


THE DARK EYE



SURVIVAL GUIDE



"For the wild narrative which I'm about to tell, I neither expect nor ask for belief. It would be mad to expect such a thing, in a case where my own senses reject their evidence. Yet, I'm not mad—and I surely do not dream."

The world of *The Dark Eye* is divided into two states of consciousness. In the malevolent waking world, your friends and relatives involve you in a downward spiral of madness and intrigue. And as you wander through a fevered world of unsettling dreams, you encounter three alternate realities where those you meet fall victim to your malicious intent... or make you the object of their murderous designs.

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Credit Where Credit is Due



What You Need

Windows® Compatible

Windows 3.1 or higher
486DX 33 MHz or faster
Double-speed CD-ROM
(300 k/sec)
16 bit sound card
65,000 colors @ 640 x 480
8 MB RAM

Macintosh®

System 7.1 or higher
68030 33 MHz or faster
Double-speed CD-ROM
(300 k/sec)
Thousands of colors
@ 640 x 480
8 MB RAM

☞ These are minimum system requirements. For best results, a memory configuration greater than 8MB is strongly recommended.

Set-Up

Macintosh:

Insert the CD.

Double click on the installer icon.

Click Install for the default installation, or on the Custom button for other options.

Windows 3.x:

Insert the CD.

Go to the Program Manager's File Menu.

Select Run.

Type **D:\Setup\Dkyinstl.exe**

(where **D** is the drive letter of your CD).

Windows 95®

Insert the CD.

Double click on *The Dark Eye* CD-ROM icon.

Open the Setup folder.

Double click on the Dkyinstl icon.



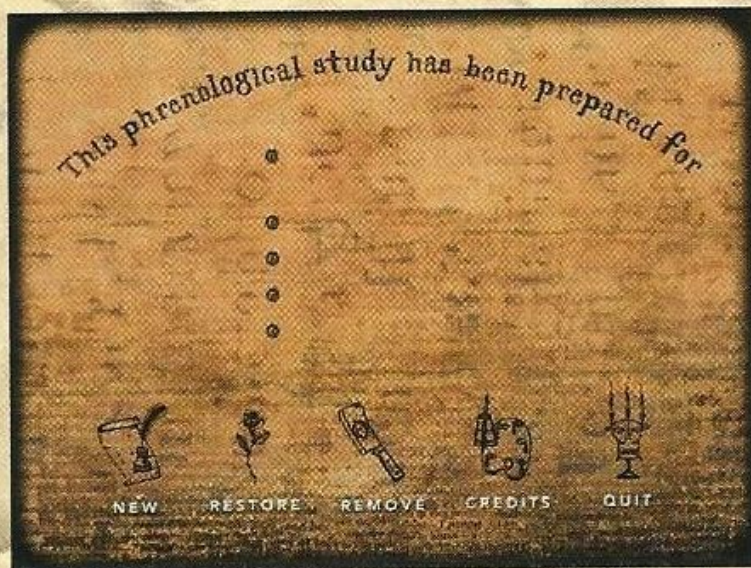
Welcome to Your World

Executing your Options

When you begin a game by double-clicking *The Dark Eye* icon, or when you hit the ESCAPE key twice while a game is in progress, this screen will be displayed.

New begins a new game. You will be prompted to enter a name to identify your game. Hitting the ENTER or RETURN key will cause the Phrenology Map to appear. Clicking on the eye will take you to the waking world where your adventures begin.

Restore will load a previously saved game. Select a saved game from the list of saved games and click on **Restore** to load the game. The Phrenology Map will appear. Clicking on the eye





returns you to the waking world. Clicking on any of the other icons within the Map will transport you to the nightmare world associated with that icon.

The time and place to which you return corresponds to the scene of the first uncompleted event within that reality. If you have finished your sojourn within that realm, you will be returned to the beginning of that experience.

Remove will delete a saved game. You will be prompted, "Are you sure?" If you select "Yes" the saved game will be erased.

Credits displays the credits. Clicking at any time during the credit roll returns you to this screen.

Quit ends the current game. During game play, you may also quit by holding down **⌘-Q** if you are playing on a Macintosh, or **Control-Q** if you are playing on a Windows machine.



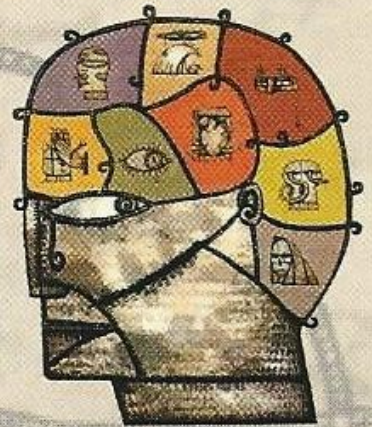
Head Room

Phrenology, a popular form of personality analysis in the 19th Century, was a science which fascinated Edgar Allan Poe. Using only the shape of the head, a phrenologist would create a detailed psychological profile of the subject.

The Phrenology Map pictured here transports you to hallucinatory worlds where you become a plaything of fear, or an orchestrator of malice.

When you begin a new game, the Phrenology Map is blank. But as you explore each world, icons will appear within the frame of the Map, representing your progress.

You can display the Phrenology Map at any time by hitting the ESCAPE key, your escape hatch from the world you're in. The icon representing the world you just left will be highlighted. Hitting RETURN or clicking on the icon returns you to the same place and time in that nightmare. Selecting another icon allows you to travel to a world you've already visited. Alternatively, you may choose to return to the waking world by clicking on the eye of the figure.



Saving Grace

Your game is saved automatically while you explore and complete major events within each world.

Eye Get Around

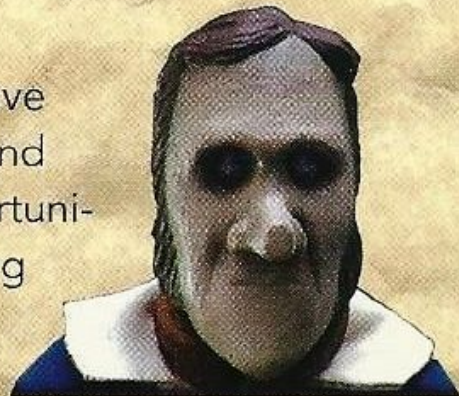
Running Amok

Moving around in the world of *The Dark Eye* is easy and intuitive. The cursor indicates the direction in which you can move and look. Moving forward and turning to the left or right is as simple as moving the cursor and clicking the mouse.

When you hear the whispering voices, look for your reflection.

The Soul Jump

During your nightmare experiences, you may leave the confines of the mind and body you inhabit and enter those of another. These "soul jump" opportunities are signaled by the appearance of a flickering reflection of your face in the eyes of another character. If you wish to make the jump, click on the reflection while it flickers.



The Hand of Fate

The cursor represents your ability to move and act within the world of *The Dark Eye*. The cursor's appearance indicates how you can interact and where you can move.



indicates you can move forward



indicates you can turn left



indicates you can turn right



indicates you can look up



indicates you can look down



indicates you can trigger a thought or a memory by moving the open hand back and forth over the person or object in a caress



indicates you can open an object, pick up an object or otherwise interact with that object or person



special cursors like this appear throughout the game to indicate special interactions



becomes translucent if you move it over an area that is not interactive or toward which you cannot navigate



Some objects become full-size and will appear in your hand. During these interactions, your cursor will indicate what other interactions can take place, including putting the object away.

Certain objects will behave differently over time. Be sure to interact repeatedly with the people and things you encounter.



Technical Support

If you experience any technical difficulty with this product, please call: 1-800-741-3043.

For technical support related to hardware or system software:

Apple Computers Customer Support: 1-800-767-2775

Microsoft Customer Support: 206-454-2030

Creative Labs: 405-742-6660

Direct questions or comments related to game play to Inscape:

-  By way of our email address:
inform@inscape.com
-  By visiting our Web Page at:
<http://pathfinder.com/inscape>
-  Or through the mail system:
Inscape
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Los Angeles, CA 90025

Troubleshooting

For Macintosh

1. In the Monitors control panel, set your monitor to "Thousands" of colors.
2. Close all open windows on your desktop.
3. Quit all applications before running *The Dark Eye*.
4. Turn off all extensions except:
 - QuickTime
 - QuickTime PowerPlug (for Power Macintosh)
 - Sound Manager
 - Apple CD-ROM, or your third party CD-ROM Drive Extension.
5. In the Memory Control Panel, turn off virtual memory and make sure you are running in 32 bit mode.
6. After going through steps 4-5, restart your computer.

For Windows

1. Make sure Virtual Memory is enabled and your swap file size is at least 4MB for Windows 3.1. For Windows 95, you should choose to let Windows manage your Virtual Memory setting. Your PC should have at least 8MB of RAM installed in order to run *The Dark Eye* properly.
2. Be sure to turn off all unnecessary TSRs before running *The Dark Eye*, including non-Windows Desktop Manager programs.
3. Make sure your CD-ROM drive and sound card are installed in your system with the appropriate driver software.
4. If you experience General Protection Faults or strange looking images, be sure you have the latest display driver for your video card and your monitor is set to display 65,000 colors.

See the **ReadMe** file included with the CD-ROM for more detailed information.



Who We Are

Inscape is...

dedicated to developing the next generation of multimedia through innovations in animation, game design, and storytelling. Critics have said, "Inscape is the company that everyone in the interactive media business is talking about" (Denise Caruso, *The New York Times*). We offer highly sophisticated games with the deepest level of engagement possible.

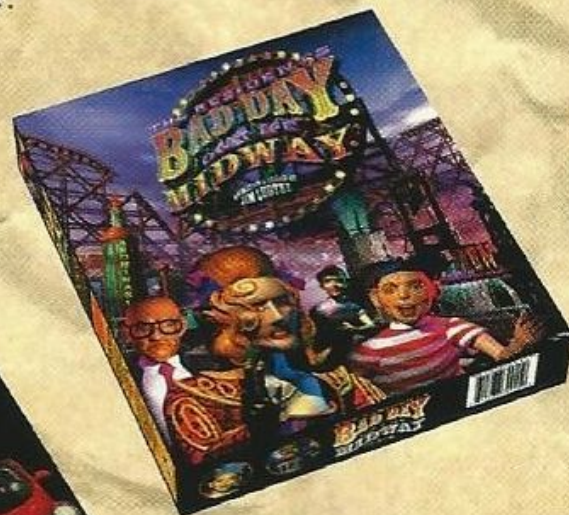
Look for... 

**The Residents'
Bad Day on the
Midway**

October 1995

**Devo presents
Adventures of
the Smart Patrol**

January 1996



To locate the store nearest you that carries Inscape titles call 1-800-MY-DEALER.

Credit Where Credit is Due

Created by INSCAPE

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RUSSELL LEES

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The Dark Eye Survival Guide

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For a complete list
of credits, please
see the CD-ROM.



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Is all we see or seem
But a dream within a dream?

— EDGAR ALLAN POE



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