Into the Dark — User Manual

1. Introduction

Thank you for buying this bizarre concoction from *the* traditional underground forge, Homegrown Games! By buying this game you have demonstrated that you not only have a heart for cult-trashy B-movies, but you've also played an active role in ensuring that we can continue to explore the boundaries of good taste... and then overstep them with relish! Bruce Campbell would be proud of you!

To guarantee the maximum "benefit", we've compiled some information here in the manual for you — and it's info that will guarantee survival in the wacky world of Peter Brenner/Pete O'Brannon and maximize your game playing enjoyment at the same time. But you have to bring your own (questionable) sense of humor!

You don't have to be as drunk as our main character to enjoy the game... but it certainly helps.

2. Important — technical information

Into the Dark doesn't need a really powerful graphics card, but it does require good CPU core power (min. 2.8 GHZ) and — above all — enough RAM.

Please exit all other programs (Skype, email clients, web browsers, etc.) before you start the game.

If one of the following problems occurs:

- Mission Log does not appear despite holding down the "M" button
- Movies on entering the cinema, or when enabling a TV or projector will not play properly

save your game right away (but not in slot 1, this is reserved for automatic quicksaves),
quit the program, restart it and load the most recent game.

We also suggest a "drop out" after each final death, just in case the game doesn't do it automatically!

PROBLEMS WITH LOADING THE NEXT LEVELS

The next level might not load properly, especially if you have a Windows XP 32-bit system and your PC only has 2GB of RAM.
In this case, the game may crash just before the end of the loading procedure for the next level.

DON'T PANIC!

When you restart the game, you'll find a Quick Save game in slot 1 that's very close to the game level you completed at the time the crash happened. Just load this game and finish the level.

GRAPHICS SETTINGS

Did you notice that Into the Dark has no graphics settings? The game takes the settings directly from your driver settings instead. You can easily modify the quality of both nVidia and AMD/ATI graphics drivers. The game runs automatically in your native resolution up to 1920 * 1200 pixels.

If you would like an even higher resolution, just enter it in setup.ini.

Tuning the texture quality:

In setup.ini, you'll find the entry named dividetexturesize=2.

If you have a well-optimized system and have no problems with RAM and with loading new levels, you can set the value to dividetexturesize=0.

If you're struggling with RAM problems despite regularly quitting the game, you could also set this value to dividetexturesize=4, but oh my... will this beautiful game look ugly!

3. How is the game played?

3.1. Set & Setting

This game isn't called Into the Dark for nothing. Anyone who comes up with the idea of enjoying this game in glorious sunshine and with melodious birdsong coming in through the open window should just forget it right away. And turning up the screen brightness to the point where all the corners are lit should definitely be avoided as well.
Into the Dark is best enjoyed in the evening or at night, alone in the dark with cranked-up speakers.

3.2. The "Investigation Game"

Strictly speaking, Into the Dark is neither an Adventure nor a Shooter — it's an "Investigation Game", meaning that you search locations as thoroughly as possible, draw your own conclusions from what you find there and base your next actions on those conclusions to get you through the levels. You could find yourself solving a puzzle, flipping a switch, finding a key or doing something else totally different. And while you're doing all this, the background story is revealed little by little.

As in every good role-playing game, we distinguish between "knowledge of the player," and "knowledge of the character."

What does this mean?

Well, in some areas the character played by you will know more than you do, but in others, you'll know more (unless you had a very bad education). Passwords and quiz questions (which you could maybe guess easily) will be a problem for your character if he hasn't even found an ingame clue yet. This acquired "knowledge" of the character is deleted when a new game is started or an old saved game (where knowledge has not yet been acquired) is loaded. And this leads us to another issue, namely:
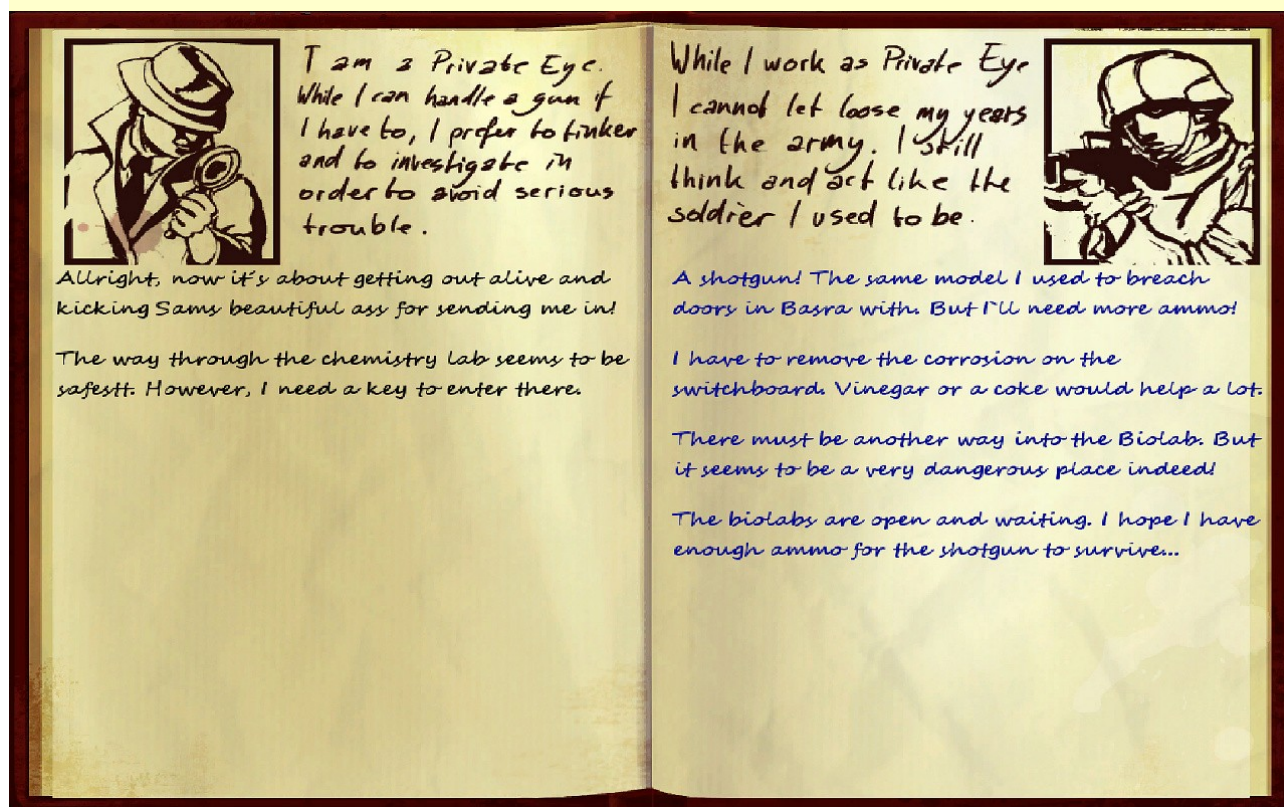
"Fictitious memory"

In everyday life, we suddenly remember that we've already seen something — but we didn't recognize that fact at first glance. In "Into the Dark", this is simulated in such a way that an object (even one that's out of view) will appear when Pete (our main character) starts remembering where he's seen that particular item. When you start a new level, it's logical that this memory still doesn't exist — so the object in question won't be available either.

Or, in other words — you can't go off collecting saltpeter if Pete hasn't remembered how to make black powder yet.

3. **3. The Mission Log**

The Mission Log is the compromise (which has meanwhile become a feature) between our idea of what makes a sophisticated game and the demands of today's players. In a game like this, we would normally expect you to note down your discoveries on paper. And it's okay with us if you decide to do this. There is an alternative, however — you can always use the "M" button. Then you'll see the following:

I am a Private Eye. While I can handle a gun if I have to, I prefer to tinker and to investigate in order to avoid serious trouble.

Allright, now it's about getting out alive and kicking Sams beautiful ass for sending me in!

The way through the chemistry lab seems to be safest!. However, I need a key to enter there.

While I work as Private Eye I cannot let loose my years in the army. I still think and act like the soldier I used to be.

A shotgun! The same model I used to breach doors in Basra with. But I'll need more ammo!

I have to remove the corrosion on the switchboard. Vinegar or a coke would help a lot.

There must be another way into the Biolab. But it seems to be a very dangerous place indeed!

The biolabs are open and waiting. I hope I have enough ammo for the shotgun to survive...

On the left, you'll see the hints for the private detective slumbering in you. If you follow these hints, you'll inevitably get trickier puzzles, but you'll also unlock certain abilities and achievements — and the more consistently you follow this Adventure path, the weaker your opponents will get.

On the right, you'll see the hints for the Shooters. These can also lead to puzzles, but you'll always get better weapons, more ammunition... and tougher opponents.

In general, you can combine the two paths right up to the very last puzzle of a level. Which brings us to another issue...

3. 4. Game duration

If you tackle this game with a balanced mix of Adventure and Shooter paths, you'll need around 10 hours to get to the final credits. However, if you closely examine all the ingame hints, the Easter eggs and posters, and if you look at the in-game movies and try out creative solutions as well, we're talking about 20 hours.

BUT HEY... if all you want to do is rush through the game without looking for hints, only dealing with the absolutely necessary puzzles and opponents, please pass this game on to someone who *will* appreciate our work! Thank you.

4. Gameplay

4. 1. Operation:

Forwards: W
Backwards: S
Left: A
Right: D
Lean left: Q
Lean right: E
Use/Take up weapon: ENTER
Duck: C
Reload: R
Weapons mode: F
Close combat: ALT
Mission log: M
Head movements: Mouse
Shoot: Left mouse button
Aim: Right mouse button
Change weapon: Mouse wheel, alternatively 1-9

As you probably noticed already, having the "Use" key assigned to ENTER is unusual. This is intentional — when you're using items, we wanted to let you know that our game character just can't react quickly and shoot accurately right at that moment. One shining example of this is our...

4.2. Damage and Healing System

There are no % damage displays. Depending on the degree of injury you've sustained, the screen will change color to red, blood spatter will rob you of your sight and — from a certain level (or if

you receive a critical body or head hit) — your vision will blur.

And no... there's no Autoheal either. There *are* sporadic Autosaves, but absolutely no Autoheal. And you can't just run over a Medipack to regenerate your strength. If a first aid kit is nearby, it will appear as a small icon in the upper left of your screen. If you're healthy, you can't use it. If you're injured, press ENTER to use it. And then the procedure starts — Pete holsters his gun, the graphics go into Storytelling mode and the doctoring is carried out, ranging from the bandaging of wounds to the taking of painkillers. Remember this though... during this time, you're absolutely helpless! Start bandaging your wounds near a zombie prostitute who's drooling with lust and raving with hunger for brains and you're history!

4.3. The Opponents

Into the Dark has various types of enemies and characters, each of whom is fundamentally different from the others.

NASTY LADIES!! As opponents go, Zombie prostitutes aren't too tough — but you should still get your gun out if you hear screams of lust and hunger nearby.

Mutants
They're HUNGRY! And stupid... very stupid, in fact. Well, most of them, anyway... ;0)
Mutants always run in a straight line towards the player and get stuck on obstacles and at corners — giving us a wonderful view of those lovingly-built-in clipping errors. Mutant ARE, however, as strong as hell. In a worst case scenario, just two hits from one could be fatal!

Normal Zombies
These are stupid as well, but they *can* be very fast. On the other hand, they won't inflict much damage.

Nazi Zombies

Medium-fast, medium-strong. They can be killed with head shots (even with just your fist.

Soldiers

These are the most dangerous "normal" enemies in the game. Soldiers can walk up & down stairs, open doors, take cover and even join forces with one another. They are *tough* opponents — but damn good allies too.

ATTENTION!!

If a would-be opponent calls out to you "Don't shoot!", he probably wants to speak with you instead of getting into an infight. You can still shoot him of course, but maybe it would be a good idea to hear what he has to say first...

4. 4. Skills & Achievements

Depending on your chosen path and how diligent you are in your investigations, Pete will receive various skills during the game. These skills range from "Basic Tinkering" to "Advanced Wiring" and make advancing from level to level a little easier.

For really special performances, you'll get Achievements — but we don't want to give too much away at this point! OK, maybe one clue... **MEOW!!!!!**

There is a small switch behind this security terminal...

5. Modding

All models and textures are accessible in the folder. The models are *.X format, plus PNG and DDS textures. Have fun modding — but at your own risk!

6. Credits
Play the game through, then you'll see the credits!

THE TOTALLY CRAZY CREATORS HERE AT **HOMEGROWN GAMES** WISH YOU...

LOTS OF FUN!!
ENJOY!!!