

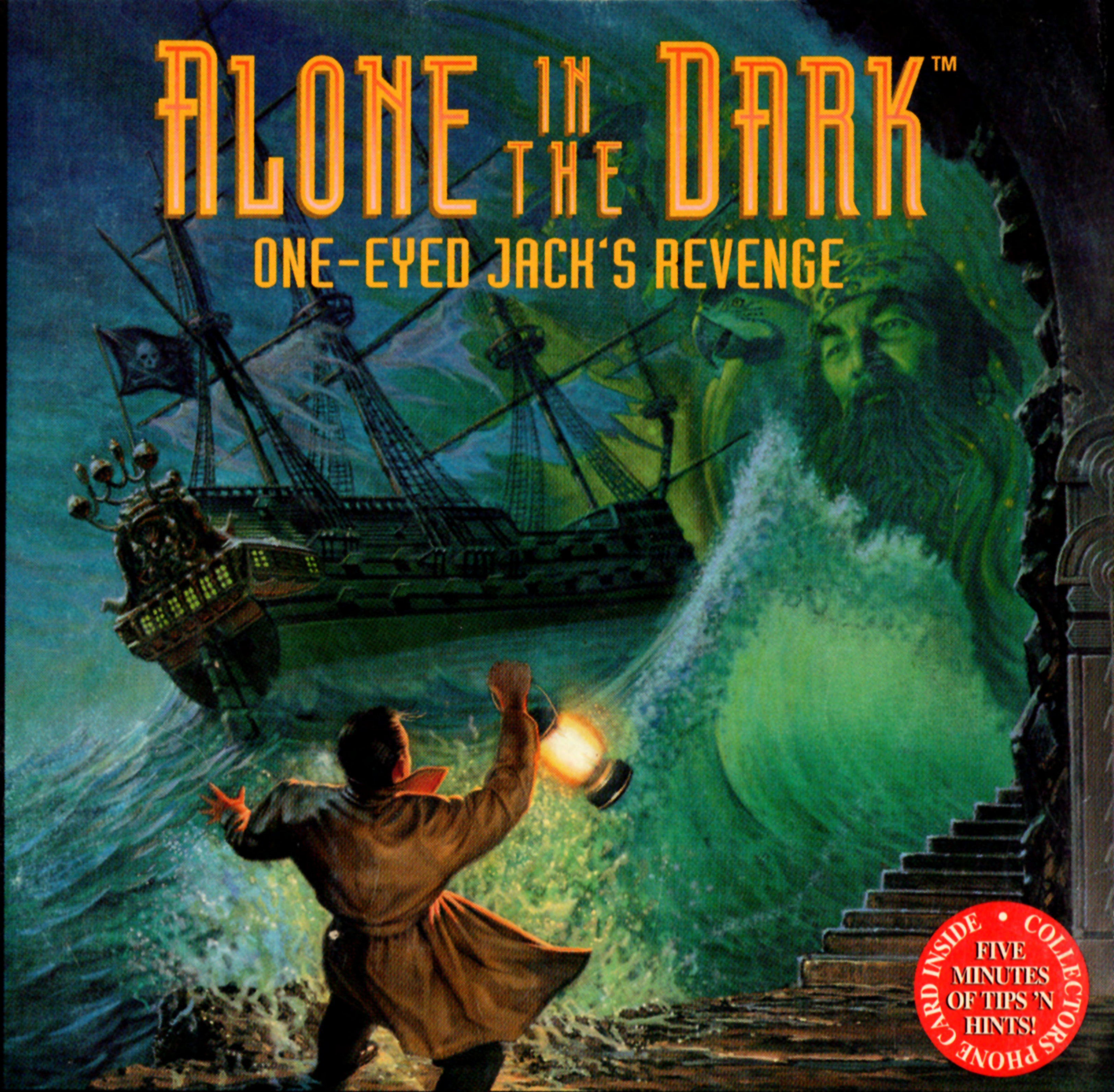


NTSC U/C

PlayStation™

ALONE IN THE DARK™

ONE-EYED JACK'S REVENGE



PHONE CARD INSIDE • COLLECTORS
FIVE MINUTES OF TIPS 'N HINTS!



SLUS-00239

distributed by



WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

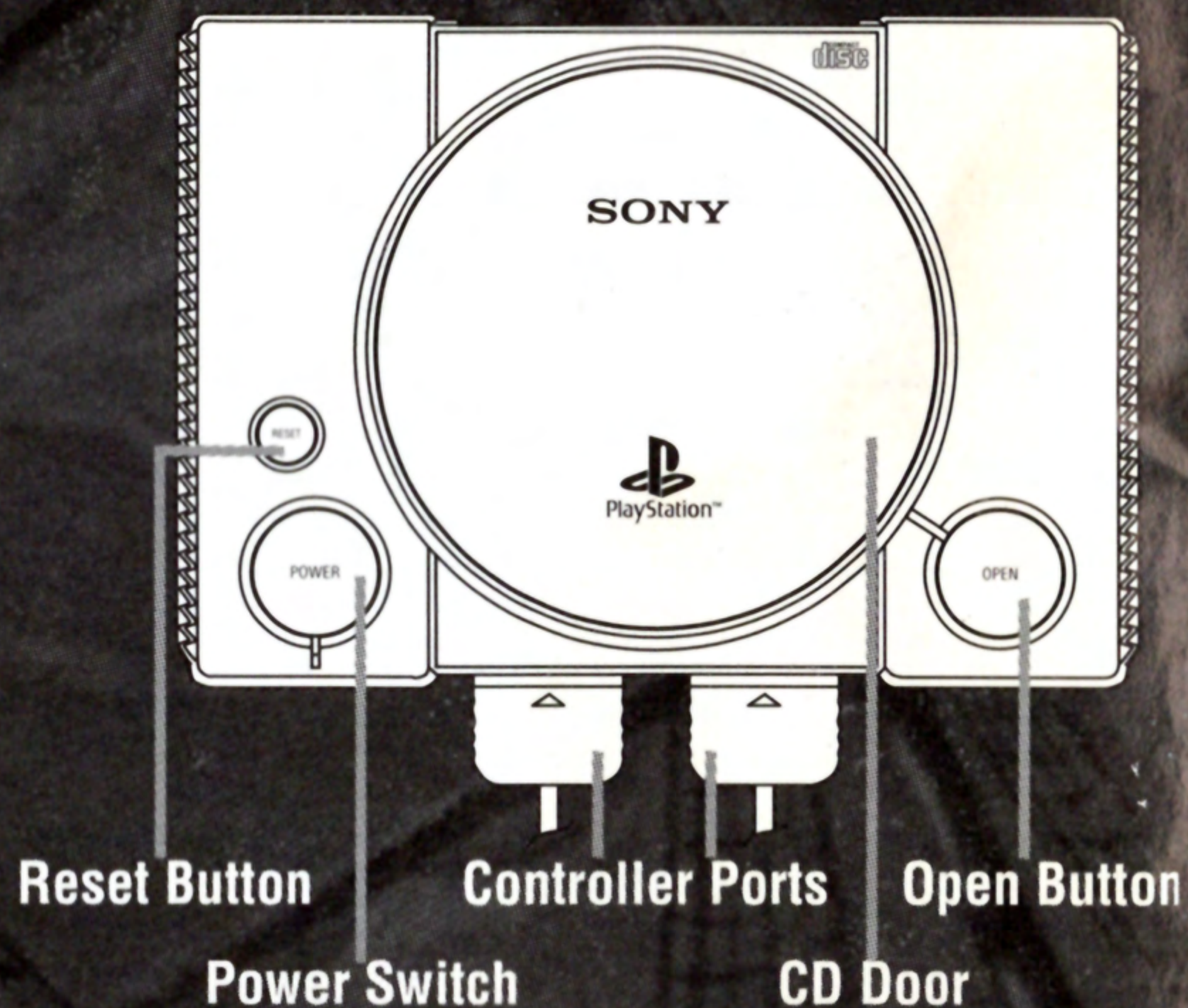
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Starting the Game

Set up your PlayStation game console according to the instructions in the Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert the *Alone In The Dark: One-Eyed Jack's Revenge* disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



Warning

CD-ROM disks need the same careful handling and storage as CD audio disks. You will not need to clean your CD-ROM if you handle it only by the edges and if you put it back in its box immediately after use.

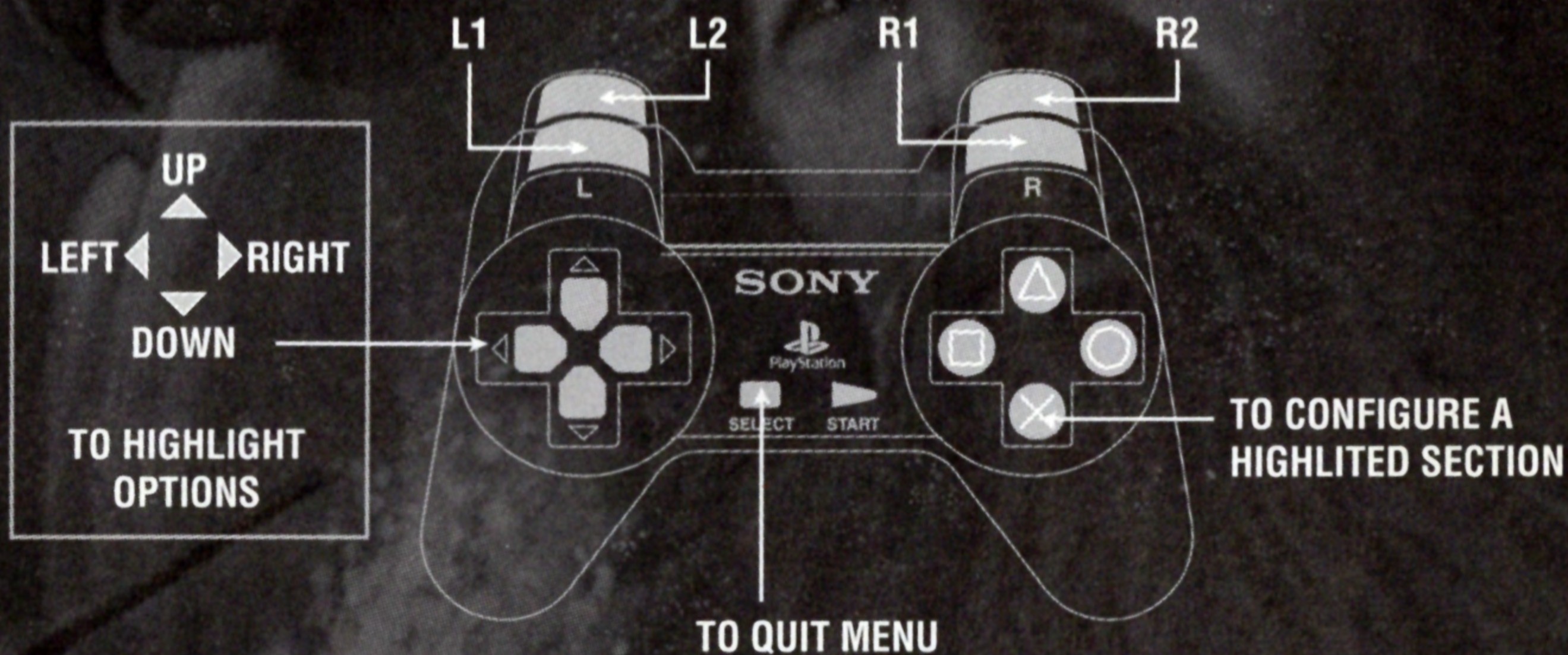
To save your games, you must use the Memory cards

(Note: One Memory card can contain an average of 3 saved games; see Saving and Options section on page 10).

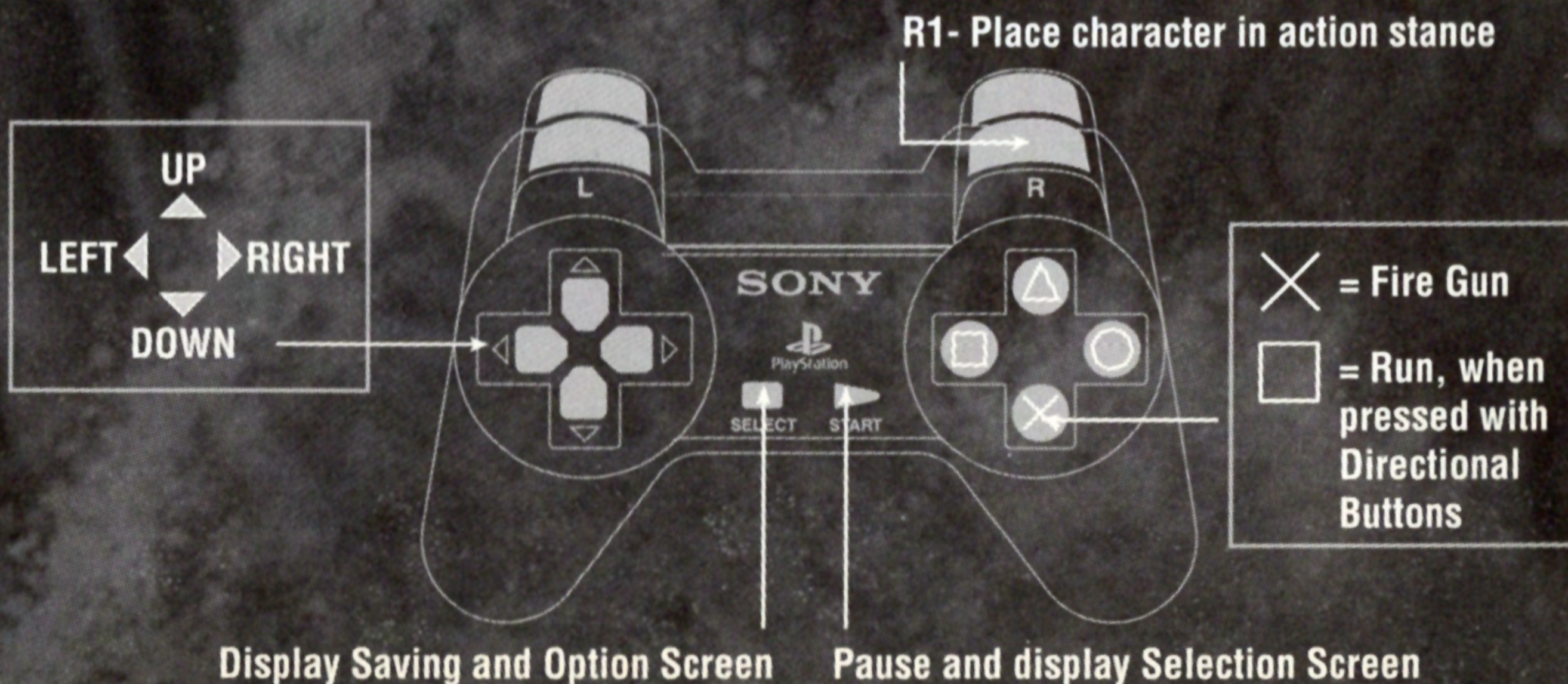
Your Weapons

Alone in the Dark Buttons:

In the Menus:



In the Game:



How To Play



You are the elusive detective, Edward Carnby. A kidnapped child depends on your super sleuthing skills and your astonishing ability to outwit a band of immortal pirates. One-Eyed Jack, their nefarious leader, would give his remaining eye to see you permanently retired. Are you ready for the challenge of your life?

Nerves of steel and quick thinking are your trademarks, so without hesitation you set out to rescue young Grace Saunders, the missing girl. Your razor sharp instincts lead you to the one place that no one in their right mind would go...One-Eyed Jack's infamous hideout known as Hell's Kitchen — a forbidding mansion that resonates with venomous evil.

Perched high above the unforgiving and twisting sea, Hell's Kitchen glares down at you, daring you to come closer. "One-Eyed Jack is in there", you whisper under your breath. "And that little girl needs my help, if she's going to get out alive..." You begin to scale the sheer cliffs, your fate cast aside as you realize that you are alone, **ALONE IN THE DARK!**

Main Menu

After the opening demo is complete, the Main Menu will appear allowing you to Start a New Game or Resume a Saved Game. Note: the demo can be stopped at any time by pressing the Δ , \times , \square or \circ button.

- START A NEW GAME — Choose your desired difficulty level:

Easy

Average

Difficult

- RESUME SAVED GAME - Gives access to a list of saved games. (Warning: if you have saved games on several Memory Cards, be sure to insert the correct Memory Card before choosing this option.) To resume a saved game, use the Directional Buttons to select the game you wish to continue and press the \times Button to confirm your selection.

ALONE IN THE DARK

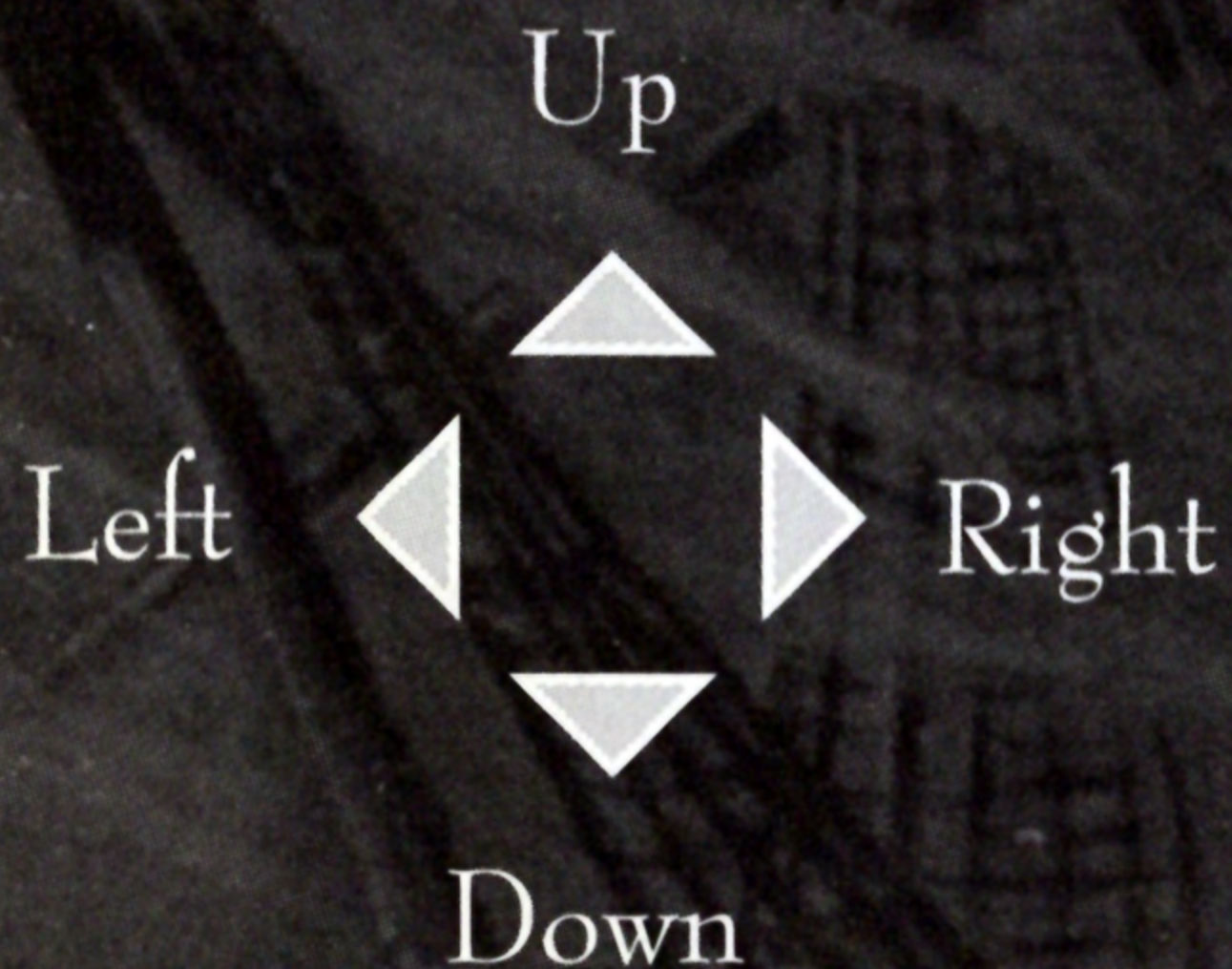
ONE EYED JACK'S REVENGE

PRESS START BUTTON

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Movements

You can move in any direction using the Directional Button.



Forward

Up

Back

Down

Turn Left

Left

Turn Right

Right

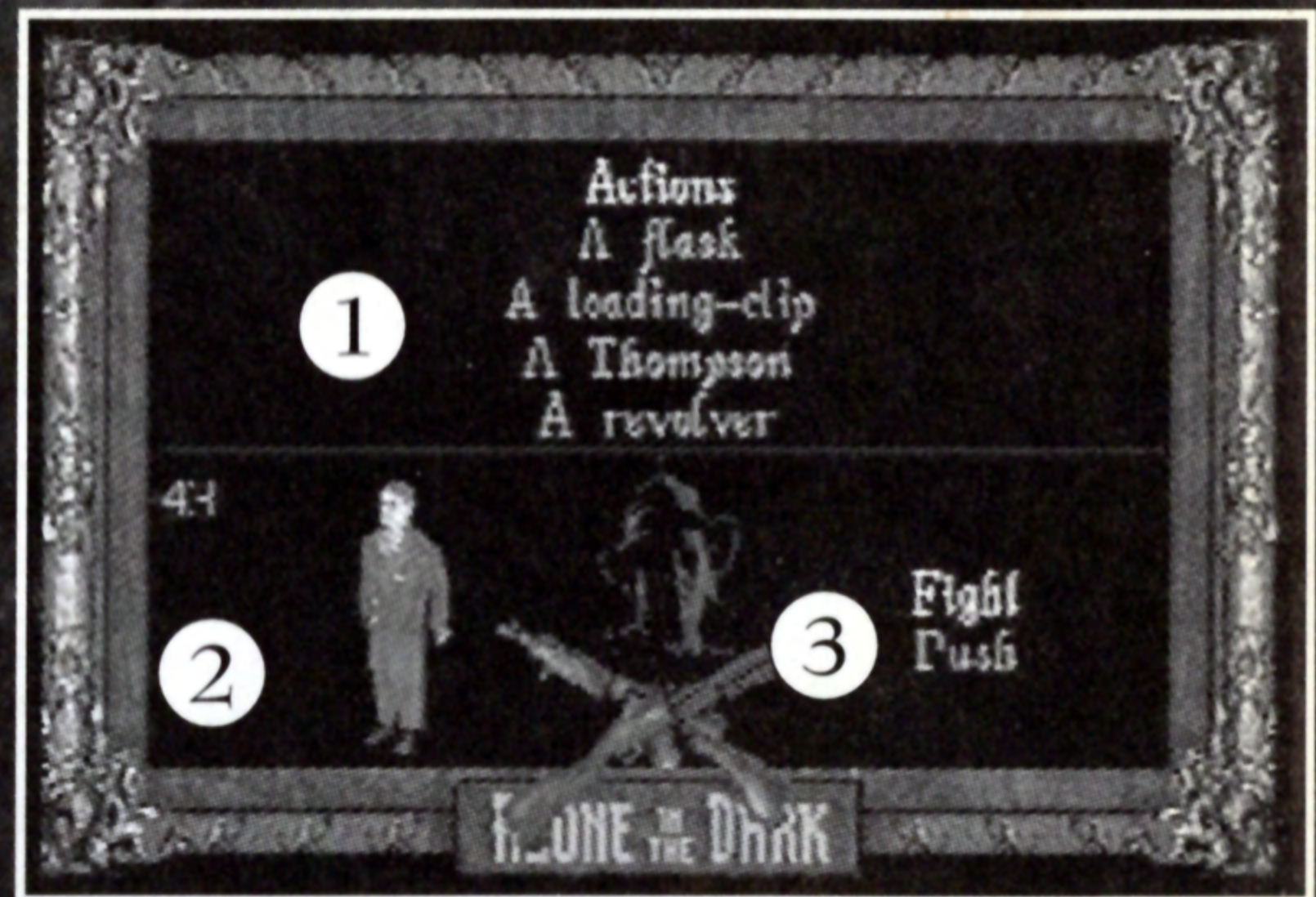
Run

□ Button + Directional
Button in desired direction

Actions and Using Items

To carry out actions or use any object that you have found during play, you must go to the Selection Screen by pressing the Start Button.

- **WINDOW 1** - The top half of the Selection Screen.
- **WINDOW 2** - The bottom left portion of the Selection Screen, displays a picture of the item selected in Window 1. If **ACTIONS** is selected, your character will be displayed, along with the number of life points remaining. If a gun is selected, a picture of the gun will be displayed, along with the number of bullets remaining.
- **WINDOW 3** - The bottom right portion of the Selection Screen displays the list of actions possible for the selected character or item.



Note: Use the Directional Button Left/Right to move the cursor between the windows.

To Carry Out an Action

- **WINDOW 1** - Select **ACTIONS** with the Directional Buttons Up/Down and press the **X** Button to confirm your selection.
- **WINDOW 3** - Use the Directional Buttons Up/Down to select the action you wish to execute (Push, Fight, etc.) and press the **X** Button to confirm your selection.

Actions Possible

- **HAND TO HAND FIGHTING** - Select **ACTIONS** from Window 1 and then select **FIGHT** from Window 3. Press the **X** Button to confirm your selection. Your character is ready to attack. Press and hold the **R1** Button and then press the following Directional Buttons:

Left	Left hand punch
Right	Right hand punch
Up	Head butt
Down	Kick



Note: Be sure to keep both buttons pressed long enough for the blow to be delivered properly.

- **FIGHTING WITH CUTTING WEAPONS** - Select your weapon from Window 1 and then select USE from Window 3. Press the **X** Button to confirm your selection. Your character is ready to attack. Press and hold the R1 Button and then press the following Directional Buttons:

Left Thrust from left to right

Right Thrust from right to left

Up Thrust forward

Down Thrust from high to low



Note: Be sure to keep both buttons pressed long enough for the blow to be delivered properly.

- **FIGHTING WITH FIRE ARMS**

Select your fire arm from Window 1 and then select USE from Window 3. Press the **X** Button to confirm your selection. Your character is ready to attack. Press and hold the R1 Button and then press the following Directional Buttons:

Left Aim to the left

Right Aim to the right

Up Fire



- **OPEN / SEARCH** - Move your character as close as possible to the item or piece of furniture that you want to open or search. Press the **X** Button.

Note: Be sure to keep this button pressed long enough for your character to do the job!

- **PUSH**
Move your character as close as possible to the large object or piece of furniture that you want to move. Simultaneously press the R1 Button and the Directional Button in the direction that you wish to push the object.

- **TAKING AN ITEM** - If your character touches certain items, a window will be displayed asking if you wish to take the item. Use the Directional Buttons to highlight TAKE or LEAVE and press the **X** Button to confirm your selection

Note: Your inventory is limited to 50 objects. If you have reached this number, you will be forced to put down an object before you may pick up a new item.

- **USING AN ITEM** - Window 1: Use the Directional Buttons to select one of the items in your possession and press the **X** Button to confirm your selection. You will then be switched to Window 3. Window 3: Use the Directional Buttons to choose the action you wish to perform and press the **X** Button to confirm your selection.

Saving and Options

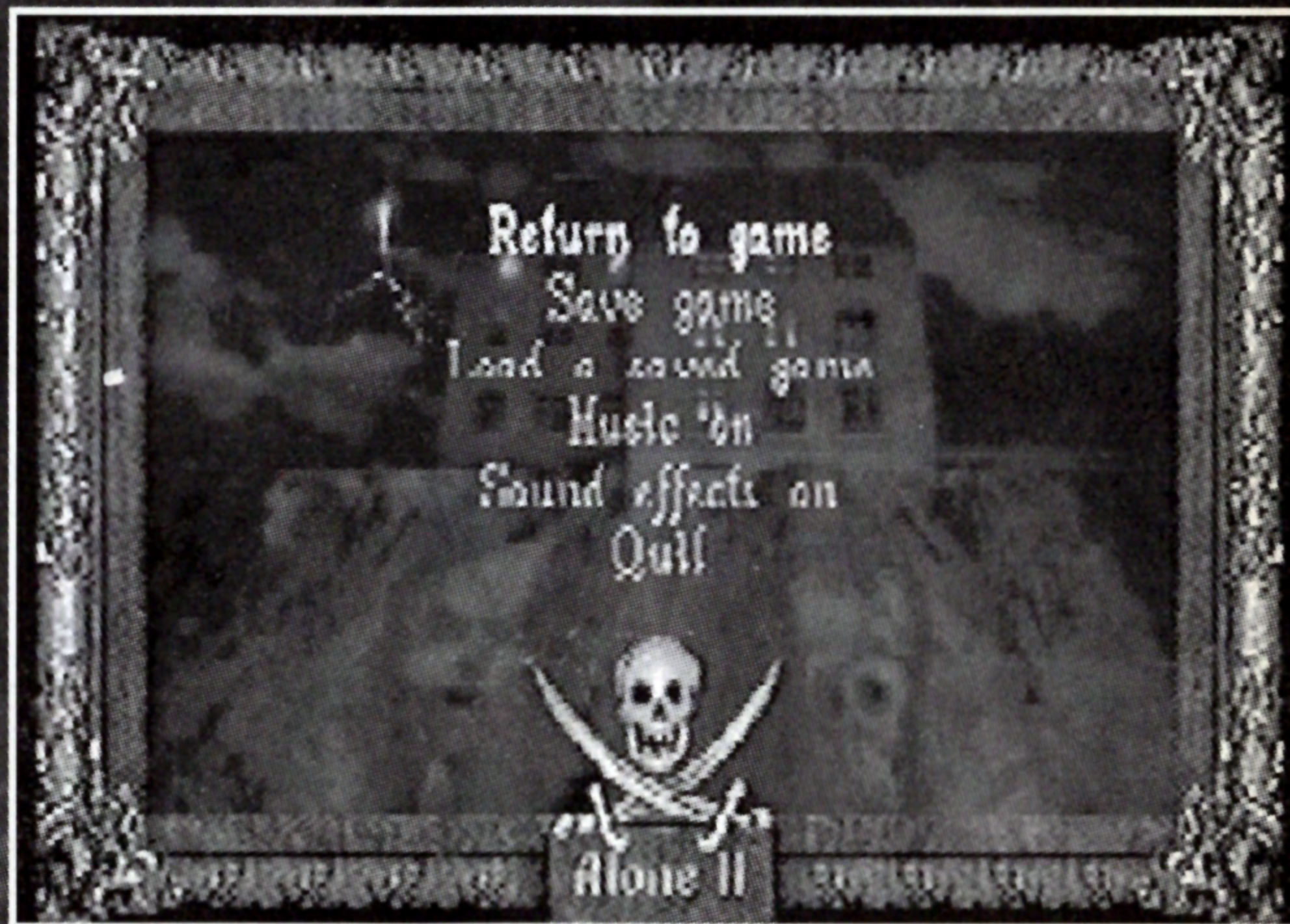
Press the Select Button, at any time, for access to the Saving and Options Screen.

Use the Directional Buttons Up/Down to highlight your desired option and press the **X** Button to confirm your selection.

- **RETURN TO GAME:** Returns to the game that you were playing.
- **SAVE GAME:** This option allows you to save a game at any point.

When you select Save Game, the Save Game Screen appears. Insert a Memory Card into the Memory Card Slot of your console. Your current position in the game will be saved onto the Memory Card when you press the **X** Button.

If the Memory Card that you have inserted is not formatted, the message, "Unformatted Memory Card, Do you want to format?" will be displayed. You must format the Memory Card before saving the game.



If the Memory Card already contains three saves, you can insert a second Memory Card into the second Memory Card Slot of your console and save your game or delete a saved game. To delete a saved game, use the Directional Buttons to select Delete and press the **X** Button to confirm. To delete all of your saved games or format a Memory Card, use the Directional Buttons to select Format and press the **X** Button.

Warning: Do not insert or remove a Memory Card while loading or saving a game.

- **RESUME A SAVED GAME** - This option gives you access to a list of the games you have saved.

Note: If you have saved games on several Memory Cards, insert the correct Memory Card before selecting this option.

To resume a saved game, use the Directional Buttons Left/Right to highlight the picture of the game you wish to continue. Press the **X** Button to confirm your selection. At any time you may exit this option by pressing the Select Button.

- **MUSIC ON / OFF** - Turns the music on or off. (Depends how good-natured the neighbors are!)
- **SOUND EFFECTS ON / OFF** - Turns the sound effects on or off. (The neighbors again...).

• **CHOOSE CONTROL BUTTONS** - Allows you to change the button controls. Use the Directional Buttons to scroll through the different control choices for each button. When finished, highlight OK and press the **X** Button to execute the change and exit the screen.

• **QUIT** - Quits the game in progress **WITHOUT** saving it. Returns to the Main Menu.

Warning: When using the QUIT option, you will not be given the option to save your game.

Pause...

An emergency? No Problem! The Start Button allows you to freeze a game in progress and display the Selection Screen at any time. To restart the game where you left off, press the Start Button again.

Don't Panic!

If the Game Doesn't Load Properly

Have you loaded the Alone in the Dark CD in the console?

Is the console switched on?

In the event of difficulty, keep your spirits up and contact the Customer Service Department for KOKOPELI digital studios software:

For technical support on Alone in the Dark call:

(818) 591-1310 (No Hints and Tips)

For Hints and Tips on Alone in the Dark call:

1-900-370-HINT

\$.85/min (automated) \$1.15/min (live 9am-5pm PST) Must be 18 years of age or have parental permission, Touch-tone phone required. T•HQ, Inc., Calabasas, CA

CHECK THE WEB:

www.thq.com

Credits

An INFOGRAMES Production

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Special thanks to: Eric Moffet, Norbert Calliar, Jean-Louis Bocard,
Gilles Chavy, Leland Madren and Vincent Pourieux

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5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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