE: Keep both the <space bar> and the appropriate arrow key pressed long enough for the blow to be delivered correctly.

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FIGHTING WITH A CUTTING OR 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:** Slash from left to right.

◆ **Right Arrow:** Slash from right to left.

◆ **Up Arrow:** Slash from high to low.

◆ **Down Arrow:** Defense, parry.

FIGHTING WITH FIREARMS

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.

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THE MENUS

APPLE MENU

About Alone In The Dark (1): This will play the "Credits" sequence.

FILE MENU

- ◆ **Open (⌘-O):** This will go to the Alone In The Dark 1 "Open" dialog.
- ◆ **Save Game (⌘-S):** This will go to the Alone In The Dark 1 "Save" dialog.
- ◆ **Quit (⌘-Q):** This will quit Alone In The Dark 1.

EDIT MENU

◆ **Undo** ◆ **Cut** ◆ **Copy** ◆ **Paste** ◆ **Clear**

These items are always dimmed. They are only present for desk accessories.

OPTIONS MENU

- ◆ **Sound Effects:** Toggles sound effects ON/OFF.
- ◆ **Music Effects:** Toggles music ON/OFF.
- ◆ **Hide Background:** Show/hide background.

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TUTORIAL

FIVE-MINUTE WALK-THROUGH

Walk toward the table in the foreground by using the <up arrow> key. Once you get close enough, you will get a pop-up window with a picture of the Lamp and the options to LEAVE or TAKE. Choose TAKE. Head towards the piano in the corner of the room. Once you get to the piano, walk to the right-hand side and hold down the <space bar>. This will allow you to search the piano (OPEN/SEARCH is the default at the beginning of the game). If you get a message saying "Nothing here" or "You find nothing" move more to the right, and search the corner that is touching the wall. A menu will pop up asking you to LEAVE or TAKE a "Note." Choose TAKE. If you do not wish to fight a monster, you should push the cabinet to block the exposed window. Push mode can be attained by either using the hot-key (Z), or by hitting <return>, then choosing ACTIONS, then choosing PUSH. Turn the character around and push (by holding the <space bar> when touching the Cabinet) until the barrels stop you. By doing this,

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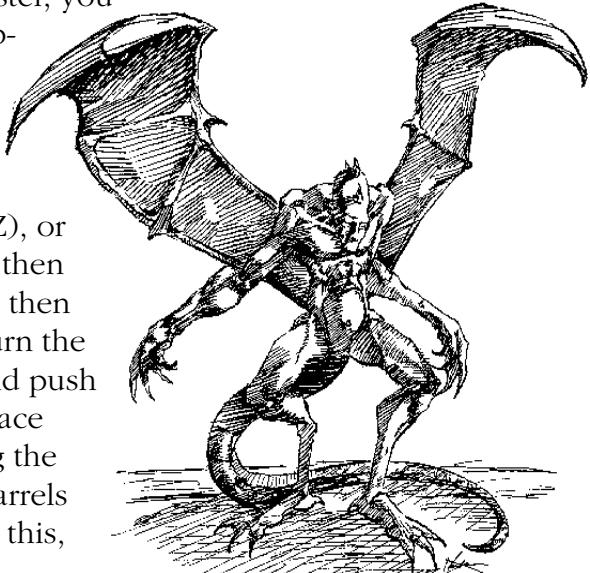
you cover up a window through which a monster was going to jump. If you wish to fight the monster, use the hot-key (F) or hit the <return> key. Choose ACTIONS after the pop-up menu appears. Then choose FIGHT.

When the monster comes through the window, turn your character to face the monster. Hold down the <space bar> and press the <up arrow> key.

The character will kick. The monster may still be out of range, so you may have to walk closer to the monster, or wait until the monster comes into your range. If you feel that the monster is too close, or if you want a faster fighting maneuver, hold down the <space bar> and use either the <right arrow> or the <left arrow> key. These will throw quick and harmful punches (good to do if a monster is pinning you down or attacking you faster than your kick can hit it).

After your successful fight, walk towards the the trunk. Go into OPEN/SEARCH mode by hitting the hot-key (O) or by pressing the <return> key. When the pop-up window appears, choose ACTIONS, then choose OPEN/SEARCH. Hold down the <space bar> while facing/touching the trunk. If nothing happens, try walking to the other side of the trunk and hold down the <space bar> again. Once the trunk opens a menu will pop up asking you whether to LEAVE or TAKE the Rifle. Choose TAKE. If you wish to avoid combat, you must push the trunk over the top of the trap-door that you should notice to the left of the chest. You will have to use the hot-key (Z) or use the <return>

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key and choose ACTIONS once the pop-up window appears. Choose PUSH. Then get to the appropriate side of the trunk and push the trunk until it completely covers the trap-door. You will later hear a knocking noise and you will chuckle to yourself, knowing that you outsmarted the monster beneath the door. If you wish to fight the zombie, good luck! To use your rifle against the zombie, hit the <return> key and use the <arrow> keys to highlight the RIFLE. Press <return> to choose the rifle, then choose USE. This will now arm you with the weapon.

To use the rifle, hold down the <space bar> and press the <up arrow> key. This will fire the gun. If you wish to aim while holding down the <space bar>, use the <left arrow> or the <right arrow> key, and press the <up arrow> key when you are ready to fire. Two well–placed shots and the zombie should be food for the worms! If you run out of ammunition before the zombie is dead, you are going to need to go into FIGHT mode to defeat him. This is the conclusion of the walk-through, but there is more to do in the attic than described here. Make sure you read all the books and letters that you find in the game – they will give you clues on how to solve Derceto's puzzles.

Note: Alone In The Dark 2 and 3 are similar in game play. Their differences are explained in the following sections.

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ALONE IN THE DARK 2

MENU BAR

At any time during the game, you can access the menu bar by clicking with the mouse. The menu bar features the following menus:

FILE MENU

◆ **New:** To restart a game.

◆ **Open:** To load a saved game.

◆ **Save:** To save a game.

◆ **Resume:** To return to the game.

◆ **Quit:** To return to Finder.
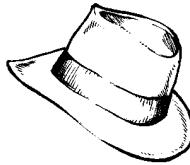
EDIT MENU

◆ **Preferences:** Choice of graphic resolution (320 X 200 or 640 X 400).

OPTIONS MENU

◆ **Key Setup** (modifies the game keys)

◆ **Sounds Effects**

◆ **Detail level** (high/low)

◆ **Music Quality** (low, high, CD)

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MUSIC: LOW QUALITY

The sound quality will be poor, but this way the game will run faster on less powerful computers.

MUSIC: HIGH QUALITY

The sound quality will be good, but this way, the game will run more slowly on less powerful computers.

MUSIC: CD QUALITY

This option allows you to use the audio tracks of the CD-ROM, playing them in the same way as a compact disc player. The sound will be of excellent quality. However, to be able to use this option, you will have to copy the whole "ALONE IN THE DARK 2" game onto the hard drive (about 112 MB) and run it from the hard drive, because the CD-ROM drive cannot play the audio tracks and load images needed during game play at the same time.

INTRODUCTION AND GAME OBJECTIVES

You are Edward Carnby, and already journalists have nicknamed you "Supernatural Private Eye." 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 known as "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: 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. Good luck: you're alone, ALONE IN THE DARK AGAIN!

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 the window for loading saved games.

Use the arrow keys or the mouse to select the game you want to load. As with any file loading under Macintosh, you can change volume or folder in the usual way. (As this game uses the System's standard dialogue windows, please refer to the documentation supplied with your Macintosh.)

QUIT

This option will return you to the Finder (the desktop).

MOVING THE CHARACTER

The character can be moved in any direction, using the following keys.

◆ **4:** to turn left.   ◆ **6:** to turn right.

◆ **8:** to move forward.   ◆ **2:** to move backward.

You can make the character run. When the character is walking, release the 8 key, then quickly press it again. Or hold down the shift key while pressing the <up arrow> key as in Alone In The Dark 1.

Note: You can also change the movement keys to suit your requirements by using the "Key Configuration" function in the "Options" menu (see "Menu Bar").

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 or <return>. The following screen will then be displayed:

Window ① (top of the screen) contains the items you have found.

Window ② (bottom left of the screen) shows either your character with Life Points or a selected item and any available reloads or cartridges.

Window ③ (bottom right of the screen)offers a choice of actions available either to the character or which can be done with the selected item.

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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 <up> and <down> 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> (or the one you may have select- ed under "Key Configuration") and keep it pressed. Your character is ready to attack. By pressing the 4 or 6 keys (or the keys chosen), your character will throw a punch with either his left or right fist. Press the 8 key to head-butt and the 2 key to kick.

PUSH

To move a large object or a piece of furniture, keep the <space bar> pressed and use the appropriate movement key. 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.

Note: Not all the items can be moved.

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USING ITEMS

TAKING AN ITEM

If your character touches certain items, a window will be displayed, asking whether or not you wish to take the item. Beware! You cannot carry more than 50 items. If you reach this number, it will be necessary to drop some of the items in your possession to be able to take new ones.

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, etc,) and confirm in Window 3.

COMBAT

UNARMED FIGHTING

Select the Fight option in the "Actions" command. Keep the <space bar> pressed and use one of the following keys:

- ◆ **4:** Punch with the left hand.
- ◆ **6:** Punch with the right hand.
- ◆ **8:** Head butt.
- ◆ **2:** Kick.

Keep both the <space bar> and the appropriate key pressed long enough for the blow to be delivered correctly.

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FIGHTING WITH SWORDS AND KNIVES

After having chosen your weapon in the options screen, select the "Use" option. Keep the <space bar> pressed down and use one of the following keys:

- ◆ **4:**: Thrust from left to right.
- ◆ **6:** Thrust from right to left.
- ◆ **8:**: Thrust from low to high or straight forward.
- ◆ **2:** Thrust from low to high.

FIGHTING WITH FIREARMS

After having chosen your gun in the options screen, select the "Use" option. Keep the <space bar> pressed down and use one of the following keys:

- ◆ **4:**: Direct the gun towards the left.
- ◆ **6:** Direct the gun towards the right.
- ◆ **8** or **2:** Fire.

VARIOUS PARAMETERS
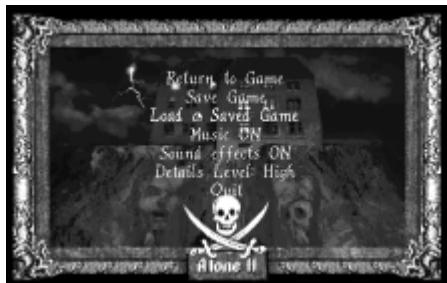
- ◆ Press the <ESC> key to access the Parameters screen.
- ◆ Use the directional arrows to choose an option.

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RETURN TO GAME

This option returns you to the currently played game.

SAVE GAME

A dialog box will be displayed. Type in the name of your game to be saved and confirm. If necessary, select a folder and confirm.

LOAD A SAVED GAME

A dialog box will be displayed. Choose the game you want to load and confirm.

MUSIC ON/OFF

Toggles the music option on and off.

SOUND EFFECTS ON/OFF

Toggles thesound effects option on and off.

DETAIL LEVEL: HIGH/LOW

The Low setting allows you to increase the game speed.

QUIT

Will return you to the main menu.

OTHER USEFUL COMMANDS

M: Activates/deactivates music.

S: Activates/deactivates sound effects without going to the Parameter screen.

⌘-N: Restart a game.

⌘-O: Load a saved game.

⌘-S: Save current game.

⌘-P: Pause takes you to the Main Menu, where you can choose to Resume the game when ready.

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ALONE IN THE DARK 3

Note: Some of the instructions for Alone In The Dark 3 are identical to those in the first and/or second versions. Please refer to the instructions for those versions as recommended in the following pages.

INTRODUCTION AND GAME OBJECTIVES

You are Edward Carnby, and journalists have nicknamed you "Supernatural Private Eye" after your two previous investigations.

This time you will explore a ghost town founded in the times of the gold rush...and again, you are alone in the dark. However, the following pages will lighten your path and help you to fight the creatures haunting Slaughter Gulch.

MAIN MENU

The main menu offers four options: *Begin A New Game, Resume A Saved Game, Difficulty Level, and Quit.* (See instructions for previous versions regarding saving, resuming and exiting or quitting.) To select the option of your choice, either use the <up> or <down> arrow keys and press <return> to confirm, or use the mouse.

DIFFICULTY LEVEL

To adjust the level of difficulty, use the <up/down> arrows or the mouse to move around the screen, and the <left/right> arrows or the mouse to select the desired difficulty level.

In the upper screen you can also independently set:

◆ Carnby's Life Points.

◆ Carnby's Hit Points.

◆ The Villains' Hit Points.

In the lower screen, you can directly select one of three predefined levels of difficulty: Beginner, Intermediate, or Expert*.

(*In this case, the settings for life points and fighting power will be automatically displayed on the upper part of the screen which you can still change as you please.)

Next, use the directional arrow keys to move the cursor onto the "Return to the previous menu" line and press the <enter> key to confirm the settings, or use the mouse.

## MOVING AROUND, FIGHTING, VARIOUS SETTINGS AND OTHER COMMANDS

Please see related section in the Alone In The Dark 1 instructions (see Table of Contents).

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LOST IN SLAUGHTER GULCH?

Press the TAB key. An overall view of the ghost town will be displayed. A small flashing sign will indicate where you are.

ACTIONS AND USING ITEMS

All actions and management of objects are performed from a selection screen. This screen is displayed by pressing the I (Inventory) key or the <return> key.

Window ① contains the Actions options as well as the list of items you have found.

Window ② shows either your life points or a selected object and any available reloads or bullets.

Window ③ offers a choice of available actions which can be done either by the character or with the selected items.
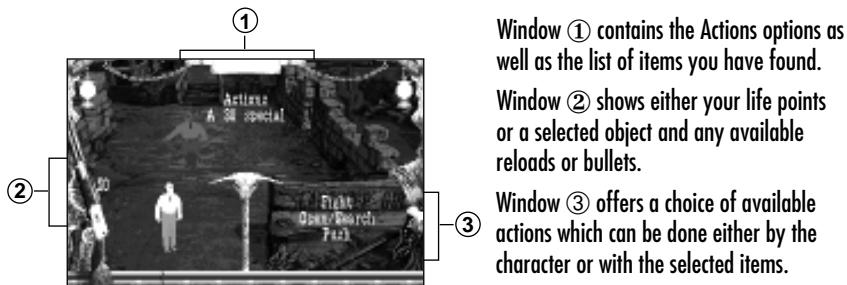
To carry out an action, select the option "Actions" in Window 1, and press <return>. You will then move to Window 3. Using the cursor keys, select the action you want (Push, Fight, etc.) and press <return>.

If you want to use an object, select, in Window 1, one of the objects in your possession using the arrow keys and confirm with <return>. You will then move to Window 3. Using the up or down arrows select the type of action you want (Eat/Drink, Throw, etc.) and press <return>.

Note: To return to Window 1 when the cursor is in Window 3, press the <left arrow> key.

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TROUBLESHOOTING GUIDE

The #1 fix for most problems with Macintosh games, including this one, is to restart your Mac with unnecessary Extensions and control panels disabled.

The only extensions you definitely need to play the game is Apple CD-ROM, or whatever third-party CD-ROM driver software you use, QuickTime™ 2.1 and QuickTime™ PowerPlug 2.1 for Power Macintoshes. If you're experiencing technical problems, our first question is always, "Did you try playing the game with your Extensions off?"

There are two ways to turn off your extensions. The first method is to use a utility program like Apple's Extensions Manager under system 7.5. This utility lets you easily manage which extensions are on and which are off.

The second method is to do it yourself. You can do this by creating two folders in your system folder, naming one "Extensions Off" and the other "Control Panels Off." Drag all of your Extensions and Control Panels to the appropriate folders (except Apple CD-ROM, Sound Manager 3.1, QuickTime 2.1), then restart your Mac and play the game.

When you want to reinstall the extensions and control panels drag them back where they belong. A hint for convenience: You really should use a utility like the Apple Extensions Manager. It saves work, and it is an integrated part of System 7.5 or later.

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PROBLEM: THE GAME CRASHES AT SOME POINT

Try deactivating your unnecessary Extensions and Control Panels, as mentioned above.

PROBLEM: GAME ANIMATION STAGGERS TOO MUCH, OR INSUFFICIENT MEMORY TO PLAY THE GAME

Try deactivating unnecessary Extensions and Control Panels, as per above. This will remove certain conflicts that might be caused by some Extensions, and it will also free up more memory to make room for the game.

PROBLEMS SPECIFIC TO CERTAIN MODELS

On some Performa models, certain software programs may interrupt your computer while you are playing Alone In The Dark. If your Performa was supplied with a pre-installed modem, you may have to deactivate the Control Panel for the modem, as discussed above.

Your quest into the heart of Derceto is controlled solely by your keyboard; contrary to what you may have heard or read online, Alone In The Dark 1 does not support joysticks or keypads. Don't worry — the existing controls are designed for maximum accuracy once you get the hang of them, and you'll need every ounce of that finesse at your disposal to survive the dangers which await you in the shadows.

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CREDITS

ALONE IN THE DARK PC VERSION

PRODUCED BY
INFOGRAMES MULTIMEDIA
DIRECTED BY
Frédérick Raynal
FIRST ASSISTANT
Franck De Girolami
PRODUCTION DESIGN
Yaél Barroz and Jean Marc Torroella
SCREENPLAY
Franck Manzetti and Hubert Chardot
PROGRAMMING
Franck De Girolami and Frédérick Raynal
3D MODELING AND ANIMATION
Didier Chanfray
ORIGINAL MUSIC AND SFX
Philippe Vache
PUBLISHING
Beate Reiter, Jacqueline Penot, Olivier Robin, and Véronique Salmeron
SPECIAL THANKS TO
Bruno Bonnell, Eric Mottet, Frédérique Bourgin, Serge Plagnol and Lionel Frappe

ALONE IN THE DARK MAC VERSION

DEVELOPED BY
Quicksilver Software
ANIMATION/GRAPHICS
Robert Barris and Michael Quarles
USER INTERFACE/GAMEPLAY
Dan Twyman
MUSIC CONVERSION
Matthew Berardo

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CREDITS

PRODUCED BY

Vince DeNardo

LINE PRODUCER

Ryan Rucinski

ALONE IN THE DARK MANUAL DESIGN

Salma Asadi

ALONE IN THE DARK: THE TRILOGY MANUAL DESIGN

Luis A. Morales

ILLUSTRATIONS

Vance Kovacs

ADDITIONAL ARTWORK BY

Keith Robinson

DIRECTOR OF QA

Jeremy S. Barnes

ASSISTANT DIRECTOR OF QA

Darren L. Monahan

ADMINISTRATIVE ASSISTANT

David Simon

TECHNICAL COORDINATOR

John Werner

MAC I.S. TECHNICIAN

Steve Cabiness

MAC LEAD TESTERS

Chad Allison, Mark Murakami and Kihan Pak

TESTERS

Alan Barasch, Steve Cabiness, Derek Bullard, Jim Dodds,
Matt Golembiewski, Ron Hodge, Steve McLafferty, Jack Parker,
David Oh, Ryan Rucinski, Matt Murakami, and David Simon

CUSTOMER SERVICE

If you have any questions about this, or any other MacPlay product, you can reach our Customer Service/Technical Support Group at:

MacPlay, 17922 Fitch Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-3530.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

HINTLINE

If you need a hint about game play, you can call our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is $1.25 for the first minute and $.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press Command-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 5" for MacPlay. You can leave technical support questions there. You can also download fixes and demos from Library 5 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #434 for a free introductory membership and a $15 usage credit. Besides technical support for MacPlay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

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.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B."

Internet: You can reach MacPlay by sending Internet E-mail to support@macplay.com. Many MacPlay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.macplay.com" or you may ftp to ftp.interplay.com.

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Warranty Replacements
MacPlay
17922 Fitch Avenue
Irvine, California 92714

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

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Once again, Welcome!

Brian Fargo

HOW TO GET THERE

MacPlay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

The site features our demos, upgrades, product information and ordering information. From your Internet account, point your favorite browser to:

http://www.macplay.com