

! **WARNING** Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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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. 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 reaches skyward. Now the truth can no longer be contained.

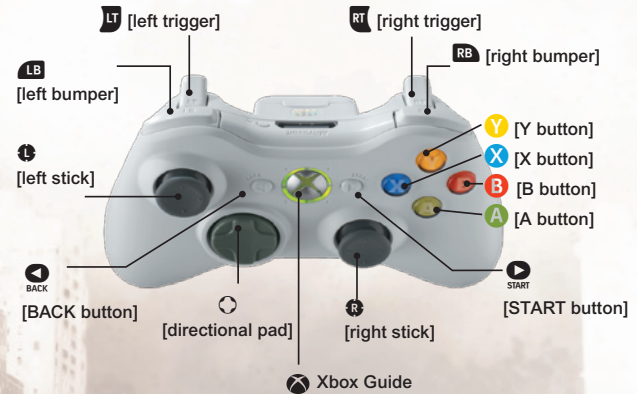
Over the course of one apocalyptic night you must uncover the earth-shattering secret behind Central Park. Push the frontiers of death and search ancient powers. This ultimate journey towards the menace will confront you with the ethical question of good and evil. Your choice will reveal to you who you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

SAVING

You can access the save feature used by Alone In The Dark by pressing the **START button** and scrolling to the Save option from the Pause Menu. Make sure that you have at least 4.5 MB of free space before starting the game.



XBOX 360® CONTROLS



MENU CONTROLS	
◁ or ⊞	Navigate
A	Select
B	Cancel / Back
START	Resume game (in-game menu)
BASIC CONTROLS (HANDS-FREE)	
⊞ + A	Run
X	Jump
◁	Open inventory
⊞	Access favorites
◁ or ▷	Brings up healing mode
RB	Cycle through the right-hand items
LB	Cycle through the left-hand items
⊞ (click)	Invert camera (third person view)
BACK	Open PDA

⏪ (click)	Quick turn (third person view)
Y	Switch to first person view
BASIC CONTROLS (FIRST PERSON VIEW)	
⏪	Look around
⏪	Strafe
⏪ (click)	Close eyes
⏪ (click)	Quick turn
RB	Cycle through the right-hand items
LB	Cycle through the left-hand items
Y	Switch to third person view
INVENTORY	
⏪	Open / Close inventory
⏪	Make selection
⏪	Make selection
⏪	Make selection
⏪	Favorites Assignment menu
FOCUS ON ITEM	
A (press and hold)	Take item
X	Select first item to combine
X	Select second item to combine
Y then A	Drop item
USING A ROPE	
A	Grab a rope
⏪	Move up / Wind up rope
⏪	Move down / Unwind rope
⏪ ⏪	Move around / Wall-run
X	Swing / Jump

B	Jump off the rope/cable (while wall-running) / Release rope/cable
RB	Equip gun
Y	Switch to first person view
GUN USE	
RT	Shoot
B	Reload
VEHICLE	
A	Get in car
RT	Accelerate
LT	Brake / Reverse
Y	Change view
X or B + ⏪	Eject from car (you can also eject from a car by pressing either X or B twice in a row)
⏪	Cancel Eject from car
⏪	Look back (in third-person view)
LB	Switch headlights ON/OFF
A	Hand brake
⏪ (click)	Honk
<i>Observation mode / subjective view</i>	
A	Open fuse box
⏪ / ⏪	Hotwire
⏪/⏪ & ⏪/⏪	Change wires
A	Open glove box / Take item in glove box
A	Switch ceiling light ON/OFF
A	Switch radio ON/OFF
A	Pull down sun visor

A	Switch headlights ON/OFF
↑	Move from seat to seat
A / RT	Start vehicle
BOTTLE/TROWABLE OBJECT IN HAND	
A	Empty / Use
LT (hold)	Aim
RT	Throw (while pressing left trigger)
LT (hold)	Slow-motion (while bottle is flying)
<i>Thrown Bottle</i>	
RT	Shoot at bottle (a gun must be equipped)
<i>Fuse Box</i>	
↑ / ←	Hotwire
HANDLING OBJECTS	
<i>Near object</i>	
A	Take
<i>Holding two-handed object</i>	
A (hold)	Run
B	Release object
↑	Move around
←	Swing the object
RT	Throw
LT	Lock enemies
GAS BOTTLE/EXTINGUISHER	
<i>Near gas bottle</i>	
A	Take
<i>Gas bottle/ fire extinguisher</i>	
RT	Use
←	Swing

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

TIPS

During your first steps in the adventure, tips will be displayed on screen to help you familiarize yourself with the game.

MENUS

MAIN MENU



Continue: Continue an existing game.

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

Episodes: From here you can access all the sequences of the adventure.

Options: Adjust game settings.

Credits: View game credits.

PAUSE MENU



Options: Adjust game settings.

Save Game: Save your game progress.

Load Game: Load a saved game.

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

Use the **left stick** or the **D-pad** to switch from the Pause Menu to the DVD Chapter Interface.

DVD CHAPTER INTERFACE

LB and **RB**: allows you to skip from one sequence of an episode to another.

LT and **RT**: allows you to skip from one checkpoint to another within the same sequence. Press **A** to load the sequence or checkpoint you have selected.

INVENTORY & OBJECTS

Need something? Search deep in your pockets, you'll probably find it. Press the **D-pad** down to access the Inventory. Use the **left stick** or the **D-pad** to look for what you need. Press the **D-pad** down to exit the inventory. To take an object, move the pointer next to it and press **A**.



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



A quick-draw system lets you rapidly switch between the items that are in your inventory: **right bumper** for an item in the right hand; **left bumper** for an item in the left hand.



It is possible to store your favorite combinations to use at any time. In the inventory, enter or select the combo for which you want to create a shortcut. Press the **D-pad** up, then press the button you want to attribute to the combination.

Once outside the inventory, you can activate your combination by pressing the **D-pad** up, then pressing the button you attributed to the combo.

PDA



Open the PDA by pressing the **BACK** button. Use the **left stick** to access the following functions:

Phone: Dial a number to contact someone.

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

GPS: Displays the map and objectives.

Parameters: Configure settings for the PDA functions.

Messages: You cannot always receive direct calls. The advantage of messages is that you can return anytime to read information you may have forgotten.

BEING INJURED

When you are badly injured and losing blood, a countdown appears in the corner of the screen. If you do not heal yourself in time, you will soon die.



To heal wounds ranging from superficial to hemorrhaging, look for health sprays or bandages and use them carefully. These are the only means of dressing and healing your wounds that are available to you.

Press the **D-pad** right or left to pass into healing mode and start taking care of your injuries. If you have several wounds, use the **left stick** to select the wound and press the **right trigger** to heal. Press the **D-pad** right or left again to exit healing mode.



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.

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THE DARK

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