

ORIGINAL SOUNDTRACK AVAILABLE
ON MILAN RECORDS

<http://www.replacementdocs.com>

MUSIC FROM
**ALONE
IN THE
DARK**
COMPOSED BY OLIVIER DERIVIERE

PERFORMED BY GRAMMY® AWARD-WINNER
THE MYSTERY OF BULGARIAN VOICES


www.milanrecords.com

WWW.CENTRALDARK.COM


www.atari.com

© & © 2008 Atari Interactive, Inc. All rights reserved. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. Use with permission. Alone in the Dark® is a registered trademark owned by Infogrames Entertainment SA in the US and other territories. Used with permission. Distributed by Milan Records. All other trademarks are the property of their respective owners.

Part # 27628M

MATURE 17+
M
CONTENT RATED BY
ESRB

SAN DIEGO COUNTY LIBRARY
31535043766193

**ALONE
IN THE
DARK**



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

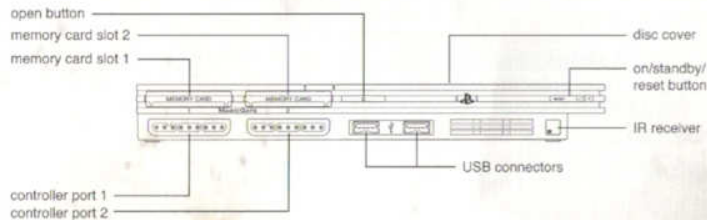
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

CONTENTS

| | |
|---|----|
| GETTING STARTED | 2 |
| SOMETHING IS ABOUT TO HAPPEN | 2 |
| CONTROLS | 3 |
| MENUS | 5 |
| INVENTORY & OBJECTS | 6 |
| PDA | 7 |
| BEING INJURED | 7 |
| WEB SITES | 8 |
| END-USER LICENSE AGREEMENT | 9 |
| TECHNICAL SUPPORT (U.S. & CANADA) | 12 |
| LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES | 13 |

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Alone in the Dark* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

SOMETHING IS ABOUT TO HAPPEN...

The 843 acres of Central Park are hiding a terrible secret. Built in the mid 19th century by an international cartel of influential men, the park was created to provide a safe haven. It seems afterward, that it was not only for the people of New York, but for something else of a different nature entirely. Since that time, succeeding generations of guardians have protected the truth, keeping the vast parkland untouched at all costs while the most powerful and expensive city in the world reached skyward on its fringes. Now the truth can no longer be contained.

Over the course of one apocalyptic night you must uncover the earth-shattering secret behind Central Park. Push the frontiers of death and search ancient powers. This ultimate journey towards the menace will confront you with the ethical question of good and evil. Your choice will reveal to you who you really are...

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

| | |
|---|---------------|
| directional buttons / left analog stick | Move |
| × Button | Select |
| △ Button | Cancel / Back |

BASIC CONTROLS

| | |
|----------------------------|-------------------------------------|
| left analog stick | Move Carnby |
| right analog stick | Move the camera around Carnby |
| L1 button | Reset camera behind Carnby |
| ○ button | Switch views |
| × button | Activate |
| R3 button | Blink |
| R3 button (press and hold) | View enemy's weak point. |
| □ button | Jump, or go higher if using an edge |
| START button | Pause the game |

MANIPULATING OBJECTS

| | |
|--|--|
| X Button | Take an object |
| △ Button (while holding an object) | Drop the object |
| L1 button + right analog stick (while holding an object) | Manipulate the object (ex. Break a door) |
| L2 button | Select the latest left hand weapon/object |
| R2 button | Select the latest right hand weapon/object |
| L1 button (while holding an object) | Use the left hand object |
| R1 button (while holding an object) | Use the right hand object |
| directional button up | Draw out / Switch flashlight on or off |

USING A ROPE

| | |
|--|-------------------|
| X button | Grab a rope |
| △ button (while holding a rope) | Release the rope |
| □ button (while holding a rope) | Push off the wall |
| left analog stick (while holding a rope) | Swing or move |

INVENTORY

| | |
|---|----------------|
| SELECT button | Open inventory |
| right analog stick or left analog stick | Choose object |
| X button | Select object |

HEALING SYSTEM

| | |
|---|--------------------------|
| directional button down | Healing mode |
| right analog stick or left analog stick | Choose the wound to heal |
| L1 button | Heal the wound |
| R1 button | Wrap bandage |

GUN USE

| | |
|--------------------------------|-------------|
| L1 button | Aim |
| R1 button | Quick shot |
| L3 Button | Check ammo |
| X button (while checking ammo) | Reload ammo |

DRIVING A VEHICLE

| | |
|---|--------------------------|
| left analog stick | Steering |
| R1 button | Accelerate |
| L1 button | Brake / Reverse |
| directional button up | Turn headlines on or off |
| directional button up (in forklift truck) | Raise forks |
| directional button down (in forklift truck) | Lower forks |

MENUS

MAIN MENU

New Game: This is the only way to know...

Load Game: Load an already saved game.

Chapters: Chapters will give you access to all the levels of the adventure.

Options: Choose Options from the Main Menu or the Pause Menu to adjust various game settings.



PAUSE MENU



Resume: Continue the current game.

Load Game: Load an already saved game.

Save: Save your game progress. you can not save your game if you launched a level through the Chapters menu.

Options: Same as Main Menu options.

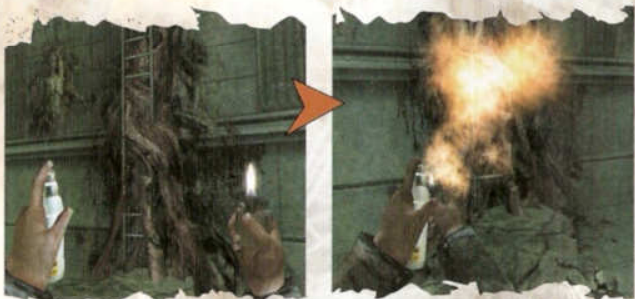
Quit: Quit the game and return to the Main Menu.

INVENTORY & OBJECTS

Need something? Search deep into your pockets, you'll probably find it. Use the **SELECT** button to access the Inventory and search what you need with the **left analog stick** or the **right analog stick**. To select an item press the **X** button. To pick up an object, get close to it and press the **X** button.



You can use certain inventory items together. (Try the spray combined with the lighter).



PDA



Very useful, it can be found in your Inventory. Select it to display different options:

Dial: Dial a number to contact someone.

Address Book: Here you will find stored phone numbers from people you've already met. Select a number and it will dial.

Messages: You may not always receive direct calls, but you will get messages. These can be accessed anytime providing you with information you may have forgotten.

Notepad: Select to view notes written by Carnby.

BEING INJURED

If you become injured, the edge of the screen becomes red. The image fades to grey progressively and your vision becomes altered. If you do not heal yourself in time, the sustained injuries will eventually lead to your death.



The "Health Pack" is the only way to heal yourself...so use it wisely! To utilize the Health Pack to apply medication to your wounds, simply press the **down directional button**.



WEB SITES

To get the most out of your new game, visit us at:

www.centraldark.com

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, you may not install or use the Software and within 15 days of purchase you must contact Customer Support at atarisupport.com.

You will be given a Return Merchandise Authorization number (RMA #). You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you. If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software and any results or proceeds created by you using the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

THIRD PARTY LICENSORS

You acknowledge that the Software contains software and/ or materials of third party licensors. You will comply with all requirements imposed upon the Company by third party licensors. You acknowledge and agree that you are not a third party beneficiary of any agreements between the Company and its third party licensors. You acknowledge and agree that the Company's third party licensors are and shall be a third party beneficiary of this EULA.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA. You agree to adhere to all applicable laws, regulations and rules relating to the export of technical data and shall not export or re-export any technical data, the Software, or the direct product of such technical data to any proscribed country listed in such applicable laws, regulations and rules unless properly authorized.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the FAQ.

All customer support requests are handled via Email. No telephone support requests will be accepted.

Note: In the event we must send you an FAQ document, patch or update via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Product Return Procedures in the United States & Canada

Please first contact Atari Customer Support at atarisupport.com to determine the nature of your problem. Some issues that appear to be product defects are actually configuration-related and are easily fixed.

In the event our support team has determined that you need to return your game, it is recommended that you first try your retailer. Return the game to your retailer along with the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer may replace the game.

Alternatively, our support representatives will provide you with a Return Merchandise Authorization number (RMA#) and instructions for returning your product to Atari for replacement.

Warranty Policy (U.S. & Canada)

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

© 2008 Atari Interactive, Inc. All Rights Reserved. Marketed and distributed by Atari, Inc., New York, NY. Developed by Hydravision Entertainment. Music composed and supervised by Olivier Deriviere. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc.

Alone in the Dark is a registered trademark owned by Infogrames Entertainment SA in the US and other territories. RenderWare is a trademark or registered trademark of Criterion Software Ltd or its affiliates. Portions of this software are Copyright 1998-2007 Criterion Software Ltd or its Licensors. Uses Havok™ Physics. © Copyright 1999-2008 Havok.com Inc. (and its Licensors). All Rights Reserved. See www.havok.com for details. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are the property of their respective owners.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

05128