

HEART OF DARKNESS





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minimum configuration

IBM PC or 100% compatible computer.

Windows® 95 with 486 DX2/66 MHz processor and 16 MB RAM.

Or Windows® 98 with Pentium processor and 16 MB RAM.

Or Windows® NT 4.0 (service pack 3 or later) with 75 MHz Pentium processor and 24 MB RAM.

1 MB PCI or VLB SVGA graphics card (DirectX compatible),

sound card (DirectX compatible),

Double-speed CD-ROM drive (with sustained data rate 300 KB/sec)

and 84 MB available hard disk space.

recommended configuration

IBM PC or 100% compatible computer with 90 MHz Pentium processor or better.

Windows® 95, Windows® 98 or Windows® NT 4.0 (service pack 3 or later) with 32 MB RAM.

1 MB PCI SVGA graphics accelerator card (DirectX-compatible), 16-bit stereo sound card

(DirectX-compatible), 4X or better CD-ROM drive and 84 MB available hard disk space.

installation

After you've inserted the Heart of Darkness CD-ROM into the drive, the **"Welcome"** window appears. Click on **"Next"**, then follow the instructions, answering the questions you are asked.

If the **"Welcome"** dialogue window does not appear ("Autoplay" is disabled or the Heart of Darkness CD-ROM was already in the drive), double-click on My Computer on the desktop, then on the Heart of Darkness icon corresponding to your CD-ROM; the **"Welcome"** dialogue window appears.

Click on **"Next"**, then follow the instructions, answering the questions you are asked.

Both these operations create a Heart of Darkness folder on your hard disk and add a shortcut to Heart of Darkness in **"Start/Programs/Heart of Darkness"**.

During the installation, you are asked whether you want to install DirectX5. Select this option if you've not already installed this component, and reboot Windows® when the installation has been completed.

By default, Heart of Darkness is installed in the directory C:\Program Files\Heart of Darkness.

running the game

When the installation has been completed, the window of the **"Start/Programs/Heart of Darkness"** menu appears, giving you the opportunity, among several options, to run the program by double-clicking on **"Heart of Darkness - The game"**. When you play the game again, the **"Heart of Darkness"** window will appear when you insert the Heart of Darkness CD-ROM into the drive, with several options including **"Start game"**. If the **"Heart of Darkness"** window does not appear ("Autoplay" is disabled or the Heart of Darkness CD-ROM was already in the drive), click on the **"Start"** menu and select **"Heart of Darkness - The game"** in the **"Start/Programs/Heart of Darkness"** menu.

uninstalling Heart of Darkness

Click on the "Start" menu in the Windows® task bar, and select "To uninstall Heart of Darkness" in the "Start/Programs/Heart of Darkness" menu.

recommendations

Saving games

The game is saved automatically as you play. If you are the only person playing Heart of Darkness, there is no need to go to the "Assign Player" menu.

Accessing the menus and options

From the initial screen choose "Options" or, at any time during the game, press the Esc key (see "Options and Menus"). You can then access the option menus to choose the difficulty level or the control method, adjust the sound volume, access saved levels, start a new game, view a cinematic, or quit the game.

The Esc key can also be used to pause the game and then resume it at the exact point where you left it.

Configuring the joystick/gamepad

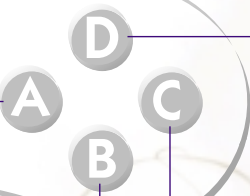
Plug the game controller into the appropriate socket in the rear of the computer. In "My Computer", click on "Game Controllers" in the "Control Panel" menu. Click on "Add" to select a controller, then use the "Properties" button to perform the configuration tests for your game controller.

The game can reproduce up to 16 stereo audio channels. If you've got some high-quality loudspeakers, you can really get the most out of the sound effects and the music, specially composed by **Bruce Broughton** and performed by a **symphony orchestra**.

basics commands

You can play by using the keyboard or a game controller. The basic commands are shown in the diagrams below.

controller



run

jump

fire

*special
power*

keyboard



Ctrl

Alt



Shift



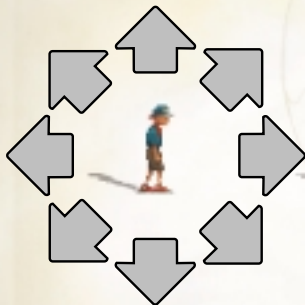
D

Andy's moves

Andy can move in several ways. He can walk, run, jump, climb, crawl. He can also jump while walking or running.



climb



walk



duck



jump up



short jump



run



and



long jump

The buttons shown in red must be pressed and held, whereas the buttons shown in blue must be released immediately.

Andy : how to fire and use the different powers

Throughout his quest, Andy acquires different ways of firing. At the beginning of the game, he can fire using his plasma cannon. A little further into the game, he can make use of specific powers: ordinary powers or special powers. The ordinary powers are rapid but low-powered. The special powers are used in well-defined cases that you'll discover as you play.

the plasma cannon



Aim at the target while pressing the  Button.



the ordinary powers



Hold the  Button pressed to aim and release to fire



The buttons shown in red must be pressed and held, whereas the buttons shown in blue must be released immediately.

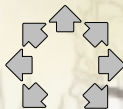
the special powers

SPECIAL
POWER

or

FIRE + RUN

To use the power



keep FIRE or SPECIAL POWER pressed to aim
and release to fire



climbing

In some sequences, Andy has to climb trees, walls, etc. He can climb forward, back, up and down the walls, and also fire using his powers, as well as letting himself drop, jump, and grab on to the wall.



directions

JUMP



Jump

JUMP

Grab a hold

The buttons shown in red must be pressed and held, whereas the buttons shown in blue must be released immediately.

JUMP

Fall

JUMP

Grab a hold

special moves

struggle



Press the left and right arrow keys alternately **with a slow rhythm** to make Andy swing his body slowly from side to side to throw off an enemy who has him in a bear hug.

push / press



Push an object

"salto", the somersault

JUMP JUMP

Normal Salto

JUMP JUMP

Walking or running Salto

The buttons shown in red must be pressed and held, whereas the buttons shown in blue must be released immediately.

allocating a player number

The **"Assign Player"** menu accessible from the initial screen can be used to record saved games for 4 different players in a summary table.

When you want to start or resume a game customised by a player number, use the arrow keys to go to the **"Select"** button, then confirm. Use the arrow keys again to select your player. A view of the restart point is displayed.

By default, the first user of Heart of Darkness is recorded as Player n°1.

To delete a saved game, select the **"Delete"** button, then confirm. Use the arrow keys to select the game that you want to delete, and confirm. In the following dialog box, click on **"OK"** to confirm final deletion.

You can cancel your choices at any time using the **"Cancel"** button.



options and menus

You can access the option menus from the initial screen by selecting "Options" or at any time during the game by pressing the Esc key on your keyboard. In the second case you are then prompted to quit the game in order to access the options. You can access the various option menus by exploring Andy's tree house. Select the menus you want by using the left and right arrow keys and confirm by pressing any key. To go back to the initial screen, press the Esc key.



1. new game

Just confirm to start a new game.



2. current game

Confirm to resume a current game at the restart point closest to where you stopped (the restart points are saved automatically as you play the game).



3. save game

When you confirm, you access a menu where you can choose a restart screen within a restart level. The ones that are accessible depend on how far you've got in the game. Use the arrow keys to select the level you want to access, then confirm. Next, choose the screen where you would like to restart, then confirm.



4. show cinematics

When you confirm, you access the menu in which you can choose a cinematic from the game that you want to see again. The accessible scenes are those that you've already viewed as you play the game. Use the arrow keys to choose a scene, then confirm.



5. quit game

Confirm to quit the program irrevocably.



6. options

When you confirm, you access the menu that you use to set up the keyboard or the game controller, choose the difficulty level and adjust the sound volume.

controls:

Choose either "Keyboard" or "Gamepad/Joystick" to access the setup menu. Select one of Andy's actions (run, jump, fire, special power) and press the key on the keyboard or on the gamepad/joystick to which you want to assign the action. To test your choices, use the "Test" function. If you want to go back to the keys defined by default, use the "Reset" function, or quit the setup menu and clear these settings by selecting "Cancel".

difficulty level:

You can choose between "Easy", "Normal" and "Hard". The behaviour of your enemies, their aggressiveness and their number vary according to the selected level.

sound options:

You can adjust the sound volume by using the left and right arrow keys. To test your settings, use the "Test" function. If you decide to go back to the volume defined by default, use the "Reset" function or quit the setup menu and clear these settings by selecting "Cancel".

some tips to help you make easier progress in the game

Beware of shadows...

Practise somersaulting, you'll need it during the game.

Some pretty tenacious monsters sometimes grab hold of Andy. He can throw them off by pressing the left and right arrow keys alternately with a slow rhythm swinging his body slowly from side to side.

Carefully check out the location, looking for holds for climbing and moving forward in the game. You'll find objects that you can move by pushing them or firing at them.

Avoid the nasty stuff from the climbing monsters: this will make you lose your grip when climbing. But you'll still be able to grab on to the rock again by pressing the jump button during your fall.

Andy's powers have particular effects on certain objects.

In parts of the game with a large number of monsters, try to observe their behaviour carefully: you'll then find it easier to anticipate their attacks.

troubleshooting guide

Operation in Windows® 95 / Windows® 98

In order for Heart of Darkness to run under optimum conditions, the drivers of your various peripheral devices must be certified by DirectX5 or better. To make sure, go to the "program files\directx\setup" directory on your hard disk and double-click on the file "Dxsetup.exe". The compatibility of your drivers is summarised in a table. All the lines must be marked "certified". If this is not the case, you must obtain the latest version of the driver concerned, then reinstall DirectX5 from the Heart of Darkness CD-ROM. Without this certification, graphics problems (small "colour flashes" when changing menus, modification of the graphic palette, etc.) or sound problems (interrupted sound, looped sound, etc.) may occur.

Operation in Windows® NT 4.0 Service Pack 3

Heart of Darkness is a program designed for Windows® 95 and Windows® 98. It also runs in Windows® NT 4.0 service pack 3 with the following reservation: as full compatibility of DirectX with Windows® NT 4.0 service pack 3 is not guaranteed, graphics or sound faults may occur, depending on your hardware configuration.

Operation with slow CD-ROM drive

If your CD-ROM drive has a transfer rate less than or equal to that of a standard double-speed drive, minor sound and graphics faults (still image and looped sound for two seconds) may occur temporarily and recurrently while cinematics are being played.

Setup details for Matrox Mystique video cards

If you have a Matrox Mystique video card and you experience intermittent graphics faults when switching between menus, click with the right button of your mouse on the Windows® 95 or Windows® 98 desktop, then click on "Properties" in the contextual menu that appears. Click on the "Configuration" tab, then on the "Advanced" or "PowerDesk" button, then on the "Performance" tab, then check the "Page fleet during vertical blank" option. Reboot your computer and run Heart of Darkness again.

Keyboard Setup

If you cannot use certain keys, set up by default or by yourself, to perform all the actions described in the guide (for example, if you cannot fire up and to the left), change the setup of these keys in the Options/Controls/Keyboard menu.

technical support

For technical support, the Infogrames United Kingdom Helpline is open to telephone calls from 10:00 to 19:00 Monday to Friday (except Bank Holidays):

Technical Helpline Infogrames UK
21 Castle Street - Castlefield
Manchester
M3 4SW
ENGLAND

Tel: **0161 827 8060/1**

E-mail: **helpline@uk.infogrames.com**

For further information visit the official web sites :

<http://www.uk.infogrames.com>

<http://www.infogrames.com>

designers

Eric Chahi
Frédéric Savoir
Fabrice Visserot
Christian Robert
Daniel Morais

original story

original idea
Eric Chahi & Frédéric Savoir

screenplay
Eric Chahi
Frédéric Savoir
Fabrice Visserot
Christian Robert

storyboard
Eric Chahi
Jérôme Combe
Fabrice Visserot

graphic design

characters
Christian Robert

backgrounds
Christian Robert
Jérôme Combe

game screens
Christian Robert

map design

Eric Chahi & Fabrice Visserot

3D modeling

characters
Stephane Hamache
Jérôme Combe
Patrick Daher

backgrounds and game screens

Chris Delaporte
Patrick Daher
Jean Frechina
Stephane Hamache
Jérôme Combe
Fabrice Visserot

lighting & textures

directed by Eric Chahi

created by

Eric Chahi

Chris Delaporte

Stephane Hamache

Fabrice Visserot

Jérôme Combe

Patrick Daher

3D animations

directed by Fabrice Visserot

cinematics & characters

Fabrice Visserot

Jérôme Combe

Patrick Daher

Stephane Hamache

backgrounds & game screens

Patrick Daher

Chris Delaporte

Jean Frechina

Stephane Hamache

Fabrice Visserot

Eric Chahi

Jérôme Combe

sprites animation

2D sprites

Christian Robert

3D sprites

Fabrice Visserot

Jérôme Combe

programming

program design by

Frédéric Savoir & Daniel Morais

game engine, libraries & tools

Frédéric Savoir &

Daniel Morais

cinematic tool, movie

compression & playback

Daniel "magic" Morais

"sprite animator" tool & playback

Frédéric Savoir

level coding

Frédéric Savoir

monsters engine

Daniel Morais

monsters logic

Eric Chahi & Fabrice Visserot

sound engine

Daniel Morais

sound tool

Martin Cook

shadow tool & 3D painter

Pascal de France

music

composer – conductor – producer

Bruce Broughton

supervising editor

Patricia Carlin

assistant editor

Thomas Lavin

recording engineer

Mike Ross Trevor

assistant engineer

Toby Wood

Caroline Daniel

studio

CTS, Wembley, London

fixer

Peter Willison

copyist

Vic Fraser

sound effects

sounds designer

Eric Mauer & Isabelle Mauer

sound editor

Patrice Grisolet

foley artist

Alain Levy

foley studio

Idenek, Paris

sinfonia of London

violin

A. Levin

P. Manning

D. Ogden

M. Rakowski

B. O'Reilly

J. Bradbury

D. Cummings

P. Benson

D. Emanuel

D. Weekes

C. Staveley

J. McLeod

D. Turitz

P. Lowbury

M. McMenemy

G. Solodchin

R. Simmons

G. Robertson

viola

J. Williams

A. Parker

B. Kostecki

W. Benham

E. Scott

J. Underwood

cello

P. Willison

B. Kennard

R. Smith

K. Harvey

double bass

R. McGee

M. Lea

J. Williams

M. Brittain

oboe

G. Salte

R. Morgan

clarinet

R. Addison

R. Jowitt

flute

E. Beckett

J. Snowden

trumpet

P. Archibald

M. Murphy

trombone

C. Sheen

b. trombone

D. Stewart

tuba

J. Anderson

bassoon

I. Cuthill

J. Orford

horn

D. Lea

J. Pigneguy

F. Lloyd

J. Bryant

P. Gardham

piano

D. Firman

percussion

F. Ricotti

S. Henderson

W. Lockhart

G. Kettel

game sound

sound designer

Eric Maur

sound editor

Fabrice Visserot

mixing

sound engineer

Thierry Rogen

J.P. Bonichon

assistant

Fabrice Leyni

Frédéric Perrinet

supervisor

Fabrice Visserot

studio

Studio Mega, Paris

production

producers

Catherine Simon

Norbert Cellier

Jon Norledge

Bertrand Gibert

Amazing Studio manager

Jacques Geandaud

english voiceover

directors

Bob Sherman

Fabrice Visserot

cast

Andy

Mohammed Muklis

Teacher

Brian Bowles

Servant

Enn Reitel

Master

Bill Mitchell

Monster

Brian Bowles

Amigo

Dan Russell

Head Honcho

William Vanderpuye

Friends

Brian Bowles

Bob Sherman

Mother

Lorelei King

Supporting cast

Jack Zimmerman

Ami Zimmerman

Fabrice Visserot

Jon Nordledge

quality assurance

INFOGRAMMES MULTIMEDIA

Vincent Laloy and his team

marketing

Anne-Cécile Bénita

Lionel Arnaud

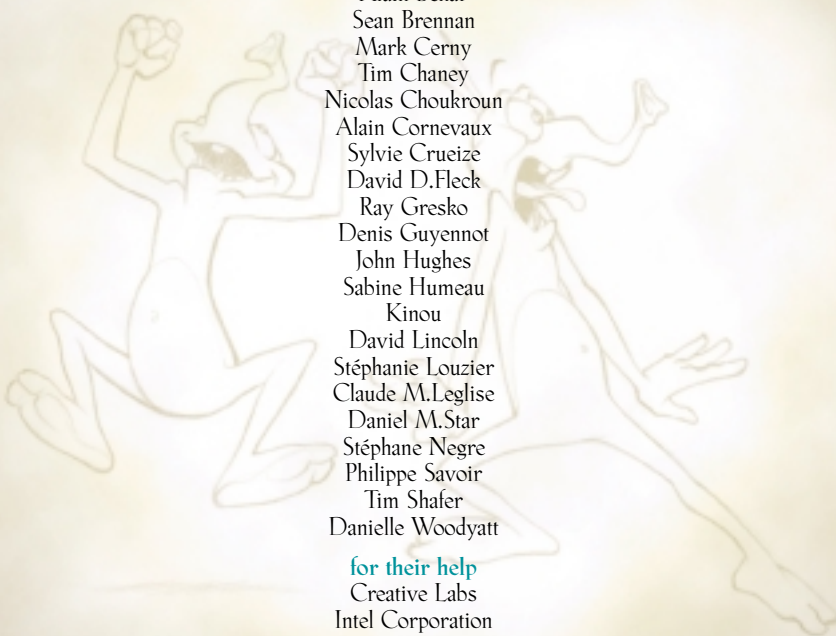
publishing

Patrick Chouzenoux – Sylvie Combet

packaging & instruction booklet

Amazing Studio – Jérôme Combe

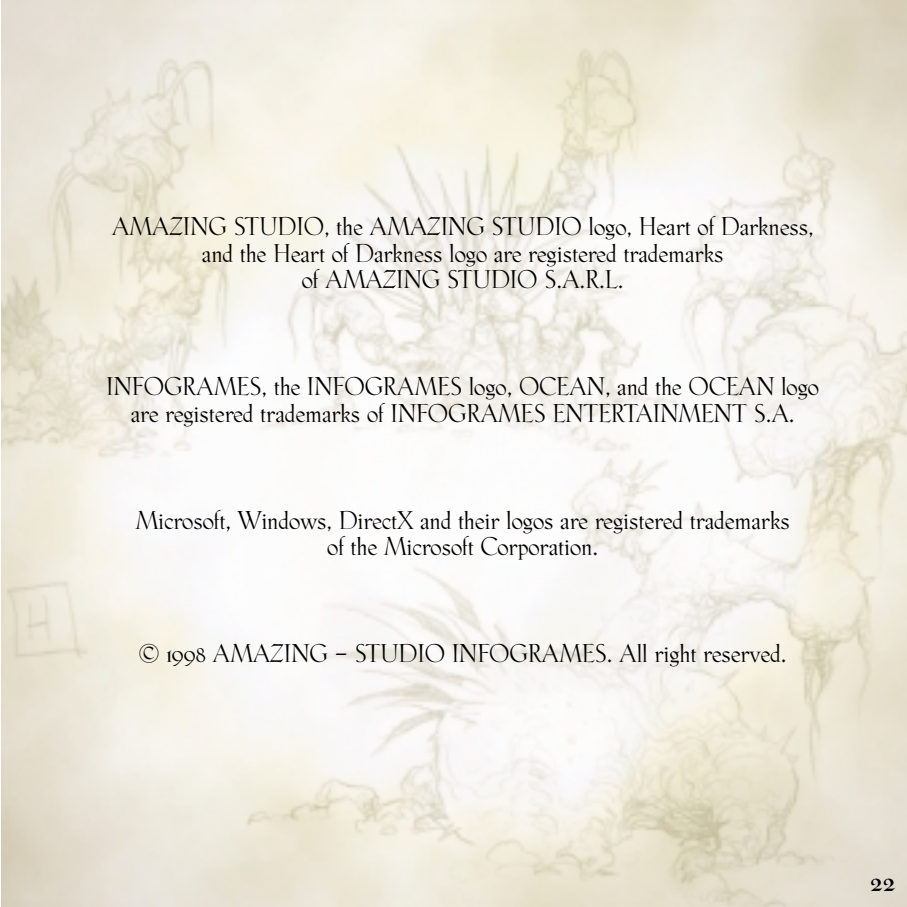
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John Hughes
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