

Dreamcast™



# ALONE IN THE DARK™

THE NEW NIGHTMARE™



INFOGRAMES™

DARKWORKS™  
VIDEO GAME DEVELOPMENT STUDIO



T-15117N

# **WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System**

## **CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

## **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

## **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

## **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# ALONE IN THE DARK

THE NEW NIGHTMARE

island, it is also revealed that Aline has personal reasons for going to Shadow Island.

As the pilot prepares to land, the sea plane is attacked by a strange, unknown force. Carnby and Aline have only one way out - parachute to safety.

Carnby lands safely in an abandoned yard, but Aline narrowly misses death while landing on the roof of a vast mansion.

## INTRODUCTION

Edward Carnby, private eye of the paranormal, is back!

When his best friend, Charles Fiske, is found dead off the coast of Shadow Island, Carnby seeks revenge. Carnby contacts Frederick Johnson and agrees to take over the investigation that led to Fiske's demise.

Johnson introduces him to Aline Cedrac, a young University professor, who specializes in ancient Indian languages. Their mission is to find the three mysterious tablets and translate the undecipherable inscriptions. During the flight to the



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# THE CHARACTERS

## EDWARD CARNBY

Of unknown parentage, Carnby was placed in Saint Andrew's orphanage by social workers.

Carnby now works for an agency founded in 1982 by Charles Fiske, a former member of the top secret FBI investigative department, Bureau 713. As Fiske and Carnby are experts in the paranormal investigation into the supernatural is the basis of their activities.

Carnby is not interested in convincing skeptics nor raising awareness; his personal mission is to combat the dark forces at work around us using only his own mortal powers.

He does not possess the parapsychological powers to make him supernatural, his real gift lies in his ability to recognize evil at a glance and instinctively knows how to deal with it.

To some, Carnby may appear cold, indifferent and even obsessive. The few friends he has, however, recognize his integrity and completely trust him.

Height: 6 ft (1.84 m.)  
Weight: 185 lbs (78 kg.)  
Eyes: Grey blue  
Hair: Brown

Distinguishing features:  
none

Date of birth:

February 29, 1968

Place of birth:

Richmond, Virginia

Father: Unknown

Mother:

Unknown

Last known

address: White

House Hotel,

18 Norman Ave.,

Room 17

Gloucester,

Massachusetts

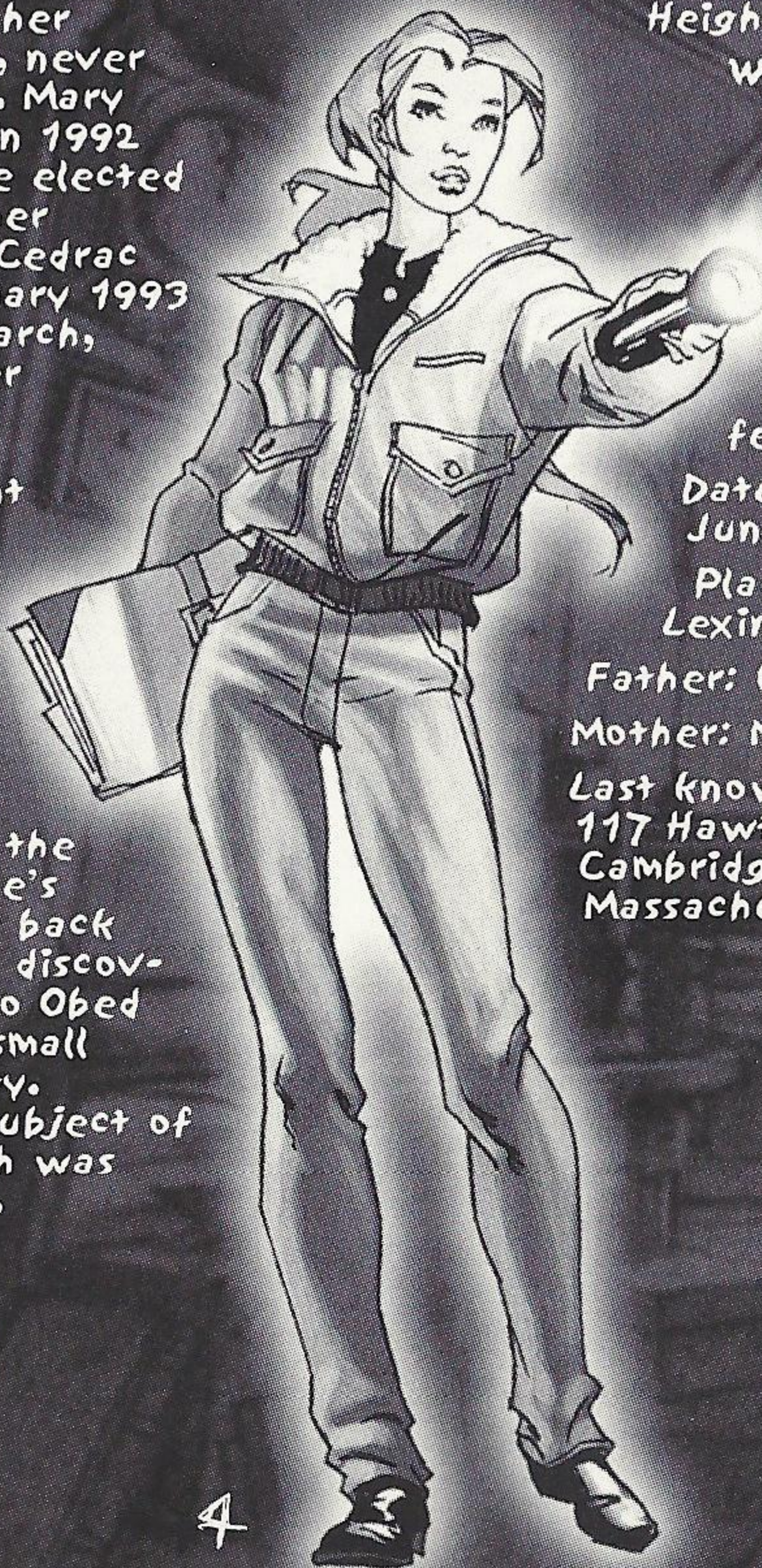


## ALINE CEDRAC

Aline Cedrac was born on June 30th, 1974 in the Boston suburb of Lexington. She never knew her father, as her mother, Mary, never revealed his identity to her. Mary Cedrac returned to France in 1992 after an argument, but Aline elected to stay in Boston to finish her anthropology studies. Mary Cedrac died in an accident in February 1993 and, despite extensive research, Aline has yet to discover her father's identity.

Aline proved to be a brilliant student; her extraordinary memory, along with her deep intuition and diligence, helped her earn a PhD at the age of 24.

She became particularly interested in the study of the Abkani Indian tribe and the recent discovery of the tribe's writing system, which dates back several thousand years. The discovery, which was attributed to Obed Morton, revolutionized the small world of Indian anthropology. Furthermore, it is also the subject of her forthcoming book, which was funded by a research grant.



Height: 5'6"

Weight:  
119 lbs

Eyes: Green

Hair: Red

Distinguishing  
features: None

Date of birth:  
June 30, 1974

Place of birth:  
Lexington, MA, USA

Father: Unknown

Mother: Mary Cedrac

Last known address:  
117 Hawthorn Street,  
Cambridge,  
Massachussetts

# STARTING THE GAME

Alone in the Dark The New Nightmare is a game for one player. Before turning ON your Sega Dreamcast™, connect the Dreamcast Controller or other compatible peripherals into Controller Port A - Slot 1.

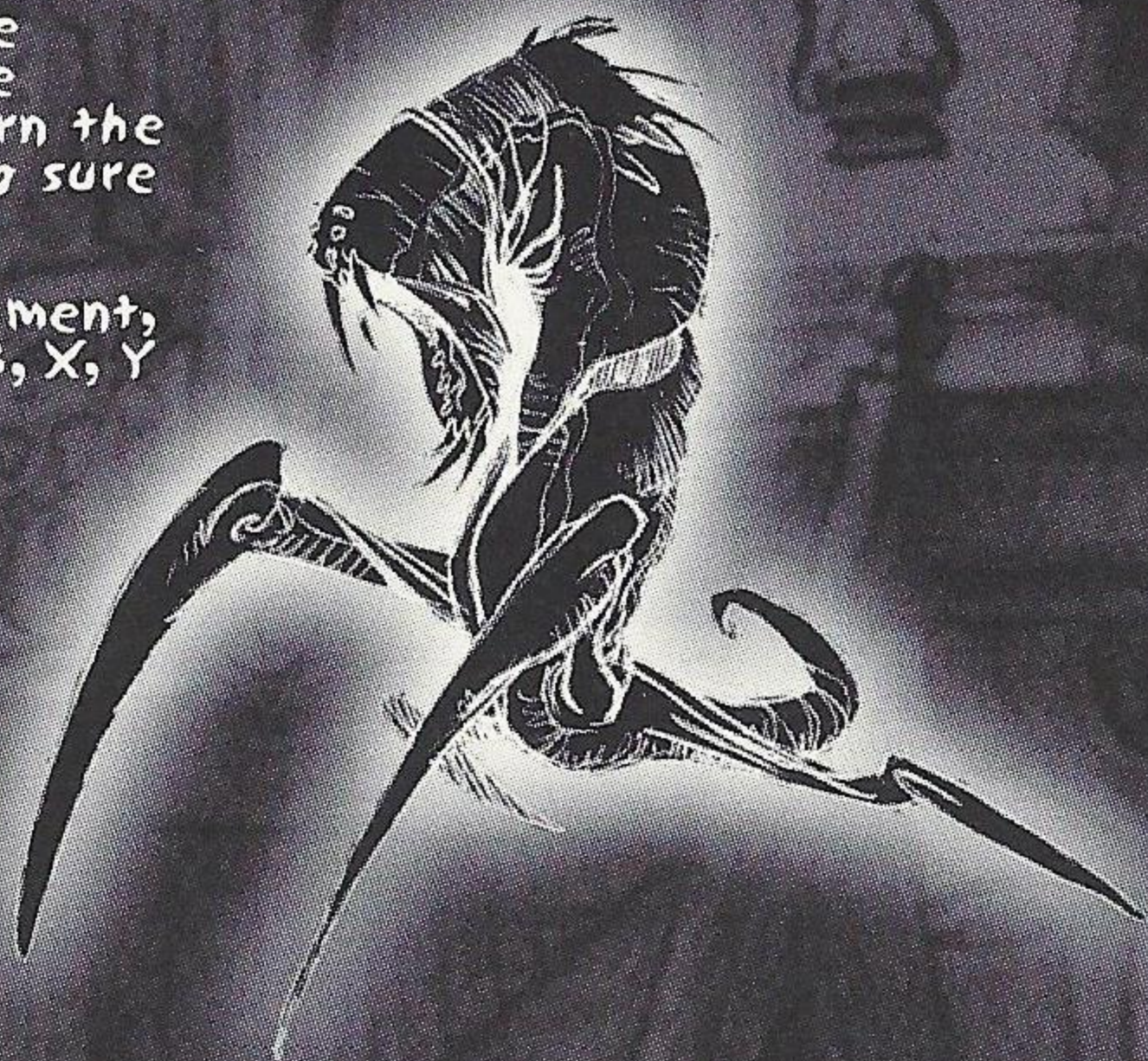
Place Disc 1 into the Dreamcast. Use the Analog Thumb Pad or the Direction Button to make your selection, then confirm by pressing the A Button.

Disc 1: Use this disc to start a new game. 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.

Disc 2: Once Disc 1 has finished, change discs by following the on-screen instructions. Don't forget to save what you have already played. To resume a saved game on disc 2 place this disc in your Dreamcast. Next select LOAD GAME, then the game you wish to resume playing.

Warning: Never touch the Analog Thumb Pad or Triggers L/R while turning the Dreamcast power ON. Doing so may disrupt the Controller initialization procedure and result in a malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the Controller.

To return to the Main Menu at any moment, simultaneously press and hold the A, B, X, Y and Start Buttons. This will reset the software and display the game's Main Menu.



# CONTROLLER CONFIGURATION

COMBINATION R AND L TRIGGERS:  
Aiming Mode  
Combination of Freelook  
and Target Mode

VMU: Insert VMU here

L TRIGGER  
Deactivate Auto  
Lock

R TRIGGER:  
Target Mode  
(Hold down)

ANALOG THUMB  
Pad + L TRIGGER:  
Circular arm  
movements

Y BUTTON:  
Equipment menu

D-Button:  
Character's  
movements  
Up: forwards  
Down: backwards  
Down (twice):  
quick turn  
Right: turn right  
Left: turn left

B BUTTON:  
Switch Flashlight  
On/Off

A BUTTON:  
Action/Fire  
(+ R Trigger)

X BUTTON:  
Run  
(hold down)

START Button:  
Pause +  
Options

R TRIGGER:  
Target Mode  
(Hold down)

L TRIGGER  
Deactivate  
Auto Lock

EXPANSION SLOT 2

EXPANSION SLOT 1



# OPTIONS

To display the Options menu, select **OPTIONS** in the Main Menu or press the Start Button during the game. Use the D-Button to move around the menu. Confirm your choice using the A Button.

|                                 |   |
|---------------------------------|---|
| <b>EFFECTS VOLUME</b>           | Adjust the SFX volume.  |
| <b>MUSIC VOLUME</b>             | Adjust the music volume.  |
| <b>DIALOGUE VOLUME</b>          | Adjust the dialogue volume.   |
| <b>SCREEN ADJUSTMENT</b>        | Use the D-Button to center the picture on your screen.  |
| <b>ADJUST BRIGHTNESS</b>        | Adjust your TV brightness control on this screen.   |
| <b>SOUND MODE</b>               | Choose between Stereo and Mono sound.   |
| <b>CONTROLLER CONFIGURATION</b> | Shows the control set up.   |
| <b>VIBRATION FUNCTION</b>       | Toggle vibration ON or OFF.   |
| <b>PAUSE MENU</b>               | To access this menu during the game press the Start Button, except during cinematic sequences. Select an option with the D-Button and validate with the A Button. |
| <b>RESUME GAME</b>              | To quit the options menu and return to the game.  |
| <b>QUIT GAME</b>                | To return to the Main Menu without re-booting the Console.  |
| <b>OPTIONS</b>                  | To call up the options menu (center the screen, adjust sound volume, etc.).   |

# ADDITIONAL ACTIONS

## • USE FLASHLIGHT

Press the B Button to turn your flashlight on and off.

When your flashlight is on, hold on the L Trigger to switch to Freelook mode and use the Analog Thumb Pad to point your flashlight in any direction.

Note: "Freelook mode" only functions when the player has stopped moving.

## • USE WEAPON

With the weapon in your hand, hold down the R Trigger to switch to "Target mode" and press the A Button to fire.

When you are in "Target mode", your life bar appears on the screen, as well as the active weapon icon and its ammunition count.

In this mode, your weapon automatically points at the nearest target.

Note: In "Target mode" you can still move, but you cannot run.

By holding down R and L Triggers simultaneously, you switch to 'Aiming Mode': hold the L Trigger to switch to Freelook mode and use the Analog Thumb Pad to point your weapon in any direction and press the A Button to fire.

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

## • RUN

To run, hold down the X Button and use the D-Button.

## • 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 A Button, then push UP the D-Button. 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 A Button. To jump down from an object, use the same method. Position yourself at the edge of the object and press the A 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 A Button. To jump down from a wall, position yourself on the edge of the drop and press the A 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 A Button. You then view the document in full-screen view.

Written documents:

Scroll through the pages pressing the A Button.

# EQUIPMENT

Press the Y Button to bring up the EQUIPMENT menu.

- MAP

To view the map, press the X Button in the EQUIPMENT menu.

Use this screen to view the map of the site you are visiting. If extra maps are available, page numbers will appear at the top and bottom of the screen. Use R and L Triggers to bring them up.

Use the Direction Button to scroll through the map and the X and Y Buttons to zoom in and out. Press the A Button to center the map around the character's current position.

- 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 A Button in the EQUIPMENT menu. If your partner is in receiving range, they will reply and give you advice or information.

# INVENTORY

To access the inventory, press the Y Button twice.

- CHARACTER'S STATUS

The inventory screen permanently displays your character's life bar and face.

### • 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 D-Button and press the A 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 B Button. By pressing the B Button 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 Direction Pad to select an object and press the A 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 A Button. In the menu that appears, select USE.

### • EQUIP OBJECT

Select the object you want to equip and press the A 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 the weapon and ammunition icons indicate the amount of ammunition remaining.

### • EXAMINE OBJECT

Select the object you wish to examine and press the A Button. The object then appears close-up in the center of the screen. Use the D-Button to rotate the object and the R and L Triggers 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, and press the A Button. Select the second object and press the A Button again. Certain objects need to be combined with others in order to function.

- **SPLIT OBJECTS**

Select the objects you wish to split and press the A button.

- **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" message and you are hit, the character dies and the game is over.

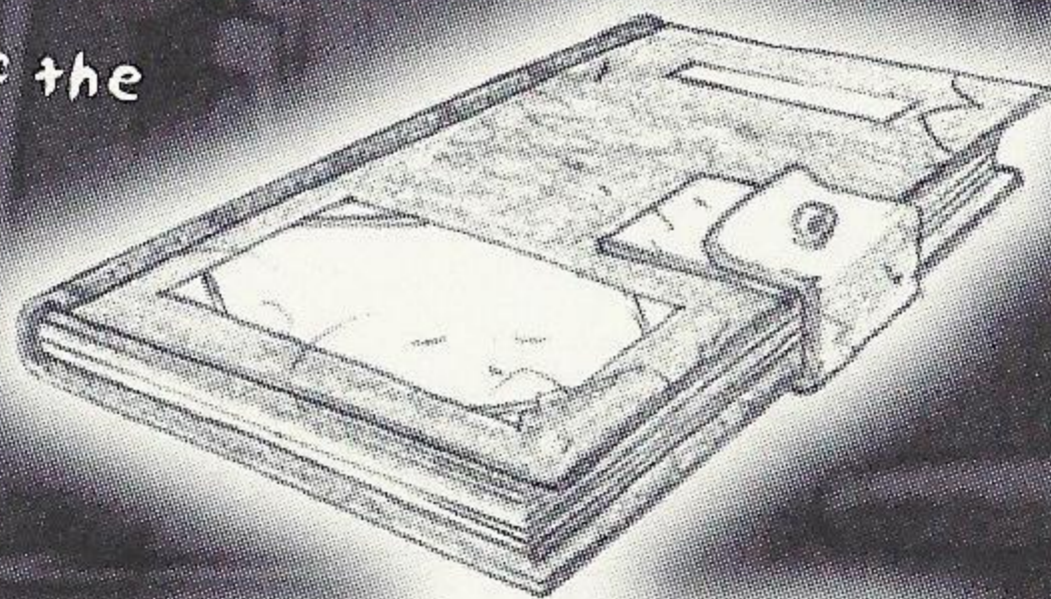
You can improve a character's health and recharge the life bar by using the first aid kits you will come across in the course of the game. Select a first aid kit and press the A Button. Your life bar then increases.

- **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 A Button. The notebook then appears in full screen. Use the D-Button to flick through the pages. Press the B Button 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 A Button. Follow the on-screen instructions to save the game.

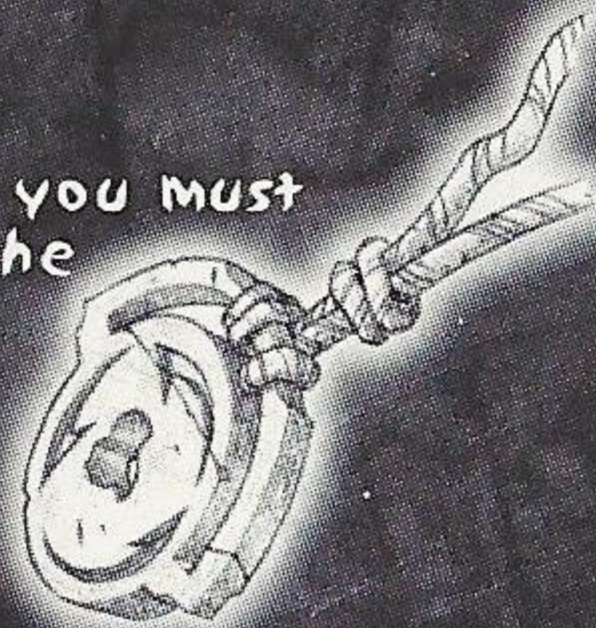
**Note:** Each time you save, you use up a Charm of Saving. As Charms of Saving are rare, make sure your saves are really justified.

**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.

You must have a Visual Memory Unit (VMU) to be able to save.

During the saving process, do not turn OFF your Dreamcast, do not open the Disc Door and do not disconnect the Controller.

The game uses a maximum of 12 blocks of free space to save a game.



# CONTINUE GAME

To load a game you have previously saved, insert a Visual Memory Unit (VMU) in your Controller and place DISC 1 or DISC 2 in the Dreamcast.

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 wish to select, the message 'Insert DISC 1' or 'Insert DISC 2' will appear.

Follow the on-screen instructions to resume the game.

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THE NEW NIGHTMARE.

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Maëna  
Mam  
Toz! and Ma  
Marie-Jo  
Guillaume Roberto  
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In memory of Marcelle Demaret  
  
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[www.darkworks.com](http://www.darkworks.com)

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For phone assistance, call Infogrames, Inc. Support at 425-951-7106. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8:00 AM until 6:00 PM (PST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your system; have your system information ready for our technicians. It will expedite your handling significantly. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below. INFOGRAMES HINT LINE - 1-900-454-HINT: \$.99/minute. If you're under 18, get a parent's permission before calling.

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13110 NE 177th Place  
Suite # B101, Box180  
Woodinville, WA 98072-9965  
Attn: Technical Support  
RMA#: (include your RMA# here)

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