

NICKELODEON™

Are You Afraid of the Dark?

• The Tale of Orpheo's Curse •



A GHOSTLY ADVENTURE GAME

## WELCOME!

We'd like you to join us for a special session of the Midnight Society. We'll meet at our secret campfire location deep in the forest. You know where it is.



Come and help us spin a scary tale. If you tell a good ghostly scary story, you'll get to join the Midnight Society.

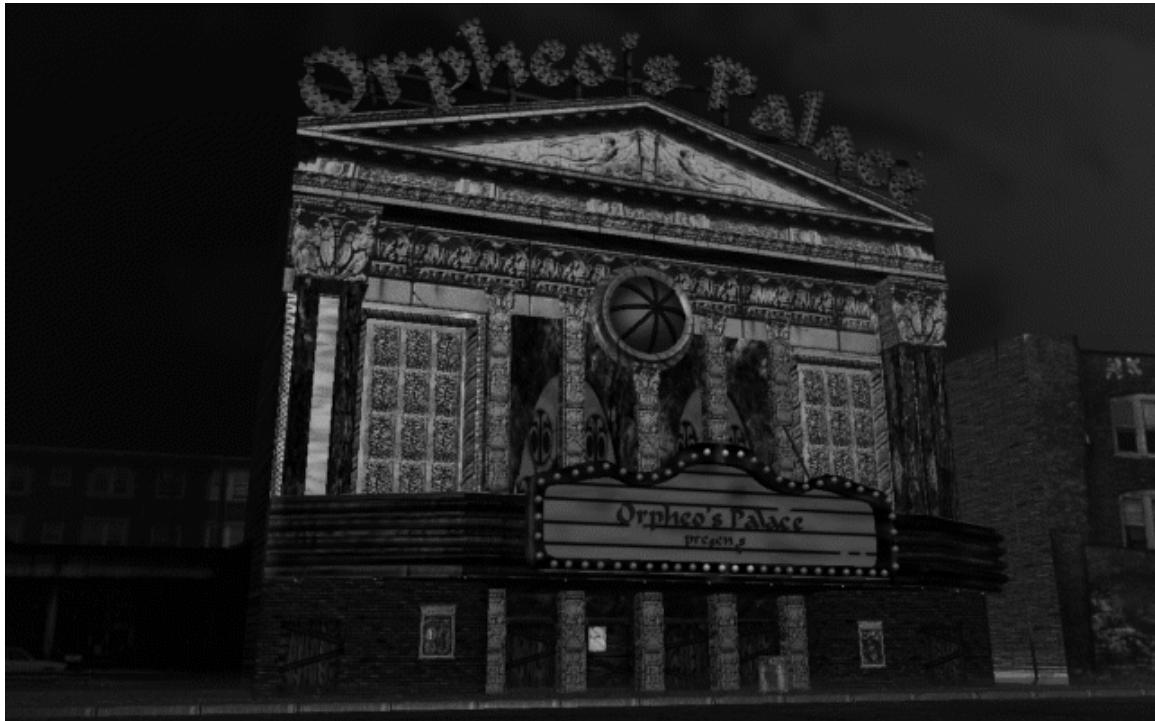
Are you up for it? We want you to join us. See you there...

Signed,  
The Midnight Society

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## ORPHEO'S PALACE

During the height of vaudeville in the 1920's, the showman-magician Orpheo the Great was so popular that he opened his own huge theatre.



Orpheo dazzled the audience with his spectacular shows of skillful illusion. Every night, crowds poured into his theatre drawn by the mystery of magic. That is, until one fateful night...

On October 31, 1928, Orpheo started to perform his world-renowned Teleportation Trick. Suddenly, something went wrong. Instead of being transferred from one box to the other, Orpheo's assistant, his daughter Elizabeth, disappeared...into limbo!

Orpheo, stricken with horror and mad with grief, left the stage, never to return.

Now, the theatre stands empty, although some claim spirits of its past performers -- including Orpheo himself -- still haunt its halls. Tales are even told of special "midnight performances" that take place to this very day...

Be careful as you enter Orpheo's Palace -- the show is about to go on!

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## GETTING STARTED

### FOR THE FIRST TIME...

If this is the first time you're starting the game, first, be sure you've set up and installed the game (see the end sections of this document).

When you see the Viacom New Media and Nickelodeon logos, you can do any of the following:

- a. Click the campfire to see what happens.
- b. Click outside the campfire to start the game.
- c. Press the SPACEBAR to skip past the credits and introduction.

### THE NEXT TIME...

If you're ready to play the game again, follow these steps:

1. Go to the directory you selected during installation (the default directory is VNM\afraid).
2. Type afraid.

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## GETTING AROUND

When the story begins, you meet a girl named Terry and her older brother Alex who are standing in front of Orpheo's Palace.



At this point, you are playing Terry and Alex. Later in the game, you may play both Terry and Alex, only Terry, or only Alex, depending upon what's going on.

When Terry and Alex finish talking, the cursor will change into a pointing hand. Click to go FORWARD and Terry and Alex will move closer to the theatre's main entrance (see EXPLORING, following section).

Explore the outside of the theatre by clicking around the screen. There are lots of objects to look at and learn about.

But, of course, the game really begins after you enter the theatre...

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## EXPLORING

As you explore Orpheo's Palace, you'll learn more about the curse on the theatre and how to break it. You may even find some friendly spirits willing to help you.

Just remember to move the cursor around the ENTIRE screen whenever you get to a different scene. There may be some interesting information you'll discover and important items you'll want to look at.

So, keep your eye on the cursor. Depending on where you are, it will change as you move around the screen to let you know what you can do or what direction you can move in.



Click FORWARD to move forward.



Click BACKWARD to return to the previous view.



Click LEFT to move left.



Click RIGHT to move right.



Click FORWARD LEFT to move forward left.



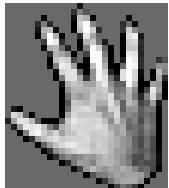
Click FORWARD RIGHT to move forward right.



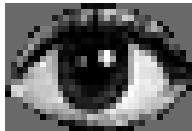
Click UP to move up.



Click DOWN to move down.

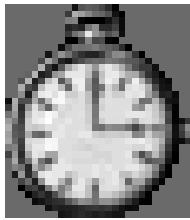


Click the Open Hand to touch, push or pick up an object. If you pick up an object, it will move into your backpack (see GAME OPTIONS, BACKPACK Icon).



EYE Cursor

Click the Eye to get a close-up view, talk to a character or make something happen.



WATCH Cursor

The Watch lets you know that you have to wait a moment to listen to something or allow the computer to load data.



OBJECT-SHAPED Cursor

When your cursor turns into an object, like a bone, it means you can click to use that object.

### IMPORTANT!

- \* Only a select number of items can be picked up.
- \* Most of the time you can only use an object once; then it will disappear from your backpack.

Remember, explore everywhere. You never know what may greet you around that next corner!

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### THE VIEWS

There are three different types of visuals you'll see as you move through the game. Watch and listen carefully -- everything you see could help you win the game!

### VIDEO SCENES

In the Video Campfire Scenes, you'll meet the members of the Midnight Society.

The first campfire scene lets you know how to play the game and what to do to get into the Midnight Society.



You can watch these scenes like you're watching a video on your VCR! Just move the cursor toward the bottom of the screen to make the Video Controls appear:

**REWIND** Button  
(in bottom left corner)  
Click REWIND to start the video from the beginning.

**FORWARD** Button  
(in bottom right corner)  
Click FORWARD to skip ahead.

Later, you'll return to the campfire when you get caught or reach one of the game's many "endings." The Midnight Society may give you clues, hints and suggestions on what you can do differently the next time.



Then, Gary will ask you what you want to do next and several icons will appear on-screen. These icons represent different rooms you can return to. Click the icon you want.

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#### STORYTELLING SCENES

Important information will be revealed during the Storytelling Scenes. Watch and listen carefully to the different characters you will meet. They can help!

In some storytelling scenes, there are highlighted areas to let you know that you have a choice to make. Choose carefully and click the highlighted area that indicates the way you want to go. Remember, you determine how the story goes!



You can also use these controls at the bottom margin of the screen:

**FORWARD Button**

Click FORWARD to go to the end of the scene.

**REWIND Button**

Click REWIND to return to the previous panel.

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## ENVIRONMENTS

Most of your time will be spent exploring within the Environments. In these views, you can move around through the theatre.

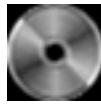


Look around to see where you are and look at, push, and pick up objects. This is also where you can access the Game Icons (see GAME ICONS, following section). Click around each screen to see what's there.

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## GAME ICONS

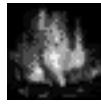
In an Environment, you can move the cursor to the top of the screen to make the four Game Icons appear:



\* CD/Game Options Icon



\* Backpack Icon



\* Campfire Icon



\* Exit Icon

Choose from any of the highlighted icons. If an icon is gray, you won't be able to select it at that time.

**IMPORTANT:**

These four Game Icons are only accessible in the Environment view.



CD/GAME OPTIONS Icon

Click the CD to see the Game Options Poster.



From the Game Options Poster, you can LOAD, SAVE, or RESTART a game. You can also ALTER the sound or CHANGE the speed of the transitions.

## LOAD

Click LOAD to go to the Load Game Poster.



To load a previously saved game, then click the top hat next to the game.

To exit the Load Game Poster without loading, click DONE or press ESC on your keyboard.

## SAVE

Click SAVE to go to the Save Game Poster.



To SAVE the game, click an empty slot, type a name for the game, then press ENTER on your keyboard. You must press ENTER in order for your game to be saved!

If you don't have any free slots, select a game that you are ready to delete. Click that slot, then click the CLEAR button to erase that game. Type the name for your new game in the empty space.

Saving a game lets you keep a game right where you left off playing. You can save up to 10 games.

To exit the Save Game Poster without saving, click DONE or press ESC on your keyboard.

## RESTART

Click RESTART and then click YES to begin a new game. Click DONE when you're finished.

**IMPORTANT!**

Clicking RESTART will not save the game you are currently playing. If you want to SAVE your current game, click NO then click SAVE to save your game (see SAVE). After you save your game, click RESTART.

**ALTER**

Hold the left mouse button down on the sound bar. Slide right to increase the volume or left to decrease the volume of the game sounds.

Click DONE when you're finished.

**CHANGE**

Click the switch to flip it UP or DOWN. UP makes the screens change quickly and DOWN makes the screens change without any choppy breaks.

Click DONE when you're finished.



BACKPACK Icon

Click the Backpack to see the objects you've picked up along the way.

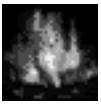


The backpack that you see belongs to the character you are currently playing, either Alex, Terry, or both Alex and Terry. The items inside will come in handy at important points in the game.

Click DONE to return to the game.

**REMEMBER:**

Once you've used an item, it'll be gone.  
But don't worry -- you won't need it again.



CAMPFIRE Icon

Click the Campfire to see the last Midnight Society video you saw. Watch and listen carefully to what the Midnight Society says.



When the Video Scene is over, you'll go back to the game (for other information about the campfire scenes, see VIDEO SCENES).



EXIT Icon

Click the EXIT icon to return to DOS.

Remember to save your game if you want to continue playing later.

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## IF YOU GET STUCK

If you get stuck, don't give up. Try one of the following:

\* Pair Up With A Friend.

-- You know what they say: "Two heads are better than one!"

\* Check The Blueprints.

-- They'll help you figure out where you're going and where you've been.

\* Look At A Hint

-- Look only at the item or area you need help with!  
(see HINTS, following section).

\* Take A Break!

-- Go out for some fresh air, pour yourself a glass of water or do some jumping jacks to clear out the cobwebs in your head.

## REMEMBER!

Don't forget to save your game before you quit. You can load it or start a new game when you get back. Just click the CD icon from the Game Options at the top of the screen to select your option (see GAME OPTIONS).

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## HINTS

Are you sure you want a hint?

Are you REALLY sure?

(Then read on to find the item or area you need help with!)

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## THE FIVE ENCHANTED ITEMS

Explore each area carefully and consider all clues if you want to find the Five Enchanted items:

### MAGIC WAND

Visit the Wax Conductor to find the MAGIC WAND. Look for music you see, not music you hear.

### ORPHEO'S MEDALLION

To find ORPHEO'S MEDALLION, you'll want to shine a bright light on it. Then you'll need a little support. Go moon-watching and prowl around the "catwalks" to find it.

### ORPHEO'S HAT

To discover the whereabouts of ORPHEO'S HAT, visit the haunted Gypsy fortune-telling machine.

### ORPHEO'S CAPE.

The balcony has some of the best seats in the house -- look there for ORPHEO'S CAPE.

### ORPHEO'S EYES

You'll need a famous detective to help you find ORPHEO'S EYES. Keep YOUR eyes open too!

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## THE MUSEUM OF NATURE'S ODDITIES

Crystal balls often hold the keys to the future. Don't be afraid of the cobra: it doesn't bite.

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## THE GREEN BOX

Alex needs purple magic to help Terry open the green box on the Wax Modeling Studio ceiling. She can do this only after Alex does HIS part.

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### **THE EYEBALL DRAWER**

Mystical Merlin in the Wax Museum knows something about the colored eyes. Listen and look up and around for the puzzle's secret reward.

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### **THE COSTUME REPAIR/MAKE-UP ROOM**

Have you looked in the mirror today?

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### **THE MAGIC WORKSHOP**

You'll need another means of FAST travel. A ghostly puzzle may help you find what you seek.

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### **THE "SPECTRES" DRAWING**

"Spectres" are a highly fashionable bunch.

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### **THE DIMMER BOARD**

Shed some light on this dilemma. Sarah has left some notes for you nearby -- look around! One, two, three!

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### **THE CHANDELIER**

Solve the "Spectres" puzzle first. Are there any secrets inside?

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## MINIMUM HARDWARE REQUIREMENTS

Processor:  
386DX 33 MHz

CD-ROM Drive:  
Single-speed or faster (150 KB per second)

Hard Drive:  
2 MB free hard drive space

4 MB of memory, 3 MB of free XMS  
500K conventional RAM

Sound Card:  
SoundBlaster® or 100% compatible, Pro Audio Spectrum™, Adlib® Gold or the Microsoft® Sound System

Graphics Card:  
VESA compliant SVGA with 512 KB

Operating System:  
Microsoft DOS 5.0 or higher

Input Device:  
Keyboard and Mouse

Speakers

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## RECOMMENDED HARDWARE REQUIREMENTS

Processor:  
486/50 MHz

CD-ROM Drive:  
Double-speed CD-ROM drive (300 KB per second)

Hard Drive:  
2 MB free hard drive space

8 MB RAM, 5 MB of free XMS

Graphics Card:

VESA compliant SVGA with 1 MB

Operating System:  
Microsoft DOS 5.0 or higher

Input Device:  
Keyboard Mouse

Speakers

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## INSTALLATION AND SET-UP

1. At the DOS prompt (C:\>), type D: (or the appropriate letter you've assigned to your CD-ROM drive).
2. Type INSTALL at the DOS prompt and press RETURN.
3. Follow all on-screen prompts.

NOTE:

If you see a message stating that Are You Afraid of The Dark? cannot be installed, select EXIT, then make sure your computer has the minimum requirements for running the game (see MINIMUM HARDWARE REQUIREMENTS).

4. Are You Afraid of The Dark? will inform you that it needs to install files into a particular directory. You may designate into which directory the necessary files are to be installed. It is recommended that you select the default path C:\VNM\AFRAID. Select PROCEED, if this directory is correct. Select CHANGE DRIVE if you would like to specify the directory for installation.

NOTE:

If the directory you specified in Step 4 does not already exist, Are You Afraid of The Dark? Set-up will create it for you.

5. Once your software is installed, it's time to get started.

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## TROUBLESHOOTING

### \* Game Crashes

If the program crashes (shuts off or stops running for some reason), there are two ways you can reboot and get it started again:

- a. Try a Warm Boot:  
Press CONTROL + ALT + DEL all at the same time.
- b. Try a Cold Boot:  
Press the RESET button. If your computer doesn't have a RESET button, turn the power OFF and wait 10 seconds before restarting.

### \* Read Error Message

If you get the message, "The following error has occurred: Read Error," check the CD-ROM drive because it could mean that you don't have the CD in the CD-ROM drive or that the drive is open. Click RETRY to try it again or click QUIT to return to DOS.

### \* Readme File

On your Are You Afraid of the Dark? CD, you'll find a file called README.TXT that contains more thorough troubleshooting information and answers additional questions.

To read this file, type EDIT README.TXT at the D:\> prompt. The DOS editor will appear. Use the arrow keys to scroll through it or use the mouse to click the scroll bar on the right.

You can exit the editor by using the mouse to click the word "file" at the top of the screen, then click EXIT. To exit using the keyboard, press the ALT key to activate the menu bar, then press F to choose the FILE menu. Finally, press X to exit.

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## PRODUCT AND TECHNICAL SUPPORT

\* Viacom New Media Products

For more information on this and other Viacom New Media products, call 1-800-469-2539.

\* Viacom New Media Technical Support

For additional help, contact our Technical Support services Monday through Friday between the hours of 7 AM and 6 PM Mountain Standard Time at:

Viacom New Media Product Support  
PHN:(303) 339-7114  
FAX: (303) 339-7022

\* On-line Services

Questions may be directed to our Product Support staff via on-line accounts. In addition, updates may be found on the following services at the locations listed:

America Online®  
address: VNMSupport  
updates: Keyword: VIACOM and select FILE LIBRARY

CompuServe®  
address: 76702,1604  
updates: GO CDROM and perform a file search using  
keyword "VIACOM"

AppleLink®  
address: VNM  
updates: Software Sampler, 3rd Party Demos/Updates,  
Software Updates, Viacom New Media

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## CREDITS

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The Are You Afraid of the Dark? TV series is a D.J. MacHale and Ned Kandel presentation, produced by Cinar in association with Nickelodeon.

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General MIDI timbres for Yamaha OPL-2 and OPL-3 -based sound cards were produced by The Fat Man and developed by K. Weston Phelan and George Alistar Sanger.  
Copyright 1993, The Fat Man.

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This is an incomplete list of credits. For the complete list of the many people who worked on this product, see the CREDITS within the game program.



The Nickelodeon logo features the word "NICKELODEON" in a bold, white, sans-serif font. The letters are slightly slanted and have a three-dimensional, layered appearance. The background is a solid orange color.

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