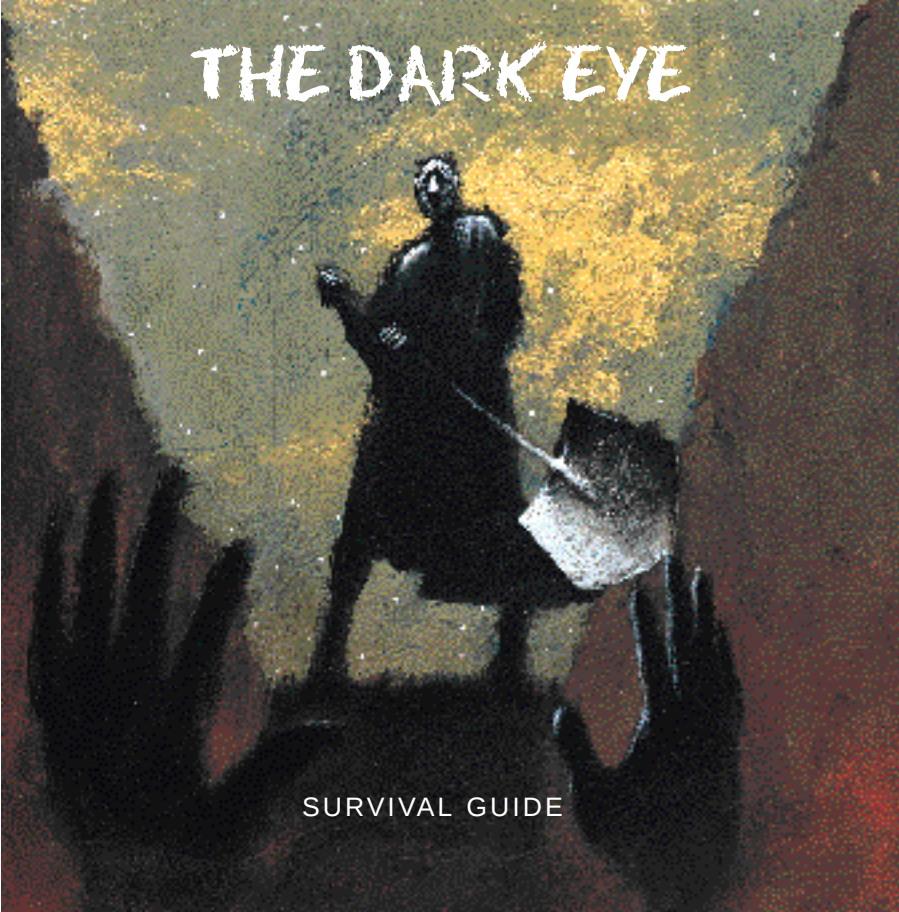


“For the wild narrative which I’m about to tell, I neither expect nor ask for belief. It would be mad to expect such a thing, in a case where my own senses reject their evidence. Yet, I’m not mad—and I surely do not dream.”

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.

THE DARK EYE

The illustration is a dark, atmospheric scene. In the center, a dark, silhouetted figure stands against a bright, yellowish-gold, textured background that resembles a cloudy sky or a glowing light source. The figure is holding a large, glowing, white, cube-like object in their left hand, which emits a bright light. The figure's right hand is raised, holding a small, dark object. The entire scene is framed by large, dark, silhouetted hands that appear to be reaching up from the bottom, framing the central figure. The overall mood is mysterious and ominous.

SURVIVAL GUIDE



What You Need

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
12 MB RAM

Windows Compatible CD-ROM

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

Windows 95® compatible!

Set-Up

Windows 3.x:

Insert the CD.

Go to the Program Manager's File Menu.

Select Run.

Type D:Setup.exe

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

Windows 95

Insert the CD.

Click on the START icon.

Click on Run.

Type D:Setup.exe

(where D is the letter of your CD).

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. Clicking on the Begin button will cause the Phrenology Map to appear. Clicking on the eye will take you to the waking world where your adventures begin.

Begin will load a previously saved game. To restore a game, select a saved game from the list of saved games and click on Begin 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.

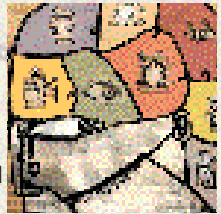
Quit ends the current game. During game play, you may also quit by holding down `Control-Q`

You can adjust the playback volume by hitting the number keys: 0 (sound off) through 9 (loudest).

You can turn off transitions by hitting the “T” key. Hitting the “T” key again will turn transitions back on.

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



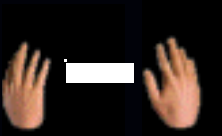
indicates you can turn right



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.



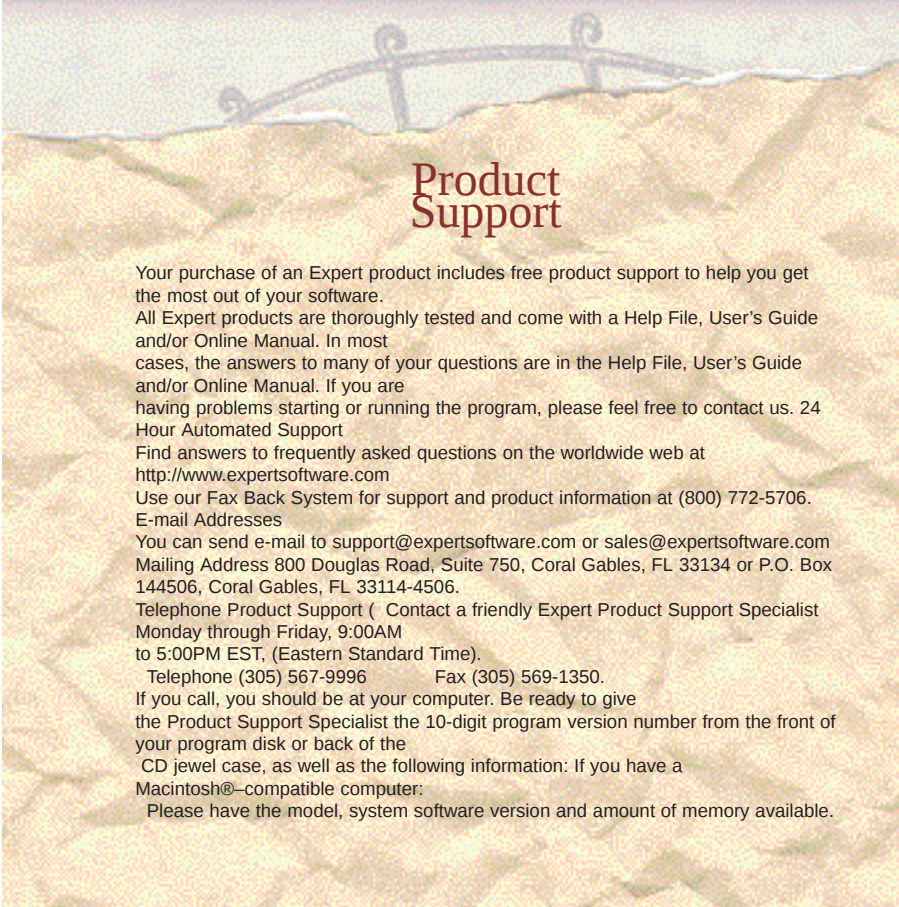
Certain objects will behave differently over time. Be sure to interact repeatedly with the people and things you encounter.

Troubleshooting

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.



Product Support

Your purchase of an Expert product includes free product support to help you get the most out of your software.

All Expert products are thoroughly tested and come with a Help File, User's Guide and/or Online Manual. In most cases, the answers to many of your questions are in the Help File, User's Guide and/or Online Manual. If you are having problems starting or running the program, please feel free to contact us. 24 Hour Automated Support

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You can send e-mail to support@expertsoftware.com or sales@expertsoftware.com
Mailing Address 800 Douglas Road, Suite 750, Coral Gables, FL 33134 or P.O. Box 144506, Coral Gables, FL 33114-4506.

Telephone Product Support (Contact a friendly Expert Product Support Specialist Monday through Friday, 9:00AM to 5:00PM EST, (Eastern Standard Time).

Telephone (305) 567-9996 Fax (305) 569-1350.
If you call, you should be at your computer. Be ready to give the Product Support Specialist the 10-digit program version number from the front of your program disk or back of the CD jewel case, as well as the following information: If you have a Macintosh-compatible computer:

Please have the model, system software version and amount of memory available.

Credit Where Credit is Due

Created by INSCAPE™

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Based upon the stories of EDGAR ALLAN POE

Featuring the voice of WILLIAM S. BURROUGHS

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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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