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.

Contents
SOMETHING IS ABOUT TO HAPPEN ................................................ 2
SAVING .............................................................................................. 2
XBOX 360® CONTROLS ...................................................................... 3
FAMILY SETTINGS .............................................................................. 7
TIPS ................................................................................................... 7
MENUS .............................................................................................. 7
INVENTORY & OBJECTS ..................................................................... 8
PDA ................................................................................................... 9
BEING INJURED.................................................................................. 9
WEB SITES ....................................................................................... 10
END-USER LICENSE AGREEMENT ..................................................... 10
TECHNICAL SUPPORT (U.S. & CANADA) ............................................ 13
**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.
### Basic Controls (First Person View)

<table>
<thead>
<tr>
<th>Action</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Look around</td>
<td></td>
</tr>
<tr>
<td>Strafe</td>
<td></td>
</tr>
<tr>
<td>Close eyes</td>
<td></td>
</tr>
<tr>
<td>Quick turn</td>
<td></td>
</tr>
<tr>
<td>Cycle through the right-hand items</td>
<td></td>
</tr>
<tr>
<td>Cycle through the left-hand items</td>
<td></td>
</tr>
<tr>
<td>Switch to third person view</td>
<td></td>
</tr>
<tr>
<td>Open / Close inventory</td>
<td></td>
</tr>
<tr>
<td>Make selection</td>
<td></td>
</tr>
<tr>
<td>Make selection</td>
<td></td>
</tr>
<tr>
<td>Make selection</td>
<td></td>
</tr>
<tr>
<td>Favorites Assignment menu</td>
<td></td>
</tr>
<tr>
<td>Take item</td>
<td></td>
</tr>
<tr>
<td>Select first item to combine</td>
<td></td>
</tr>
<tr>
<td>Select second item to combine</td>
<td></td>
</tr>
<tr>
<td>Drop item</td>
<td></td>
</tr>
<tr>
<td>Grab a rope</td>
<td></td>
</tr>
<tr>
<td>Move up / Wind up rope</td>
<td></td>
</tr>
<tr>
<td>Move down / Unwind rope</td>
<td></td>
</tr>
<tr>
<td>Move around / Wall-run</td>
<td></td>
</tr>
<tr>
<td>Swing / Jump</td>
<td></td>
</tr>
<tr>
<td>Open fuse box</td>
<td></td>
</tr>
<tr>
<td>Hotwire</td>
<td></td>
</tr>
<tr>
<td>Change wires</td>
<td></td>
</tr>
<tr>
<td>Open glove box / Take item in glove box</td>
<td></td>
</tr>
<tr>
<td>Switch ceiling light ON/OFF</td>
<td></td>
</tr>
<tr>
<td>Switch radio ON/OFF</td>
<td></td>
</tr>
<tr>
<td>Pull down sun visor</td>
<td></td>
</tr>
</tbody>
</table>
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
L1 and R1: allows you to skip from one sequence of an episode to another.
L2 and R2: 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.
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.

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 prescribed 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.