



*Solving the Mystery Means Visiting
the Dark Pit of Your Soul*



*Instruction
Manual*

DOS-CD





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STORY

The year is 1997. It's the dead of night in Los Angeles. There has been a mass murder at a general hospital on the outskirts of downtown. The perpetrator is the director of the hospital, Richter Harris. He has shut himself up in the hospital and taken a number of patients as hostages. The police are helpless, unable to move in. Richter's only daughter, Laura Harris, hearing of the situation, rushes to LA from San Francisco and drives alone to the tragic scene at the hospital grounds... Will Laura be able to penetrate the riddle of her transfigured father?



MINIMUM SYSTEMS REQUIREMENTS

- *486DX2/66MHz PC*
- *8MB RAM, 4 MB free hard disk space*
- *Double-speed CD-ROM drive
(quad speed recommended)*
- *DOS 5.0 or greater*
- *1MB VESA compatible SVGA video card*
- *Supports Sound Blaster and
100% compatible sound cards*



INSTALLATION

Note: D™ consists of 2 CD-ROM disks. These must be used sequentially in order to reach the end of the game. D™ can be played directly from the CD-ROM, but does require 4 MB of free hard disk space to install certain program files to your hard disk.

1. Turn on your computer.

Insert the first D™ CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).

2. At the DOS prompt (C:\>),

type the letter corresponding to the CD-ROM drive on your computer (most are either D or E) followed by a colon (:), then press the ENTER key.

3. At the D:\> or E:\> prompt,

type INSTALL [Enter].

4. The D™ Installation program

will run. Follow the on screen prompts to install D™ to your hard drive.

5. To run D™ once it is

installed on your hard disk, ensure that you are in the

D™ directory, then type

'LAURA' [Enter] at the

'C:\ACCLAIMD>' prompt.

If you experience any difficulty

running D™, please consult

the Technical Supplement

included with your game.

GETTING STARTED

*After the opening introduction, the Title Screen appears. From the Title Screen, press **ENTER**. You're ready to explore the horrible mystery waiting in the hospital...*



OPERATION

Item display

*Items are displayed with
the I KEY.*

*Press the LEFT and RIGHT
arrow keys to scroll items.*

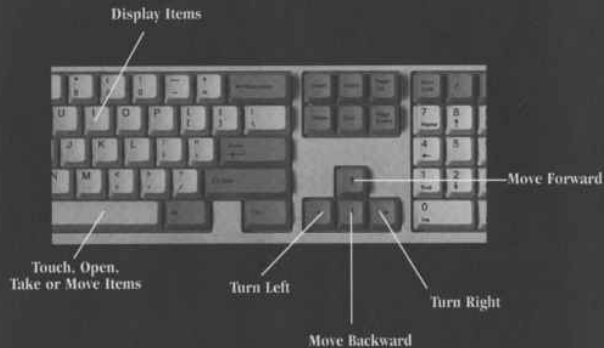
*The Item Display can be
turned off with the I KEY.*

ACTION

*Throughout the game, you
will come upon numerous
items that can be manipulated
in a variety of ways. Everything
is potentially helpful or
barmful, so be on your toes.*

*The SPACE BAR is used to touch,
open, take or move things.*

*Use the KEYPAD ARROWS to move
in the direction you wish to go in.*





EXPLANATION OF RULES

1) Time limit

Due to its story, this game has a two hour time limit. Laura, the protagonist, enters the hospital at 3 o'clock, but at 5 o'clock the other world is closed off, so the game terminates. Be aware of the time while you are playing this game.

Note: In keeping with the time limit, this game does not contain a save feature.

2) Multiple Endings

This game has multiple endings, which vary depending on the action of the protagonist. We hope you will play, without giving up, until the words "THE END" appear.

3) Two CD Set

This game comes in a two CD set, so once during the game the player must switch the current CD to the next one. Change CDs according to the instructions on the screen.

TAKING AND USING ITEMS

*When an item is necessary, it is automatically taken when it is found. To use an item, first display items on the screen with the **I KEY**, set the item to be used by moving left and right with the direction arrows, and then press the **SPACE BAR**.*

Items which Laura has

from the Beginning

- *Clock: Lets the player know the current time.*
- *Compact: Gives the player hints on the game.*



Options

Pausing the Game

Press the **ESCAPE** key to pause the game.

You will then see the Pause Screen,

featuring the following options:

Continue

To continue game play after pausing the game, highlight **Continue** with the cursor arrows and press the **ENTER** key. You will return to the spot at which the game was paused.

Quit

To quit out of *D*™ and return to your operating system, highlight **QUIT** with the cursor arrows and press the **ENTER** key. You will exit the game and be returned to the DOS prompt: (C:\>)

Music Volume/Sound FX Volume

Use the **ARROW KEYS** to highlight which options you prefer. Use **LEFT** or **RIGHT** arrow keys to change volume.



HOW TO ENJOY THIS GAME

To get 120% enjoyment out of your D™

*CD-ROM...Make the room
as dark as possible by drawing the
curtains and turning off the lights.
(Playing on a dark night is the best!!)*

*Turn up the volume.
(If playing in the middle of the night,
be sure to wear headphones so you
do not disturb people around you.)
Can you solve all the riddles before the
door to the other world closes?*

