

DARK FALL
LOST SOULS
it knows your name...



Manual

TECHNICAL SUPPORT

If you are having problems with the autostart function, use the Setup.exe file to start the installation process manually. If you are having problems with the 3D-engine, please check whether there is a driver update available for your graphic card, and whether the graphic card is fundamentally capable of running the game. On slower or older systems, switching off fading (Options - Display) can lead to significant performance improvement. In Windows ME, you may only load your own photo in window mode.

We strongly advise that you visit our website at www.iceberg-interactive.com and browse the game Forum specific to the game with which you are experiencing technical issues. In most cases, known issues, patches, or updates are listed on our Forums.

If the solution to the problem is not listed on the forum at our website, please email us at: support@iceberg-interactive.com.

When contacting us, please be sure to include:

- A brief description of the problem
- The hardware configuration of your computer
- Information on the circumstances under which the error occurred

EPILEPSY WARNING

Please read this caution before you or your child play a videogame:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Videogames:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a videogame.

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SYSTEM REQUIREMENTS

OS:	Windows® XP(SP2/SP3) or Vista
CPU:	Pentium® IV (or equivalent recommended.)
RAM:	512 MB RAM. (1 GB RAM Recommended.)
GRAPHICS CARD & MONITOR:	128 MB DirectX® 9.0C Compatible 3D accelerated video card, supporting 32bit (true colour) colour depth at 1024x768.
Sound:	16-bit DirectX® 9.0C Sound Card.
Additional:	Mouse, Speakers, DVD-Rom Drive.

INSTALLATION

The installer for Dark Fall: Lost Souls is designed to 'autorun' after inserting the DVD-Rom into your DVD-Rom drive. The installer will load automatically in a few moments. Please follow the instructions presented by the installer program.

If the 'autorun' fails to initialise:

1: Open My Computer, double-click the Lost Souls DVD icon, and double-click the Install program.

Alternatively:

2: Open the Start Menu, click Run. In the dialog box that appears, type D:\setup.exe (where D: is the letter of the DVD drive with the game disc) and click OK. Once the installer is running, please follow the on screen instructions, entering any passwords and registration codes when prompted.

UNINSTALLING

To uninstall Lost Souls, complete the following actions:

At the Windows® desktop, select:

Start -> Programs -> Lost Souls -> Uninstall Lost Souls

WELCOME TO DARK FALL

You have unfinished business with the dead. Return to the Train Station and Hotel at Dowerton for a second time, there is a new mystery to solve, and new horrors to face. The old buildings have deteriorated since your last perilous adventure, so you must watch your step, and never turn your back on the darkness...for something hides there; Something evil, unknowable and hungry.

The dead of Dowerton are the least of your problems, as you are stalked from one derelict room to the next, by the Dark Fall itself. It wants your soul; to feed upon, devour and torture. You must make the ghosts of the hotel your ally, through any means you can. For it is only through successful exorcisms that you will gain the strength to battle the darkness that lurks in that long forgotten, abandoned place.

MEET THE CHARACTERS AND LOST SOULS

The Inspector: Once a highly respected Police Officer, The Inspector was thrown from his beloved job following the disappearance of Amy Haven. He thought he 'had his man', and broke the rules to prove it. The newspapers destroyed the old man, who has felt haunted by Amy ever since. This Bonfire Night he is determined to find out what really happened to her.

Amy Haven: The young girl disappeared on her 11th Birthday, after being expelled from school. The Head Mistress of Saint Swithin's School for Girls thought her a bad influence on the other girls, and she frightened her teachers with macabre drawings and an unhealthy interest in the dead! Amy then vanished, never to be seen again...until Bonfire Night, when The Inspector goes looking for her.

Mr.Bones: No-one knows the real identity of this dark minded vagrant. Mr.Bones is so named after his appalling habit of collecting road kill, skinning the rotten carcass and then boiling the flesh from the bones. Mr.Bones believes he can communicate with the dead, using bones for divination, an ancient art thought to have perished with the 'Old Ones'. Amy shared Mr.Bones fascination for the paranormal, so joined his practise shortly before she disappeared. Mr.Bones definitely knows more about Missing Amy than he is likely to tell.

Echo: This eerie character communicates with you through mobile phone text messages (SMS). They appear to be helping you uncover the mysterious behind the Dark Fall, but may have an agenda all of their own. Leading you from one dark experience to the next may suggest that Echo is not as friendly as they first seem.

Life Leech: A vile, stinking creature that lives off souls in torment. Like a parasite, it is utterly dependent on a host, a ghost trapped in purgatory. The leech feeds and lives by consuming the negative energy created when somebody dies prematurely, and is unable to 'move on'. Only by successfully calling up a spirit, or ghost, will you be able to see the Life Leech itself. It is a precious moment, and all too brief, given that you must destroy the leech, with a weapon, to 'free' the ghost and communicate with them. Beware, the Life Leech can spit health threatening poisons, from an orifice on it's body. Destroy them quickly, and efficiently.

OLD WATER
TOWER



FOOTBRIDGE

PLATFORM 2

WEST
TUNNEL

PLATFORM 1



POWER



~~GENTS TOILET~~

LADIES TOILET

WAITING
ROOM

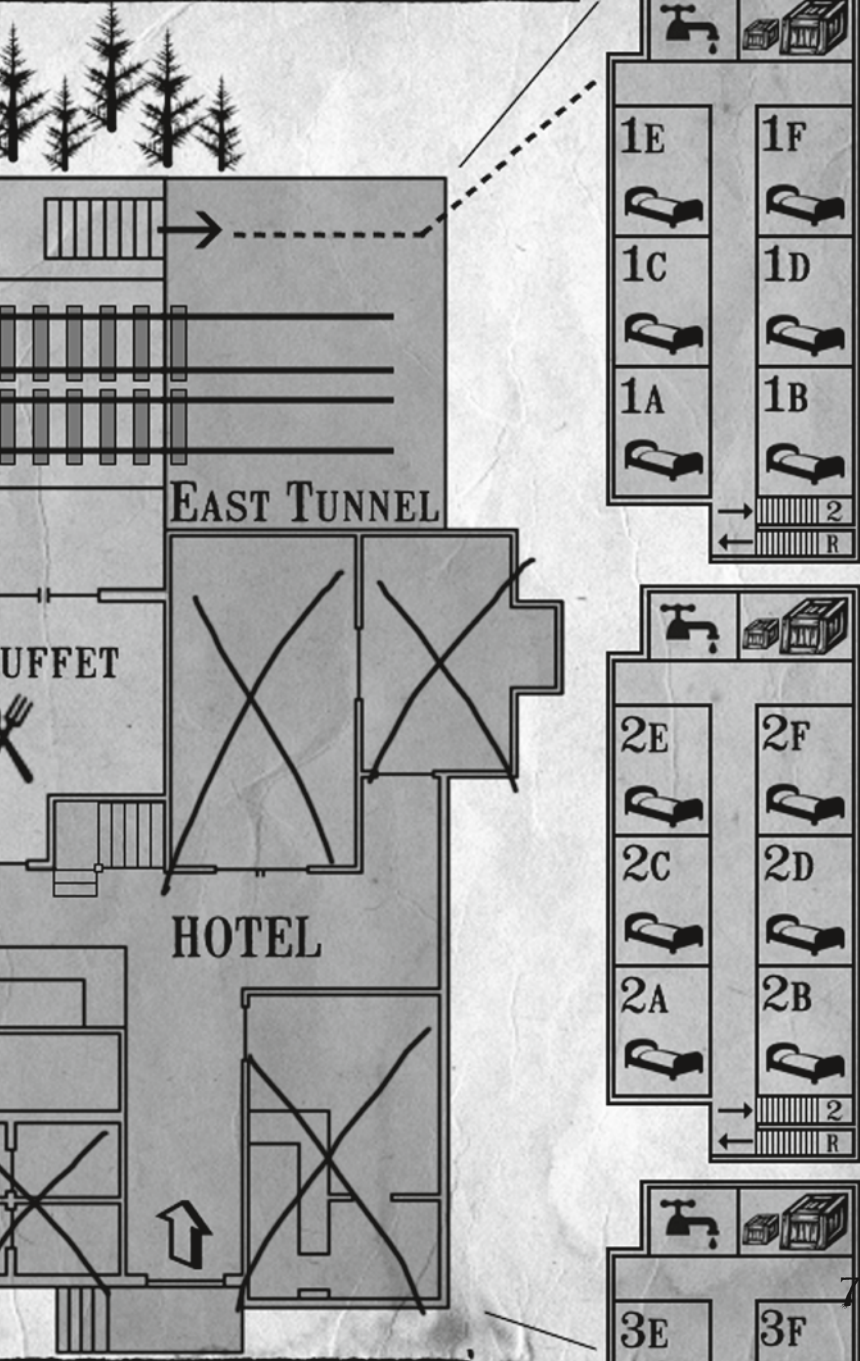
B



STATION



6



The Forgotten: A ghost, or spirit, of someone unable to 'pass on', and enter the afterlife. A member of the 'Forgotten' have usually made some terrible decision, at the last moments of their life, which causes a disturbance in time, and a Life Leech is created to eat the negative energy left behind. A ghost can be summoned by presenting the correct offerings; they are usually a portrait of the subject, a 'trigger item' and a 'power item' (see Summoning Ghosts for further details). After summoning, you will have an opportunity to converse with the spirit. Be warned, some ghosts may be confused or not recognise where they are, due to being trapped in purgatory for decades. They may even forget who they are, or what it was that they did that brought about their demise.

Shadowkin: Half-formed ghosts and spirits who are cursed to wander the earth seeking the warmth and light of the living. Never, ever, stay in a darkened space if you suspect the Shadowkin are present, as they will gather around you and drain away your life. Shadowkin are especially prevalent near Life Leeches, as the two species consume the same matter, that being the lost and wasted lives of the living. If you find yourself surrounded by Shadowkin, quickly perform any acts you must, or leave the location as quickly as possible. Those attacked by Shadowkin will recover over time, or, if you dwell too long, you will be consumed.

Regrets: A regret is a place in time and space where somebody made the 'wrong' decision. It is something they would always regret, possibly leading to their own demise. You will have a chance to enter the 'regrets', of The Forgotten, and change the outcome of the wretched souls. Learning as much as possible, you will gain the trust of The Forgotten, and help them move on, into the afterlife.

HOW TO PLAY

The world of Dark Fall requires exploration and experimentation. The cursors are your guide to what can be accomplished and where you can go.



Forward:

Click to proceed into that area.



Turn Right, Turn Left:

Do a complete 90-degree turn in the chosen direction.



Look at:

You will either turn to face your subject, or cut to a closer view.



Drag or Pull Item:

Occasionally a barrier may need to be 'pulled' out of the way, to proceed further. Or, an item may need to be 'pulled' from its hiding place. Click the cursor on the item, and drag in the direction indicated.

MAIN ITEMS

You have two very important items, stashed in your inventory for the majority of your adventure. They are:

Phone:

This handy mobile phone will prove to be a lifesaver, literally, in times of need. The phone is able to receive text messages (SMS) from Echo, your mysterious informant, and provide Nite-Vision sight in very dark places, such as the woods. The mobile also allows you to Save and Load your progress through the game, see 'Saving and Loading'.

Scissors:

A lethal weapon, in the right hands, the rusty scissors will need to be found early on in the game, if you are to proceed. Be warned, the scissors are rusty through lack of use, and decades of dereliction, so they are likely to break if used brutally, or repeatedly. If this happens, return to a Scissor Stash, and collect a newer pair. The scissors are useful for breaking open containers, old locks, rotten doors, crumbling walls and, of course, you can destroy Life Leeches! See Life Leech in the 'Meet the Characters' section.

SAVING AND LOADING

Saving your progress:

Once The Inspector's Mobile Phone is active you can save and load at any time during the game.

To Save:



Click the Mobile Phone, in the bottom left corner, of the screen. It will become active. Then, click the 'Save' Icon. Use the forward and back arrows to scroll through your Save slots, and select an empty one, if making a new save, or select an old save to 'overwrite'.

To Load:



Click the Mobile Phone, in the bottom left corner, of the screen. It will become active. Then, click the 'Load' Icon. Use the forward and back arrows to scroll through your Load slots, and select one of your previous saves. Your last Save Game will have the most recent time and date.

OPTIONS

Click the Mobile Phone, in the bottom left corner, of the screen. Then select the 'Options' Icon.

Subtitles: Click to switch Subtitles either 'on' or 'off'.

Difficulty: Select either 'Easy' or 'Normal'.

Note: It is possible to change the options, including difficulty, during gameplay.

CREDITS

This Game is entirely a work of fiction. The names, characters, and incidents portrayed in it are the work of the developers imaginations. Any resemblance to actual persons, living or dead, events, or localities is entirely coincidental.



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Effects & Particle Manifestations

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The Inspector - ?

Amy Haven - Emma Harry

Mr.Bones - Jonathan Boakes

Phone Operator - Lorraine Marsh

Hotel Staff - Jonathan Boakes

Gloria Grable - Lorraine Marsh

Shadowkin - Jonathan Boakes

Andrew Verney - Philip Philippou

Matilda Fly - Emma Harry

- **The Author Would Like To Thank** -

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www.darkfallgames.com / www.darklingroom.com

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