
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00696/00741
MN-PSX-845-1
HEART OF DARKNESS™
STUDIO
tantrum
A DIVISION OF INTERPLAY PRODUCTIONS
Interplay
BY GAMERS. FOR GAMERS.™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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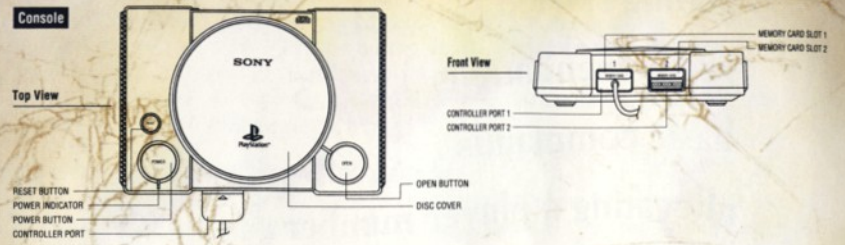
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Set up your PlayStation® game console in accordance with the instruction manual supplied with the system.

Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.

Close the Disc cover. Plug a controller into Controller part 1. If the unit is switched off, switch on the **PlayStation®** Console by pressing the **POWER button (ON)** to begin play. If the unit is already on, press the **RESET button.**

Now follow on-screen instructions to start the game.

WARNING!
Do not insert or remove Controllers or any other peripherals once the power has been turned on.

Changing Discs

During the game, and depending on the choices that you make, a screen may appear with the message "**Please insert Heart of Darkness DISC 1**" or "**Please insert Heart of Darkness DISC 2**". Without switching off the Console, open the Disc cover and insert **DISC 1** or **DISC 2**, then close the Disc cover.

Saving games

To save your position in the game, you'll have to use a **Memory card.**
Select "**Load**" to reload a previously-saved game or "**Save**" to save your position in the current game.

Accessing the menus and options

From the main menu choose "**Options**". You can then access the option menus to choose the difficulty level, configure the Controller, adjust the sound volume, access saved levels, start a new game, or view a cinematic (see "**Menus and Options**").

Pause

The **START button** can be used to pause the game to let you carry out one of the two following actions: quit the current game or save it on the Memory Card. To continue the game in progress, just select "**continue**".

TV screen format

If your TV screen format is a wide one (16/9), the game images will be horizontally distorted. To fully enjoy **Heart of Darkness** and its graphics quality, please set your TV in the 4/3 screen format (for further information on this function, refer to your TV manual).

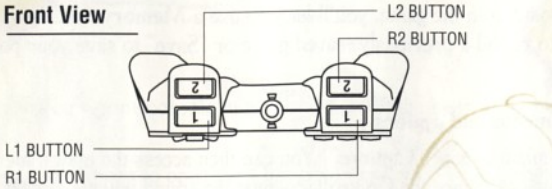
basic commands

The basic commands are shown below and opposite.

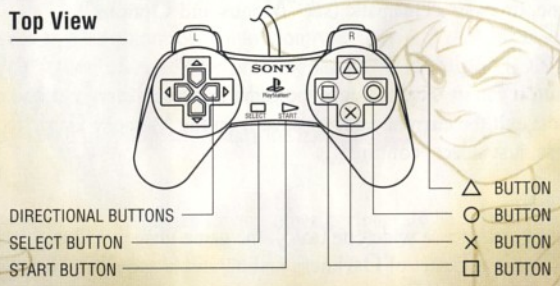
controller diagram

Controller

Front View



Top View



In the menus:

Directional button: Select an option

× button: Confirm an option

In the game:

Default button configuration (refer to "**Menus and Options**" on p. 11 to reconfigure).

× button: jump

□ button: run

△ button: special power

○ button: fire

Left Directional button: go left

Right Directional button: go right

CAREFUL!

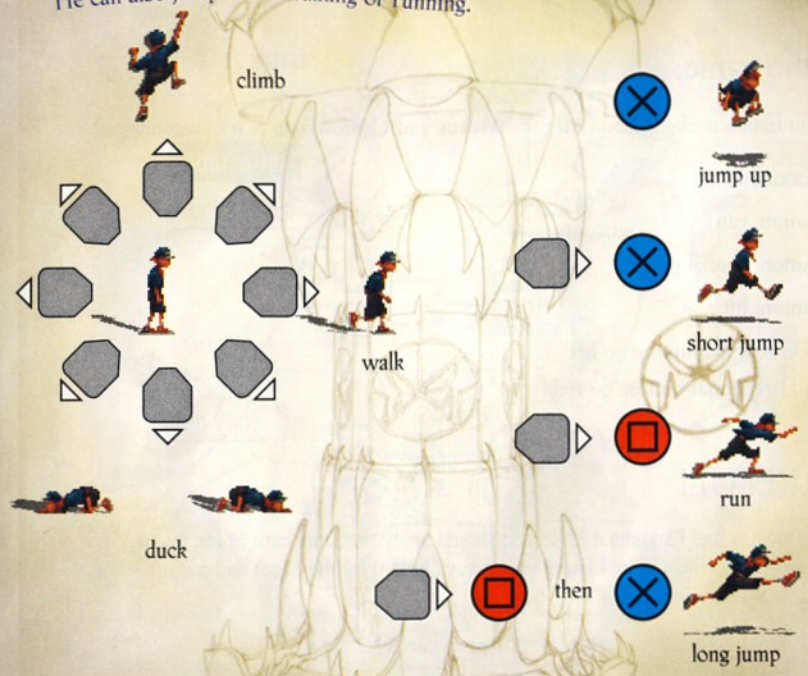
While storing and handling a **Disc** you should apply the same care as for **audio CDs**. You will not need to clean your **Disc** if you always hold it by the edges and put it back in its case directly after use.

To save your settings, you must use **Memory cards**.

Make sure you have at least one free block on your **Memory card** before commencing play.

Andy's moves

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



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

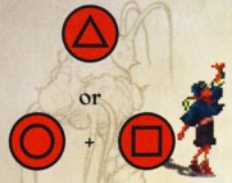
The Ordinary Powers



Hold the ○ button down 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



Preparation of the power

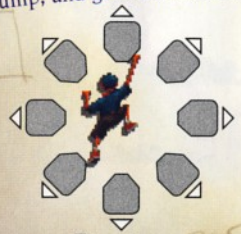


Keep the △ button or ○ button pressed to aim and release to fire



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



Grab a hold

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



Fall



Grab a hold

special moves

Struggle



Press the **left and right Directional buttons** 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

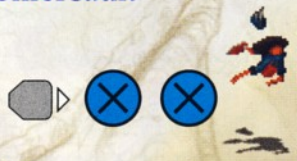


Push an object

"Salto" the somersault



Normal Salto



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

Note that this option cannot be used to save game data on a **Memory card**, nor to reload game data from a **Memory card**. You must use the "**Save**" or "**Load**" option in the main menu to do this.

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

When you want to start or resume a game customized by a player number, use the **Directional button** to go to the "**Select**" option, then confirm by pressing the ✕ **button**. Use the **Directional button** 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 1.

To delete a saved game, select the "**Delete**" option, then confirm by pressing the ✕ **button**. Use the **Directional button** to select the game that you want to delete, then validate and confirm the deletion by selecting "**YES**".

You can cancel your choices at any time by selecting "**Cancel**".

save / load (Memory card)

Select "**Load**" and press the ✕ button to reload a saved game.

Select "**Save**" and press the ✕ button to save the game you are playing.

Do not insert or remove a **Memory card** while the Console is switched on, because this might damage the data stored on the **Memory card**.

menus and options

You can access the option menus from the main menu by selecting «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 Directional buttons and confirm by pressing the ✕ button. To go back to the main menu, press the START button.

• new game

Just confirm by pressing the ✕ button or the **START button** to start a new game.

• 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, as long as your PlayStation is switched on).

• load 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 progressed in the game. Use the up and down **Directional buttons** to select the level you want to access, then confirm by pressing the ✕ button. Next, use the left and right **Directional buttons** to choose the screen where you would like to restart, then confirm by pressing the ✕ button.

Note that this option cannot be used to save game data on a **Memory card**. You must use the "**Save**" option in the main menu to do this.

• show cinematics

When you confirm, you access the menu in which you can choose a cinematic scene 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 **Directional button** to choose a scene, then confirm by highlighting OK and pressing the ✕ button.

• quit

Confirm by pressing the ✕ **button** to go back to the main menu.

• options

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

Control:

Select one of Andy's actions (run, jump, fire, special power) and press the button on the Controller to which you want to assign the action. To test your choices, use the "**Test**" function. If you want to go back to the buttons defined by default, use the "**Reset**" function, or quit the setup menu and clear these settings by selecting "**Cancel**".

Difficulty:

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

Sound:

You can adjust the sound volume by using the left and right **Directional buttons**. 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**".

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Some tips to help you make easier progress in the game

Beware of shadows...

Practice **somersaulting**, you'll need it during the game.

Some pretty tenacious monsters sometimes grab hold of Andy, and then he can't use his weapon. He can throw them off by pressing the left and right **Directional buttons** 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 **X button** (jump button in the default configuration) 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 behavior carefully: you'll then find it easier to anticipate their attacks.

If you are having a tough time, set the game on "Easy". You'll still get to see all the wonderful things in the game, but it won't be as difficult. Once you finish the game and become an expert, you can try again on the next setting.

Level 1 Hints





In many places, Andy can interact with the dangerous surroundings; even the shadows aren't safe! Think about what is casting the shadow. If you can get rid of that, the shadow will disappear.

If you seem stuck in an area, try shooting the rocks to get them to move. You'll be surprised that either by shooting, jumping up and down or by pushing you can move mountains. You might have to do it a few times over to really get things moving – rocks and mountains are heavy after all!

The first time you may encounter trouble is when many shadows swarm Andy from both sides of the screen. Do the best you can to get towards the center of the screen and concentrate on the enemies to the left (they are more aggressive). Make sure to attack the enemies to the right from time to time to keep them away and always attack the flying shadows regardless of which side they are on (see screen shots). Do not try to run. Stay and shoot them. You will eventually shoot them all.

If you are having a hard time getting past the shadow dogs that come trotting at you from the right side of the screen, try double jumping (as described in this manual). This will be a standing double jump and timing is very important to jump over them safely. When the last of the shadow dogs appear you will see shadows that leap-frog. Quickly head right and attack them. Watch your left for shadows too.

Level 2 Hints

When you enter a darkened area, you must somehow light the way. Search the level for something that creates light so that you can see. Also, plant serpents are always hungry. They can not attack you if they are eating. Remember to proceed with caution!

Level 3 Hints

Seeds can't grow while floating in water so, you have to somehow move them to land if they are to be useful. Shadow piranha fish are dangerous and can't be killed. The answer to a puzzle isn't always on the same screen. Look around and explore!

Only the best swimmer can find a way to unblock the water! Once you figure out what to do – swim back fast, it won't take long before you're lunch!

Seeds are very useful and can be moved and used more than once – even on different game screens. Use the water to transport the seeds to different islands. Remember, two seeds can't share the same island – one will "bump" the other. Now, if you can just figure out how to get those seeds moving from island to island and screen to screen!









Customer Support

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer

Service system, with a Customer Service representative available during normal business hours at (949) 553-6678.

Please try to be at your PlayStation.® The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to "http://www.interplay.com" or you may ftp to ftp.interplay.com.

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 949-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH.

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original idea
Eric Chahi & Frédéric Savoir

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"sprite animator" tool & playback
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D.Stewart

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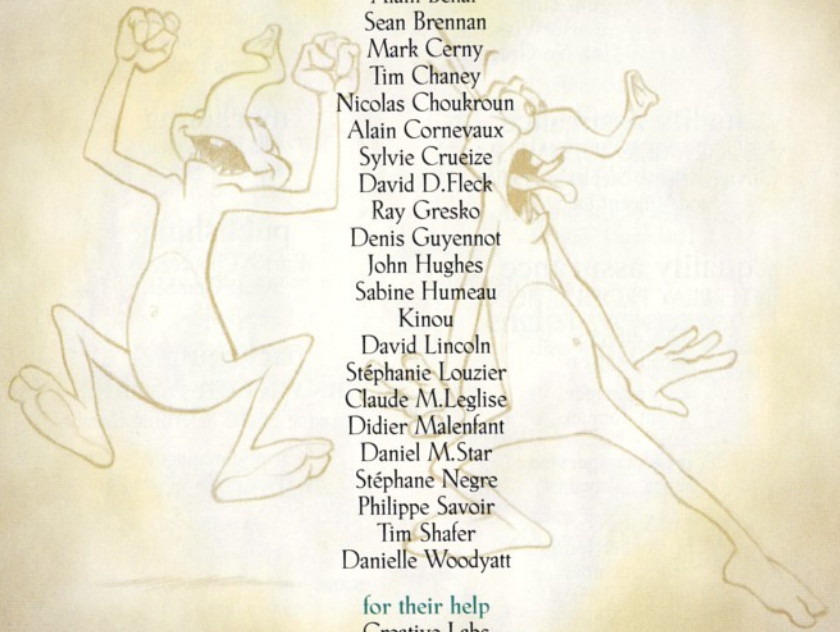
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for their help
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Intel Corporation
DirectX Team

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Warranty Replacements
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Interplay Website

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games...and what you don't like about them. So use the feedback options on these pages and sound off.



Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo

C.E.O.

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This site features our demos, upgrades, product information and ordering information.

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OR VISIT:
www.heartofdarkness.com