

ALAN

WAKE

The word 'WAKE' is rendered in large, 3D block letters. A person is standing inside the 'A', holding a glowing flashlight. The scene is set in a misty, mountainous landscape with evergreen trees. Light rays emanate from the base of the letters, creating a dramatic, atmospheric effect.

MANUAL

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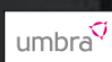
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Epilepsy warning

Some people may experience loss of consciousness or epileptic seizures when exposed to certain light effects or flashes of light. Certain graphics and effects in computer games may trigger an epileptic seizure or loss of consciousness in these people. Previously unknown predispositions for epilepsy may also be stimulated. If you or someone in your family has epilepsy, please consult your doctor before playing this game. If you experience symptoms such as dizziness, blurred vision, eye or muscle spasms, unconsciousness, disorientation, or any sort of involuntary motions or cramps while playing this game, turn the device off IMMEDIATELY and consult a doctor before playing again.

Epilepsie-Warnung

Es kann bei manchen Menschen zu Bewusstseinsstörungen oder epileptischen Anfällen kommen, wenn sie bestimmten Lichteffekten oder Lichtblitzen ausgesetzt sind. Bestimmte Grafiken und Effekte in Computerspielen können bei diesen Menschen einen epileptischen Anfall oder eine Bewusstseinsstörung auslösen. Auch können bisher unbekannt Neigungen zur Epilepsie gefördert werden. Falls Sie Epileptiker sind oder jemand in Ihrer Familie Epileptiker ist, konsultieren Sie bitte Ihren Arzt, bevor Sie dieses Spiel benutzen. Sollten während des Spielens Symptome wie Schwindelgefühle, Wahrnehmungsstörungen, Augen- oder Muskelzuckungen, Ohnmacht, Desorientierung oder jegliche Art von unfreiwilligen Bewegungen oder Krämpfen auftreten, schalten Sie das Gerät SOFORT ab, und konsultieren Sie einen Arzt, bevor Sie wieder weiterspielen.

Avertissement sur l'épilepsie

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de connaissance à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en jouant à un jeu vidéo, veuillez consulter votre médecin avant toute utilisation. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, troubles de la vision, contraction des yeux ou des muscles, perte de conscience, troubles de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.

Avvertenze in caso di epilessia

Alcune persone possono subire crisi epilettiche o svenimenti in presenza di particolari effetti luminosi o fenomeni intermittenti. In queste persone, crisi epilettiche o svenimenti possono insorgere in presenza di determinati tipi di grafici o effetti prodotti dai videogame per computer. Anche persone che non hanno mai subito una crisi, possono correre questo rischio. Se al giocatore o a un membro della famiglia è stata diagnosticata una forma di epilessia, questi dovrebbe consultare il proprio medico prima di giocare. Se si dovessero avvertire sintomi quali vertigini, perdita di coscienza, contrazioni oculari o muscolari, svenimenti, senso di disorientamento o movimenti involontari e/o convulsioni, è necessario spegnere IMMEDIATAMENTE il computer e consultare il medico prima di riprendere a giocare.

ADVERTENCIA SOBRE LA EPILEPSIA

Alguna personas pueden sufrir ataques epilépticos o confusión mental al exponerse a ciertas luces estroboscópicas o parpadeantes. Estas personas pueden padecer un ataque o perder la consciencia con ciertos gráficos y efectos de videojuegos. Asimismo, estos factores podrían fomentar tendencias epilépticas previas ya existentes. Si tú o alguien de tu familia tiene antecedentes de epilepsia, consulta a tu médico antes de utilizar este juego. Si experimentas mareos, alteraciones de la visión, espasmos musculares u oculares, desmayos, desorientación o cualquier tipo de movimiento involuntario o calambres mientras utilizas este videojuego, deja de jugar INMEDIATAMENTE y consulta con tu médico antes de continuar.

SYSTEM REQUIREMENTS

Notice: Product offered subject to your acceptance of the Steam Subscriber Agreement („SSA“). You must activate this product via the Internet by registering for a Steam account and accepting the SSA. Please see <http://www.steampowered.com/agreement> to view the SSA prior to purchase. If you do not agree with the provisions of the SSA, you should return this game unopened to your retailer in accordance with their return policy.

Minimum Requirements:

OS: Windows XP/Vista/7 (32 or 64 bit)

PROCESSOR: Dual core processor

AMD: Athlon X2 2.8GHz or better

Intel: Core 2 Duo 2GHz or better

MEMORY: 2GB

HARD DRIVE: 8 GB

VIDEO CARD: DirectX 10 compatible or later with 512MB RAM

AMD: ATI Radeon 2600XT, 3650, 4650, 5550, 6450 or higher per series

NVIDIA: GeForce 8600GT, 9500GT, GT150, GT220, GT320, GT430, GTX550Ti or higher per series

SOUND CARD: DirectX 9.0c compatible

INPUT: Mouse and keyboard, Xbox360 controller also supported

Recommended Requirements:

OS: Windows 7

PROCESSOR: A quad core processor

AMD: Phenom II x4 @ 3.2 GHz or better

Intel: Core i5/i7 @ 2.66 GHz or better

MEMORY: 4 GB

HARD DRIVE: 8 GB

VIDEO CARD: DirectX 10 compatible or later with 1GB RAM

AMD: ATI Radeon 4870, 5830, 6790 or higher per series

NVIDIA: GeForce GTX275, GTX470, GTX560 or higher per series

SOUND CARD: DirectX 9.0c compatible

INPUT: Mouse and keyboard, Xbox360 controller also supported

Index

Imprint	2
Epilepsy Warning	2
System Requirements	3
WELCOME TO BRIGHT FALLS	6
GETTING STARTED	7
COMMANDS	8-9
GAME SCREEN	10-11
CHARACTERS	12-13
ENEMIES	14-15
FIGHTING WITH LIGHT	16
SAVE HAVENS	17
LIGHT-BASED WEAPONS	18-19
CONVENTIONAL WEAPONS	20
BE ON THE LOOKOUT FOR	21
DRIVING	22
MAP OF BRIGHT FALLS	23
END-USER LICENSE AGREEMENT (EULA)	24-25

WELCOME TO BRIGHT FALLS

Alan Wake has a problem and it just might get him killed. A best-selling thriller writer, Wake and his wife, Alice, have rented an isolated cabin outside of Bright Falls, a scenic town in the heart of the Pacific Northwest. It should be the perfect getaway, a chance for Wake and Alice to reconnect, and for Wake to overcome the writer's block that has sent his career and his marriage spiraling out of control. Bright Falls hides a dark secret, though, and the charming cabin on the lake is not what it seems. When Alice goes missing, Wake's desperate search for her will take him deep into the dark woods and to the very edge of madness.



GETTING STARTED

On the Start Screen, press **any key** () to open the Main Menu. To begin playing, select New Game, then select the storage device for your saved game. Next, choose your difficulty level: Normal or hard. After you complete the game, you will unlock the Nightmare difficulty level, where you will be truly tested.

COMMANDS KEYBOARD

W A S D

Movement



Sprint and dodge combined with direction

E

Use and exit minigame

R

Reload weapon



Jump

Q

Change batteries

F

Focus

F5

Read manuscripts



Toggle camera side

1

Two hand weapon

2

Pistol

3

Flaregun

4

Flare/flashbang



Mouse Wheel: Select weapon

Mouse Movement: Look around

COMMANDS GAMEPAD



Note: The default controller layout can be modified using the **Options**-Menu.

GAME SCREEN



CHARACTERS



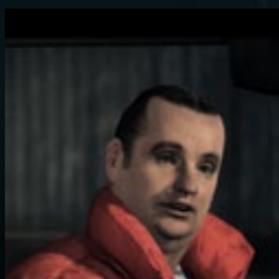
ALAN WAKE

A best-selling thriller writer, Wake has been suffering from writer's block for over two years. Unable to write, unable to sleep, Wake is a volatile man whose marriage is in jeopardy. At the urging of his wife, Alice, they have left New York City and come to the Northwest woods for a desperately needed vacation.



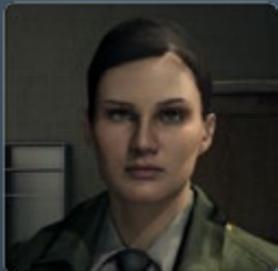
ALICE WAKE

An accomplished photographer and natural beauty, Alice is Wake's wife and confidant. Deeply troubled by Wake's self-destructive tendencies, she has initiated their trip to Bright Falls. Devoted to her husband, Alice has demons of her own: a profound terror of the dark.



BARRY WHEELER

Wake's childhood friend and literary agent, Barry is a high-strung, high-powered New Yorker, bulldozing his way through life. Allergic to dust, grass, pollen, and small towns, Barry is completely out of place in bucolic Bright Falls, but he travels there without hesitation when he senses that Wake needs him.



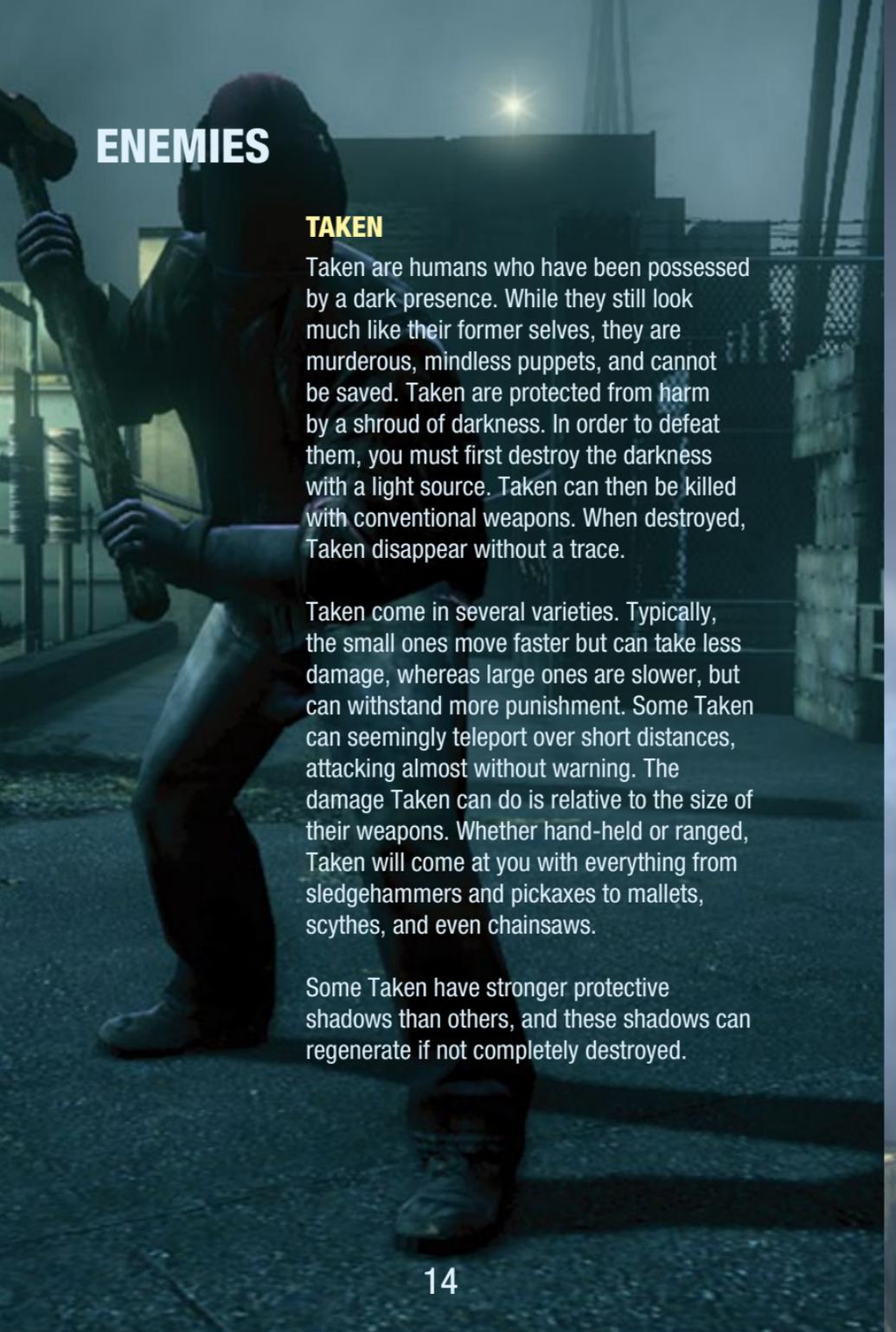
SHERIFF SARAH BREAKER

Chief law enforcement officer for Bright Falls, Breaker is a smart and authoritative young woman who wears a badge, but the badge doesn't wear her. As confident piloting a helicopter as jailing a drunk logger, Breaker isn't swayed by Wake's celebrity and will stop at nothing to get to the bottom of the mystery.



DR. EMIL HARTMAN

A brilliant psychiatrist, and author of *The Creator's Dilemma*, Hartman specializes in the long-term treatment of troubled artists at his Cauldron Lake Lodge. Considered distant and arrogant by the townspeople, Hartman's methods are unorthodox, and his results uncertain. Some patients are restored to their former artistic lives after a few months, while others remain under his care for years without improvement.



ENEMIES

TAKEN

Taken are humans who have been possessed by a dark presence. While they still look much like their former selves, they are murderous, mindless puppets, and cannot be saved. Taken are protected from harm by a shroud of darkness. In order to defeat them, you must first destroy the darkness with a light source. Taken can then be killed with conventional weapons. When destroyed, Taken disappear without a trace.

Taken come in several varieties. Typically, the small ones move faster but can take less damage, whereas large ones are slower, but can withstand more punishment. Some Taken can seemingly teleport over short distances, attacking almost without warning. The damage Taken can do is relative to the size of their weapons. Whether hand-held or ranged, Taken will come at you with everything from sledgehammers and pickaxes to mallets, scythes, and even chainsaws.

Some Taken have stronger protective shadows than others, and these shadows can regenerate if not completely destroyed.



RAVENS

Just like the Taken, some ravens are possessed by the darkness. While they aren't very dangerous individually, they have strength in numbers. Ravens usually attack in flocks and can pose a real threat, especially on narrow mountain paths or when you are being attacked by Taken. Ravens are difficult to hit with conventional weaponry, but they can be destroyed with the boosted light of a flashlight beam, or better yet, a shot from the flare gun.



POLTERGEIST OBJECTS

The darkness can take over inanimate objects such as barrels, gates, and furniture, turning them into weapons to be levitated and hurled at you. It can even control cars, tractors, and threshers in its attempt to bring you down. Use a light source to destroy them.



FIGHTING WITH LIGHT

Light sources are essential to defeating all who are Taken. When you cast a light on a Taken, you will see a corona of light that gets smaller and smaller as the darkness is depleted. When you see a bright flash, the protective darkness has been removed completely and you can use a conventional weapon to destroy the unprotected Taken.



SAFE HAVENS

Light can be used to deal damage against Taken, but it can also provide Safe Havens that Taken cannot enter. Safe Havens usually come in the form of streetlights, but be on the lookout for generator-powered light stands. When you are low on resources and faced with overwhelming numbers, the best choice is to sprint to the nearest light source.

If you can avoid taking damage, your health will slowly recharge on its own. Safe Havens, however, restore an injured player's health very quickly.

Generators are usually connected to light-stands, or they power overhead lights. Keep an eye out for flashing green bulbs, which can indicate the presence of a generator. Press **E** (**B**) to start the generator. When the flywheel appears, press **the left mouse button (A)**, then wait until the flywheel circles into the green zone each time before pressing **the left mouse button (A)** button again.

LIGHT-BASED WEAPONS

Hand-held lights are an essential part of fighting Taken. Each one can be boosted by **clicking on the right mouse button** (RMB). This will take down the darkness faster, but it will also run down your batteries fairly quickly. All flashlights and lanterns will slowly recharge when not using boost.



FLASHLIGHT

The basic flashlight lights your way through the dark forests and mills of Bright Falls, and when needed, it will burn off the cloak of darkness that protects the Taken.



HEAVY-DUTY FLASHLIGHT

The greater battery capacity of the heavy-duty flashlight allows for longer sustained boosting, making it more effective at stripping away the darkness from Taken.



LANTERN

The lantern is more powerful than the heavy-duty flashlight, but it has limited boosting capacity.



HEAVY-DUTY LANTERN

Upgrade to the heavy-duty lantern and you will have the most powerful of the hand-held light sources. Not only does it cast a brighter light, but it has the added advantage of longer sustained boosting.



SEARCHLIGHT

The most powerful light-source, searchlights are few and far between, so make the most of it when you find them. Searchlights are able to destroy even the largest, most powerful Taken.



FLARE

Flares burn very brightly, but only briefly. Especially effective when surrounded by numerous Taken, they can provide temporary safety for you while they drain the protective darkness from Taken. Flares are most effective against poltergeist objects, which can be destroyed by light alone. To clear a passage for yourself, you can hold lit flares in your hand by holding down **the middle mouse button (RB)**.



FLARE GUN

The flare gun does tremendous damage to all enemies, and it can destroy weaker Taken instantly. When fighting multiple Taken or poltergeist objects, it has the advantage of dealing damage at a distance. Of course, the flare gun comes into its own when fighting flocks of Taken birds, which explode like fireworks. The flare gun is a single-shot weapon that needs to be reloaded between shots.



FLASHBANG GRENADE

Flashbangs explode with a blinding flash of light that disintegrates Taken instantly. This is a single-use weapon that you can make the most of when surrounded by multiple Taken.

CONVENTIONAL WEAPONS

Unless the light is exceptionally intense, like a flare gun, a searchlight, or a flashbang, light alone is not enough to destroy a Taken and you must follow up with a conventional weapon.



REVOLVER

Your most basic weapon, the revolver holds six rounds. It can take out the weakest Taken with a single shot, but more powerful enemies require several shots before they go down.



SHOTGUN

The break-action shotgun holds only two rounds. It does significantly more damage than the revolver, and both barrels can be fired in quick succession, but it needs to be constantly reloaded. It's possible to hit several enemies with a single shot using both the shotgun and pump-action shotgun.



PUMP-ACTION SHOTGUN

The pump-action shotgun deals the same damage as the standard break-action shotgun and is also capable of hitting several enemies with a single shot. Although it has a slower rate of fire, it holds eight rounds of ammunition so less reloading is required.



HUNTING RIFLE

The most powerful conventional weapon in the game, it is capable of eliminating most enemies with a single shot. It holds five rounds of ammunition.

BE ON THE LOOKOUT FOR...



BEAR TRAPS

The woods are a dangerous place and along with Taken lumberjacks, possessed tractors, and a trigger-happy FBI agent, you'll have to stay

on the lookout for bear traps. These can be difficult to spot, but are often placed in clusters. Use your flashlight to see the telltale glint of metal. If you get caught in a trap, you are stuck until you can free your leg. Press the **left mouse button** (Ⓛ) rapidly to pry the trap open.



LIGHT-SENSITIVE TEXT

There are more uses for that flashlight than killing Taken. Cast your beam across rocks and walls to find helpful markings left by a fellow traveler. Some markings indicate the best direction to travel, while others point you to weapons and supply caches, or clues to the mystery you are facing.



MANUSCRIPT PAGES

As you explore Bright Falls, you will discover pages to the manuscript of a novel entitled *Departure*. Read closely and you will find that they paint a picture of the growing chaos across town, and sometimes reveal events before they occur. As you collect the pages, they will be stored in your inventory. You can read them as you find them, or later, by pressing the **F5** (Ⓛ) button.

DRIVING

You have your choice of many cars in Bright Falls, ranging from vintage pickup trucks to the latest all-wheel drives. Not only will they get you around town, but they can also be used to deal with Taken on the roads. Either run them down, or boost your headlights using the **right mouse** (**A**) button.

Only cars that have their interior lights on can be driven, so once you spot one, approach it and press **E** (**B**) to enter.

Use **W** (**RT**) to accelerate and **S** (**LT**) to brake or reverse. To steer, use **A** and **D** (**↑**).



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ALAN WAKE
END USER LICENSE AGREEMENT

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