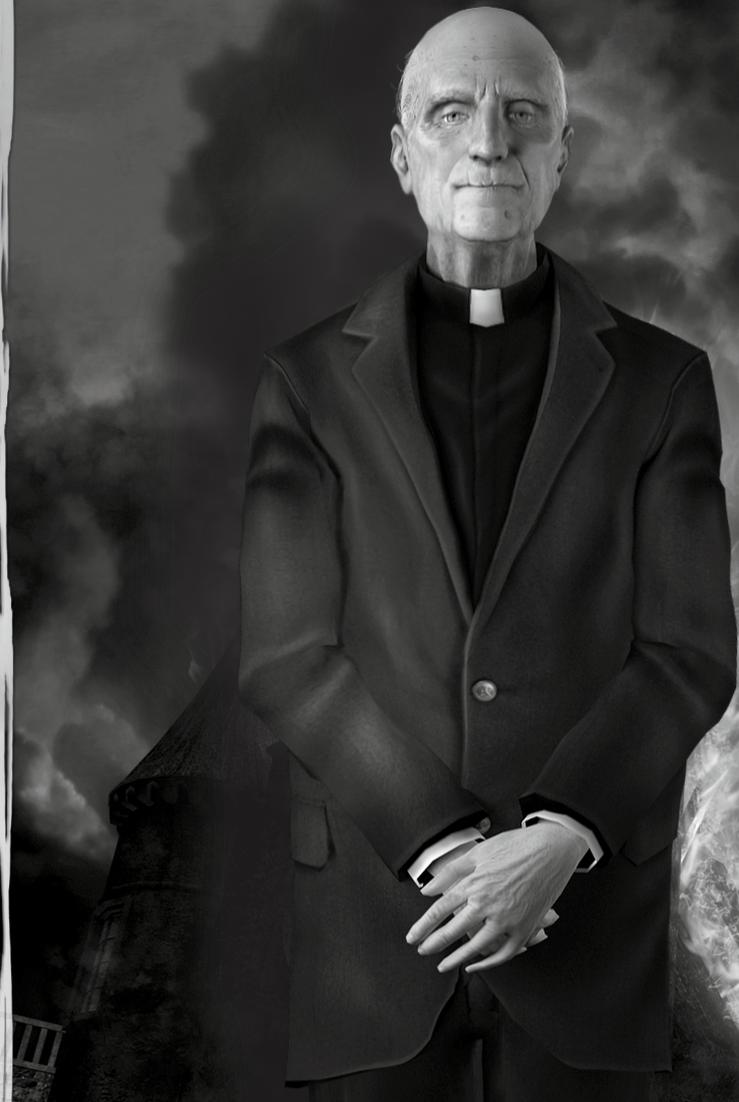




BLACK MIRROR III

Manual



Epilepsy warning

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, **IMMEDIATELY** discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows. Preferably play the video game on a small screen. Avoid playing if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. - Rest for at least 10 to 15 minutes per hour while playing a video game.

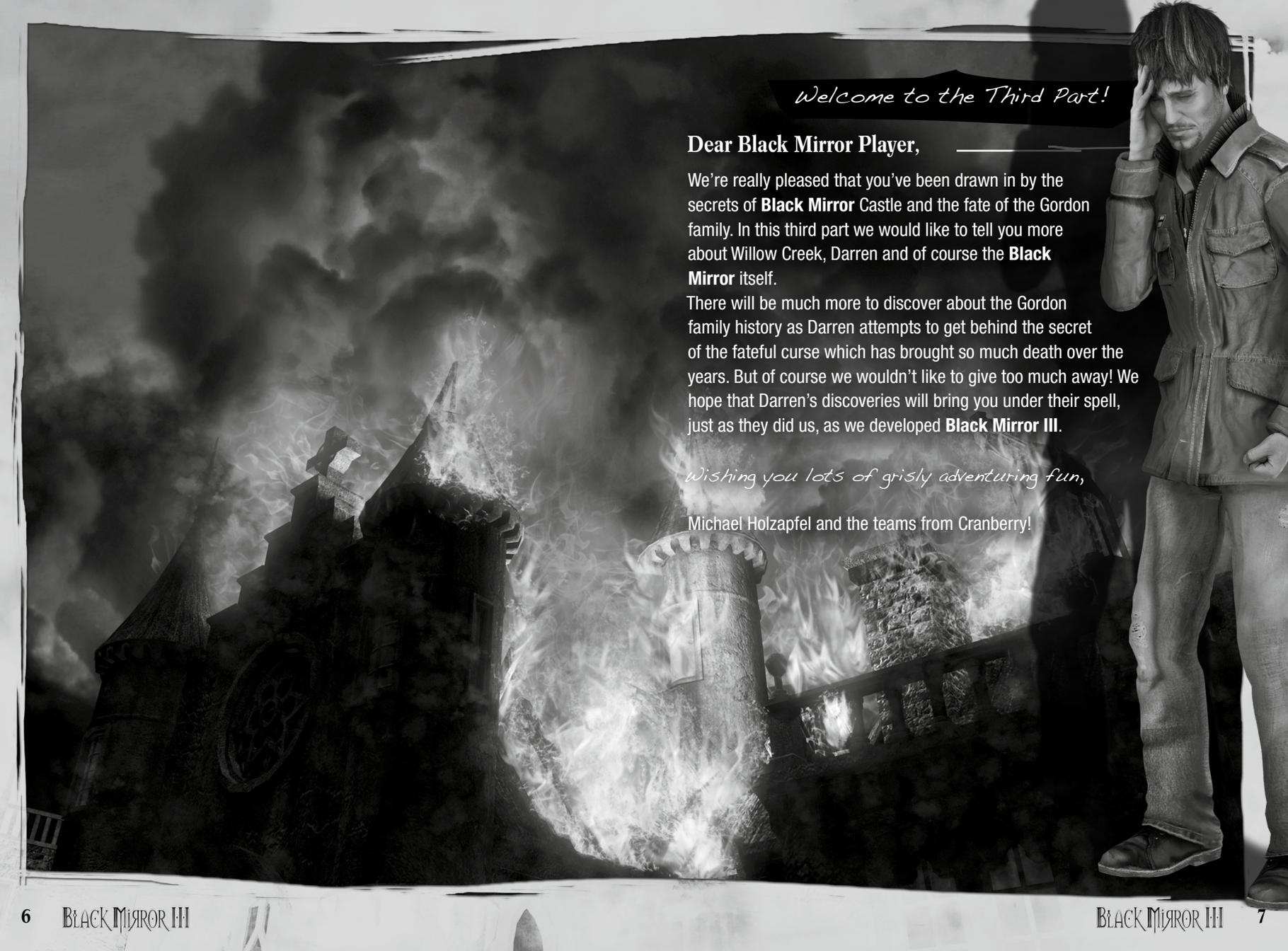
WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

BLACK MIRROR III

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Welcome to the Third Part!

Dear Black Mirror Player,

We're really pleased that you've been drawn in by the secrets of **Black Mirror** Castle and the fate of the Gordon family. In this third part we would like to tell you more about Willow Creek, Darren and of course the **Black Mirror** itself.

There will be much more to discover about the Gordon family history as Darren attempts to get behind the secret of the fateful curse which has brought so much death over the years. But of course we wouldn't like to give too much away! We hope that Darren's discoveries will bring you under their spell, just as they did us, as we developed **Black Mirror III**.

Wishing you lots of grisly adventuring fun,

Michael Holzapfel and the teams from Cranberry!

System Requirements

Minimum System Requirements

- AMD or Intel single-core processor @ 1.5 GHz
- 512 MB RAM (XP) / 1.024 MB RAM (Vista/7)
- AGP/PCI-E Graphics card: Card with Shader Model 2, Direct X@9 compatible
min. 128MB VRAM (ATI Radeon 9800 or NVIDIA GeForce 6800)
- Integrated (onboard)-graphics: Graphics chip with Shader Model 2, DirectX@9-compatible, min. 128 MB VRAM (Intel GMA x3200, ATI Mobility Radeon 9800 or NVIDIA GeForce Go 6800)
- DirectX@9-compatible sound card
- Microsoft Windows® XP, Microsoft Windows® Vista, Windows® 7
- DVD-ROM, mouse, keyboard / ca. 4 GB hard disk space

Recommended system

- AMD or Intel single- or dual-core processor @ 2.0 GHz
- 1.024 MB RAM (XP) / 2.048 MB RAM (Vista/7)
- AGP/PCI-E Graphics card: card with Shader Model 3, Direct X@9 compatible
min. 256 MB VRAM (ATI Radeon 2xxxx and later or NVIDIA GeForce 7xxx series and later)
- Integrated (on-board) graphics chip: ATI/NVIDIA graphics with Shader Model 3, DirectX@9 compatible, min. 256 MB VRAM
- DirectX@9-compatible sound card
- Microsoft Windows® XP, Microsoft Windows® Vista, Windows® 7
- DVD-ROM, mouse, keyboard / ca. 4 GB hard disk space

Installation

Auto Start

Place the **Black Mirror III** DVD in the DVD-ROM drive. Wait until the front-end menu opens. Select the menu item 'Install **Black Mirror III**' in order to start the installation.

Manual Start

Open Windows Explorer and right-click on the symbol for your DVD-ROM drive. Next click on 'Open' to display the drive contents. Now launch the installation by double-clicking on the file 'Setup.exe'.

Uninstalling

To remove '**Black Mirror III**' from your computer, click on the 'Uninstall' entry in the Start menu. Alternatively you can also remove the game in Control Panel: 'Add or Remove Programs' (XP) or under 'Programs and Features' / 'Uninstall or change programs on your computer' (Vista/7).

Note: The DVD should not be removed from the DVD-ROM drive while playing the game; otherwise the copy protection system will activate and will restrict the game's playability.

Background

Is Darren now cursed, just as his father was 12 years before?

Did all that really happen?

Has Darren set Mordred free?

Where does the curse come from?

And who was his brother,

Who was Mordred Gordon?

Marcus Gordon, the Gordon ancestor?

So many questions... but Darren's problems are of another, quite different nature – he has been pursued by a mysterious order. His insane twin sister Angelina, was snatched to her death together with her mother in a ritual chamber.

To top it all, on his hopeless flight through the woods from the blazing castle, Darren stumbles right into the hands of Inspector Spooner, a disgraced police officer who smells a ticket out of his banishment in this country backwater and back to a role in the Met. Then the investigations begin...

It's not long for a connection to be made between Darren and the charred corpse of the local librarian Miss Valley, the head of the clandestine order. He is also accused of being responsible for the deaths of Black Mirror Castle's housemaid Sally and also the old Gordon family retainer, the butler Bates.

The investigations have already been running for three weeks and yet there is no trace of the ominous order, the alleged corpse of Angelina Gordon or that of their mother Catherine Gordon, officially registered as having died 24 years before. No demonic portals, nor any hellish ritual chambers.

Darren remains under a court order requiring him to report daily to the psychologist Dr. Joyce Winterbottom, to benefit not only himself, but also the police. Since his story sounds rather more than simply unusual. But he's only telling the truth after all... isn't he?

Mouse and Keyboard Layout

Mouse

Interaction with the Environment

	Left Mouse Button Interact with the environment – speak to someone, take an item, to use an item or leave the scene.
	Mouse Wheel Switch through the inventory items directly at the mouse pointer.

Inventory

	Left Mouse Button Pick up an item to use it with a person, or combine with an item in the scene or in the Inventory.
	Right Mouse Button Use this to obtain more information about an item, or to use it directly.

Keyboard

	All characters, exits and interaction points (hot spots) are displayed as long as the option 'Activate hotspot indicator' is turned on. By using the 'H' key you can have just the hotspots displayed, use the 'E' key to display the exits only.
 / 	The diary is opened as soon as you have it in your inventory.
	The overview map is opened as soon as you have it in your inventory.
	Quick Save
	Quick Load
	Skip video or automatically occurring sequences
	Open menu, close diary, quit videos

Main Menu



After you have launched **Black Mirror III** the Main Menu will be displayed. This is where you can select various options:

New Game

Use this option to begin a new game.

Load Game

All saved games are displayed here and are sorted with their names according to date and are selectable by using the mouse. A game is loaded by double-clicking on it or via the 'Load' button. Screenshots and the chapter description of the last situation in the game help you to have a clearer overview. To the left of the screenshot you will also find a button to delete the saved game.

Options

This is where you can make adjustments to the Graphics, Sound and Control preferences.



Graphics (Gfx)

This menu allows you to adjust all relevant presentation parameters. When the game installs it makes its own assessment of your system and configures itself to suit your PC on this basis. Please note that changes to these settings can markedly affect the presentation quality and the game's performance.

Gamma

The Gamma values can be adjusted using a slider control. This influences the brightness and presentation of the game.

Screen Resolution

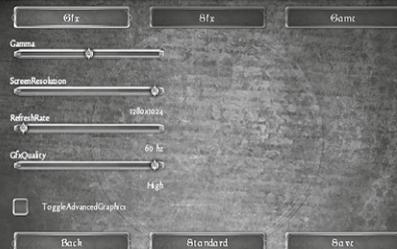
By adjusting the screen resolution, the presentation of the game can be optimised for your system. A reduction in resolution can improve the game's performance. We recommend that you use a resolution of 1280 x 1024 (5:4) or 1280 x 800 (wide screen).

Screen Refresh Rate

Use this adjustment to match the screen refresh rate with your monitor's requirements and so avoid any undesirable flickering. Please take a look in your monitor's user manual regarding the recommended settings before you initiate any changes under this option.

Graphics Quality

These options allow you to regulate the quality of the presentation in order to optimise the performance for the system being used. You can choose from three quality settings. If you want to make more exact adjustments, activate the expanded settings.



Expanded Settings

The expanded settings allow fine tuning of the presentation quality. All options will permit an improvement in performance, although these will be at the cost of the quality of the presentation.



Quality of the Scene Presentation

There are three levels through which scene details, that are not strictly relevant, can be excluded. Such as, for example, the turning off of background animations.

Character Presentation Quality

To optimise performance, the quality of the textures of the game characters can be reduced over three levels.

Background Characters

With the corresponding setting, characters who are not relevant to the game can be turned off.

Anti-Aliasing Quality

This setting allows the improvement of edge smoothing. A higher degree of edge smoothing gives a more pleasing presentation of the characters and the 3D objects. If you are experiencing performance problems, you should reduce or deactivate edge smoothing completely.

Reflections

Use this setting to turn reflections on or off.

Sound (Sfx)

This menu allows the exact adjustment of the volume settings for the whole range of sounds in the game.



General Volume

Moving this slider control adjusts the overall volume level for the game.

Music Volume

This setting controls the volume level of the background music.

Voices Volume

This setting controls the volume of the spoken game text.

Effects Volume

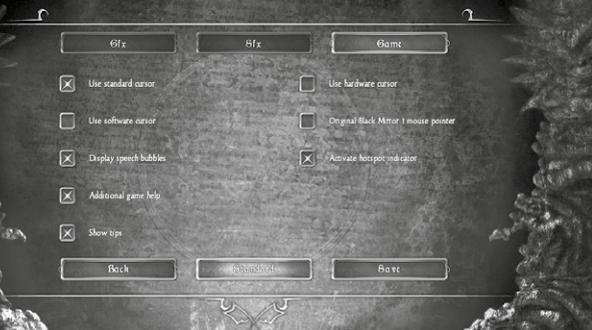
This setting controls the volume of the sound effects in the game.

Environment Volume

Adjusting this setting alters the intensity of the atmospheric noises which play in the background of the game's various scenes.

Game

This menu contains options which enable you to alter your game experience and also the difficulty level.



Display Speech Bubbles

This option lets you turn on/off the spoken text appearing in the form of speech bubbles.

Additional Game Help

Using this option you can activate additional game help through the course of the game. For example this includes being able to skip special puzzles after a certain time or a number of failed attempts, by means of a button press.

Display Tips

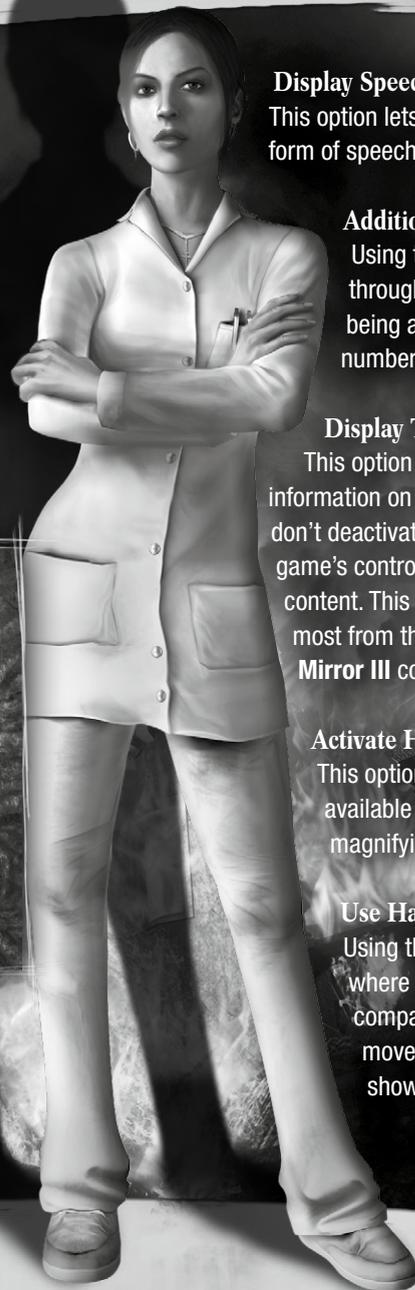
This option activates or deactivates the display of tutorial information on how to play the game. We recommend that you don't deactivate these tips. The tips only give you guidance on the game's controls and so don't give you information about the story content. This means you can be sure that you are getting the most from the whole range of functions offered by the **Black Mirror III** controls.

Activate Hotspot Indicator

This option activates the feature of showing all of the available hotspots within a scene either by means of the magnifying glass symbol or by pressing the space bar.

Use Hardware Mouse Pointer

Using the Hardware Mouse Pointer improves the usability where there are performance problems. However, in comparison with the software mouse pointer, when you move over an interactive element an interaction icon is shown without a mouse pointer.



Original Black Mirror 1 Mouse Pointer

This option allows use of the familiar mouse pointer from **Black Mirror I**. The mouse pointer also turns to a red colour over interactive elements in this game mode as well.

However, you won't always see the helpful cursor expansions which tell you in advance what action is to be taken next.

Extras

In the Extras menu you will find pictures, videos and mini-games which you can activate in the course of the game.



Team Credits

This is where you can take a look at the team behind the making of **Black Mirror III**.

Quit the Game

You can quit the game once you have answered the confirmation prompt.

In-game Menu

Press the **ESC**-key or the 'Open Menu' button in order to open the In-game menu. This is where you can also choose from various options:



Back

This takes you back into the current game and closes the In-game menu.

Main Menu

You quit the current game and switch back into the Main menu.

Load Game

See Main menu, Load Game.

Save Game

This is where you can save the current game. By clicking on 'New Entry' you can create a new saved game. You can then use the keyboard to enter whatever name you choose for the saved game. By clicking on an already existing saved game you can then enter a new name and overwrite the already existing game.

Options

See Main menu, Options.

Playing the Game

Movement

In order to move the main character, click on the destination using the left mouse button. Click on a person, an object, or an exit and Darren will move to that point. You can also click on any place on the ground. Dependent on the distance to the selected destination, Darren will adjust his walking speed accordingly. He will only run in exceptional circumstances.

Should you double-click on an interactive point, Darren jumps straight to it. Longer actions and the shift into the next scene can also be skipped by using a double-click.

But use this function carefully! Lots of movement sequences can be skipped to make play simpler. True, everything progresses more quickly, but you might just miss a few exciting scenes.

Interaction

The mouse pointer changes to a red colour when it passes over interactive elements and you will also hear an unobtrusive sound effect. In addition the pointer will also be supplemented with another symbol which will show you the most likely action to be carried out next.



Disappearing Hotspots

A hotspot will disappear completely when it is no longer relevant, because you have already carried out all possible actions with it. In the reverse case, where hotspots don't disappear, this indicates that they might later still have some important role to play. It's worth making a mental note of these hotspots and then going back to them at an appropriate time.

Left-click on a hotspot



Darren looks at the selected object. This is often possible more than once and sometimes you will discover important or hidden information only after a more thorough search.



Darren takes the item with him. It will be put into the inventory.



Darren uses the selected object. Thus, for example, a drawer can be opened or a mechanism triggered.



Darren speaks to the selected person. If you are able to carry out a longer conversation, then a selection of dialogue will appear at the bottom of the screen.



Darren goes to the selected exit and leaves the scene.



The cut-scene mouse pointer appears during a scene which runs automatically, or where there are longer sections of dialogue. It shows you that you cannot intervene at that moment. Almost without exception, scenes like this can be skipped by using the TAB key. Just as with double-clicking on a hotspot, you should use the skip function with care so that you don't miss anything important.

Hotspot Indicator

Pressing the space bar or by clicking on the magnifying glass at the top of the game interface you can have all of a scene's hotspots displayed to you. This is provided that the option 'Activate Hotspot Indicator' has been turned on.



Interesting places are shown by a magnifying glass.



Exits are highlighted by a door symbol.



Characters who can answer questions are shown by a speech bubble.

Please use the hotspot indicator with some discretion! Exploring the game environment is an important game element of **Black Mirror III**. It's not so much fun by a long way if everything is pointed out to you automatically.

Inventory

As soon as you move the mouse pointer to the lower edge of the screen, the inventory list will open, showing all of the items that Darren is carrying with him. The item in the inventory over which the mouse pointer is located, will appear as being slightly enlarged. This is so you can see immediately which item you would pick up or activate by clicking on it.



As soon as there gets to be a lot of items in the Inventory, right and left arrows appear which you can use to scroll forwards and backwards through the items.

To do this you only have to move the mouse pointer over one of the arrows in order to make the inventory list scroll in the corresponding direction. To stop scrolling, you only have to move the mouse pointer away from the arrow. By right-clicking on the corresponding arrow, you can go directly to either end of the Inventory list.

Left-Click

By left-clicking on an item in the inventory, the item then attaches itself to the mouse pointer. Should the expanded mouse pointer now turn red when over a hotspot, you can now use the item at this point by left-clicking.



Items in the Inventory can also be combined. Move the mouse pointer, with the selected item already attached, over another item in the inventory list. If there is a combining opportunity, then the pointer will turn red once more. You can now try combining the items by left-clicking.



The following applies to all combining possibilities:

Not all of the available combining possibilities will take you forward in the game. Darren's comment on a failed action can often give you some useful information on how to solve a problem.

Right-Click

Darren can use or examine items by right-clicking on them in the Inventory. This is how you can open boxes or read letters, for example.

Mouse Wheel Support

For optimum ease of use you can also use the mouse wheel in the game. Move the mouse pointer over the game scene (not the inventory) and turn the mouse wheel in order to scroll through the inventory items directly

at the pointer location. This is also possible over hotspots and saves you unnecessary mouse movements.

Dialogue

As soon as you select a person you can speak to using a left-click, a dialogue menu will appear at the bottom edge of the screen. This is where you will see the various discussion themes available (people, places, items).



Move the mouse pointer over a dialogue topic and a text will show you what it is about. Left-clicking on the desired topic will begin the conversation. Left-clicking on the x symbol at the bottom left will break off the dialogue. If there is no cross symbol shown, then the dialogue is particularly important to the on-going game happenings.

It often happens that a further conversation topic is unlocked during dialogue with another character. The preview picture will then be added to the dialogue selection. You can also deactivate the sub-titles (speech bubbles) feature at any time in the Game Options.

Interface and On-screen Displays

As soon as you move the mouse pointer to the upper edge of the screen, this brings up a selection menu in the top right corner.



Indicate Hotspots: This makes all of the interactive points in a scene visible. The indicators will disappear after a few seconds.



Open Load/Save Menu: This icon directly opens the Saved Games menu.



Open In-game Menu: This icon opens the in-game menu.



Open Diary: This icon lets you open Darren's diary, as soon as it is in the inventory.

Special Puzzles

At certain places in **Black Mirror III** there are special puzzles, also known as mini-games.

The controls for most of these puzzles are the same. You can drag an object by holding down the left mouse button and you can put the object down by releasing the mouse button.

You can turn an object using the right mouse button. This will also work when you are holding down the left mouse button.

Sometimes there are buttons which have to be pressed in order to solve the mini-game. You can work these by simply clicking on them using the left mouse button.

After a certain period of time, or after a number of failed attempts, the 'panic lever' will appear and you can use this to skip the mini-game.



Just one **left-click on the lever** and the puzzle will be solved automatically.

Diary

As soon as you have Darren's diary in your inventory, you can open it from the game menu in the top right corner of the screen. You can also use the **'D'** or the **'J'** keys, or open it by right-clicking on it in the inventory. The only times the diary cannot be opened are during an automatically running scene, or when you are playing a mini-game.



Additional new text is constantly added to the diary throughout the course of the game. When the diary has received an update a flashing icon  appears in the top left corner of the screen.

Darren notes down lots of thoughts about people and happenings, however he also jots down some useful tips about current tasks within the game.

You can leaf through the pages by clicking with the mouse pointer on the outer edge of each page.

Tasks

In lots of situations Darren makes a note of certain tasks in his diary. You can take a look at any time to see if a part of a task has already been completed, or what you can do next. Completed tasks are shown by having a line drawn through them.

Overview Map

As soon as Darren has a map of Willow Creek, you can open it by right-clicking on it in the inventory, or by using the **'M'** key.



When it moves over places you've already visited the mouse pointer turns red and by left-clicking on them Darren will immediately go there. The following animation on the map can be skipped with a double left-click. Darren will then find himself at the destination immediately. If something happens to Darren en route, his walk to the selected location will be interrupted. The map closes after a selection, or after pressing the **'ESC'** key.

Game Over

Since it's quite possible for Darren to go and meet his maker in **Black Mirror III**, an automatic feature saves the game shortly before any such deadly sequence. This can then be found in the 'Load Game' list. So don't worry if it's been a long time since you last saved the game.

Extras

The bonus materials in the Extras menu are unlocked in the course of the game. Some of these 'specials' are not necessary for completing the game and are well-hidden.

As soon as an Extra has been unlocked, a corresponding symbol  will flash in the top left corner of the screen. If you now jump to the Extras menu from the Main menu, you can take a look at the extra which has been unlocked.



Team Credits



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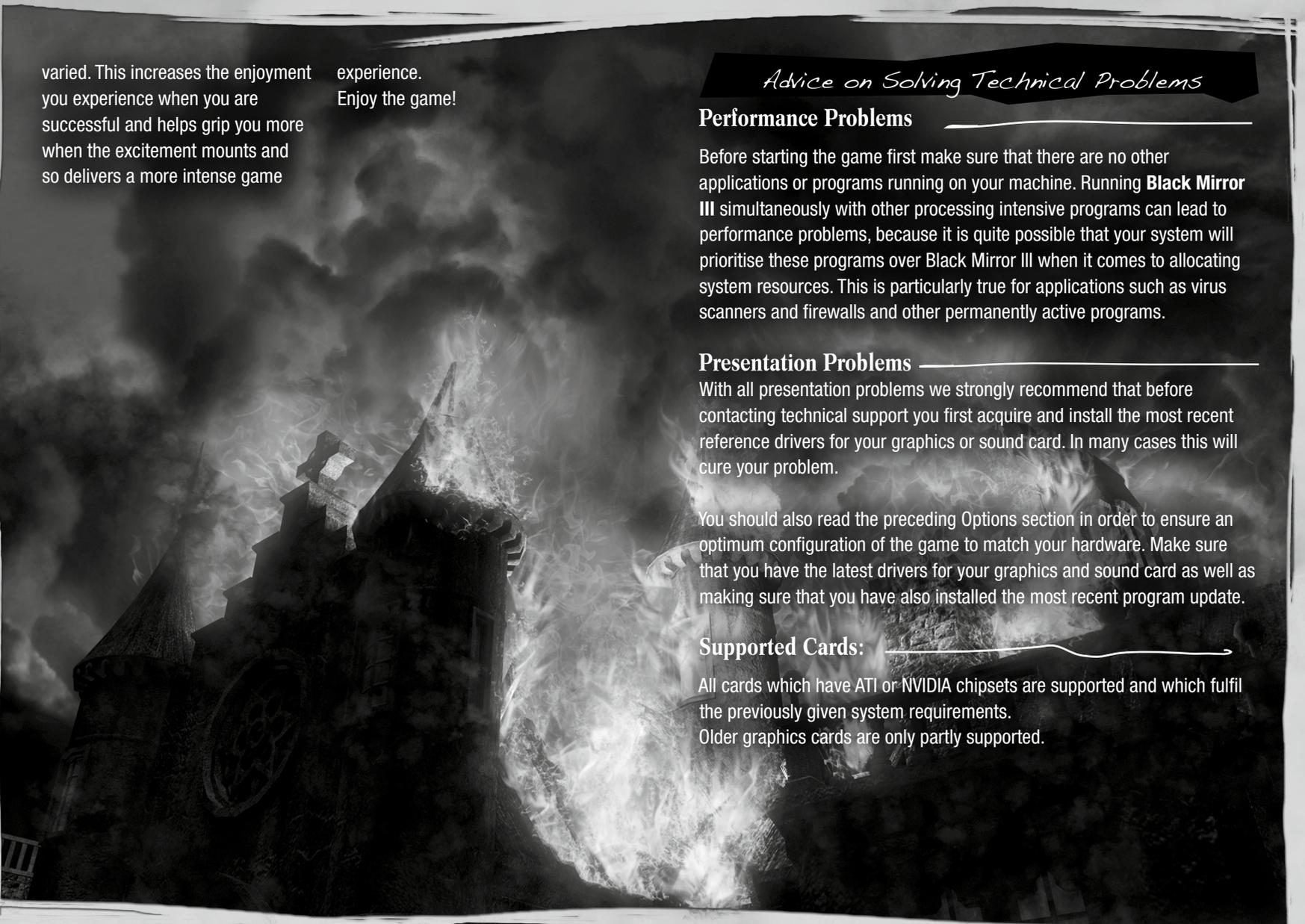
Carey Wass

Cathy Young

This game uses Bink Video © 1997-2010 RAD Game Tools, Inc. FMOD Sound System © Firelight Technologies Pty, Ltd. This game uses psai® technology for interactive soundtracks. © Periscope Studio UG (limited liability) & Co. KG



periscope studio audio intelligence is a new specialised technology designed to control tension, emotion and drama in computer games. The psai® CORE engine uses artificial intelligence to ensure that the in-game music matches your actions and the plot exactly at any one time and ensures that it always sounds



varied. This increases the enjoyment you experience when you are successful and helps grip you more when the excitement mounts and so delivers a more intense game experience. Enjoy the game!

Advice on Solving Technical Problems

Performance Problems

Before starting the game first make sure that there are no other applications or programs running on your machine. Running **Black Mirror III** simultaneously with other processing intensive programs can lead to performance problems, because it is quite possible that your system will prioritise these programs over Black Mirror III when it comes to allocating system resources. This is particularly true for applications such as virus scanners and firewalls and other permanently active programs.

Presentation Problems

With all presentation problems we strongly recommend that before contacting technical support you first acquire and install the most recent reference drivers for your graphics or sound card. In many cases this will cure your problem.

You should also read the preceding Options section in order to ensure an optimum configuration of the game to match your hardware. Make sure that you have the latest drivers for your graphics and sound card as well as making sure that you have also installed the most recent program update.

Supported Cards:

All cards which have ATI or NVIDIA chipsets are supported and which fulfil the previously given system requirements. Older graphics cards are only partly supported.

Other Graphic Card Manufacturers: _____

www.matrox.com - Matrox

www.sis.com - SIS

Sound Card Manufacturers: _____

<http://www.creative.com> - Creative Labs

<http://www.terratec.com> - Terratec

Main Board Manufacturers: _____

<http://www.intel.com> - Intel Inc.

<http://www.sis.com> - SIS

<http://www.viaarena.com> - Via

<http://www.nvidia.com> - nVidia

Updates _____

Black Mirror III has been developed and tested with the greatest of care. However, it is worth checking in the event of technical problems, that you have the latest updates from the developers

Technical Support _____

If the above advice has not solved your problem, please contact our customer service hotline.



WARRANTY & SUPPORT

PRODUCT WARRANTY

Nordic Games GmbH will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for EUR 8.00 to cover postage and handling fees.

Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail to:

Nordic Games GmbH
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TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support: <<http://www.nordicgames.at/index.php/contact>>

Skype contact: support.quantica.lab

Phone Support: +1 (206) 395-3545

Phone: +40 (0) 364 405 777

Please note: We do not provide hints via technical support.

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