BLACK MIRROR II

Epilepsy Warning

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

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Contents

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Welcome back!

We're delighted to have you back five years on from Part One to join us on our journey back to Willow Creek.

The development team at Cranberry, the authors and all of the external studios have done their best to create a worthy successor. We hope that we'll be able to fulfil your expectations and that you enjoy as we continue to tell the story of the castle and the Gordon family curse.

We wish you plenty of fun and a few grisly moments too!

Achim Heidelauf, dtp and the Cranberry Team

System Requirements

Minimum System Requirements

- AMD or Intel single-core processor @ 1400 MHz
- 512 MB RAM (XP) / 1.024 MB RAM (Vista) / 1.536 MB RAM (Vista x64)
- AGP/PCI-E Graphics card with Shader Model 2, DiectX9 compatible min. 128MB VRAM (ATI Radeon 9800 or NVidia GeForce 6800) / integrated (onboard) graphics: Graphics with Shader Model 2, DirectX9 compatible, min. 128 MB VRAM (Intel GMA x4500, ATI Mobility Radeon 9800 or NVidia GeForce Go 6800)
- DirectX8 compatible sound card
- Microsoft Windows XP x32/x64 or Microsoft Windows Vista x32/x64
- DVD-ROM, mouse, keyboard / ca. 6 GB hard disk space

Recommended System Requirements

- AMD or Intel Single or Dual-Core processor @ 2000 MHz
- 1.024 MB RAM (XP) / 2.048 MB RAM (Vista)
- AGP/PCI-E Graphics card with Shader Model 3, DirectX9-compatible, min. 512 MB VRAM (ATI Radeon x1300 (and later) or NVidia GeForce 7000 series (and later)) / Integrated (onboard) graphics: ATI/NVidia graphics with Shader Model 3, DirectX9 support, min. 256 MB VRAM
- DirectX9 compatible sound card
- Microsoft Windows XP x32/x64 or Microsoft Windows Vista x32/x64
- DVD-ROM, mouse, keyboard / ca. 6 GB hard disk space

Installation

Autostart

Place the Black Mirror II DVD in the DVD-ROM drive. Wait until the selection menu opens. Select the menu item 'Install Black Mirror II' to start the installation.

Manual Start

Open Windows Explorer and right-click the symbol for your DVD-ROM drive. Next, click on 'Open' to display the drive contents. Now launch the Installation Assistant by double-clicking the 'Setup' file, or open the selection menu with the 'Startup' file.

Uninstalling

To remove 'Black Mirror II' from your computer, click the Uninstall symbol in the Start menu. Alternatively you can uninstall the game via 'Add or Remove Programs' (XP), Or under 'Programs and Features' – 'change or uninstall programs' (Vista or Windows 7).

> **!** *Do not remove the DVD from the drive while playing the game, otherwise the copy protection system will activate and will restrict the game's playability!*

Background

Darren Michaels is a student from Boston who comes to spend his semester vacation at his mother's house in the idyllic New England coastal town of Biddeford.

The only thing in life that Darren is passionate about is photography, which is how he ends up with a job in a run down photograph store. But the job isn't really that fun and Darren has little to do with actual photography, his despotic boss Fuller makes the most of him as an errand boy and has him constantly cleaning the store. But things take on a whole new complexion when the fascinating Angelina steps into Darren's life...
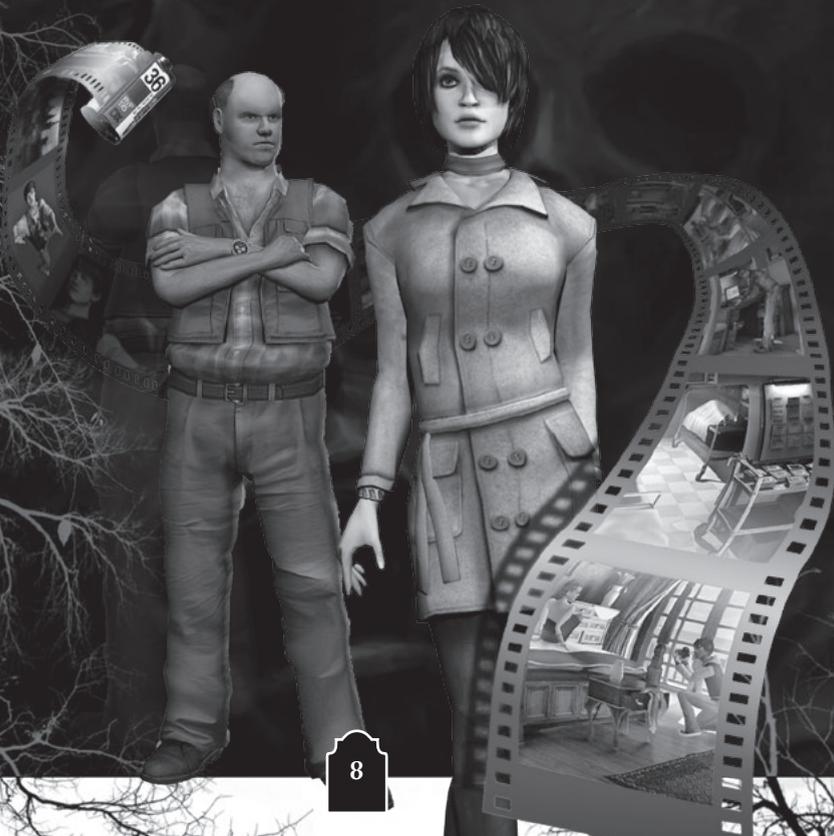
Quick Start

For the more impatient of you, here's a quick summary of the most important game elements:

- Start a new game and select a difficulty level. The settings can be adjusted at any time in the Options menu.

- The mouse pointer will turn red when it passes over interactive elements (hotspots).

- Click the left mouse button over a hotspot to interact with it.

- Click the right mouse button over a hotspot to get more information. This is optional and never required to advance in the game.

- Hotspots which are no longer of any relevance are automatically turned off. Should a hotspot remain active, this means that sooner or later there will be something to do there again.

- Press the space bar or the magnifying glass symbol at the top right to have all of a scene's hotspots shown to you.

- Press the D key, the J key or click on the book symbol in the top right to open Darren's diary. Here you will find lots of background information and useful tips to help you with the tasks.

- Double-clicking on hotspots will skip all of the movement sequences associated with them. By doing this you can make rapid progress through the game, but at the same time, there's plenty you'll miss out on. So watch out!

Left-clicking on an object in the inventory puts the item into Darren's hand. Now you can use the item with a person, or an object in the scene or in the inventory.

A right-click on an object in the Inventory uses it or describes it.

For easier control you can use the mouse wheel to scroll through the inventory. Your cursor will become the selected item.

Mouse and Keyboard Layout

Left mouse button (on a hotspot): Use an object. Pick up an object. Speak to a person. Leave the scene.

Right mouse button (on a hotspot): Receive further information about an object or a person. Right-clicking on hotspots is always optional!

Left mouse button (on an inventory object): Put the object into your hand in order to combine it with a hotspot, a person, or another object.

Right mouse button (on an inventory object): Use the object or have more information shown about that object.

Mouse wheel (over the game scene): Scroll though the inventory at the cursor.

Mouse wheel (in Inventory): Scroll through the inventory list left or right.

Space bar: Brings up hotspot indicators for a few seconds.

Space bar (held down): Brings up the hotspot indicators for longer.

E: Shows all of the exits in a scene.

H: Shows all of the hotspots (except exits) in a scene.

D/J: Opens Darren's diary

F9: Quick Save

F10: Quick Load

TAB: Skip cutscenes

ESC: Open menu / Quit videos / Close diary and other things.

Game Menus

Main Menu

After you have launched Black Mirror II, the Main Menu will be displayed. This is where you can select the following options:

New Game

Select a difficulty level (see page 13) and begin a new game. Good luck!

Load Game

Load a previously saved game. If you don't have any saved games then this option is greyed-out. More about this on page 14.

Options

This is where you can make adjustments to the Graphics, Sound and Control preferences. More about this on page 16.

Extras

In the Extras menu you will find pictures, videos and mini-games which you can activate during the course of the game. More about this on page 40.

Team Credits

This is where you can take a look at the team behind Black Mirror II.

Quit the Game

You can quit the game once you have answered the confirmation prompt.

New Game – Difficulty Level selection
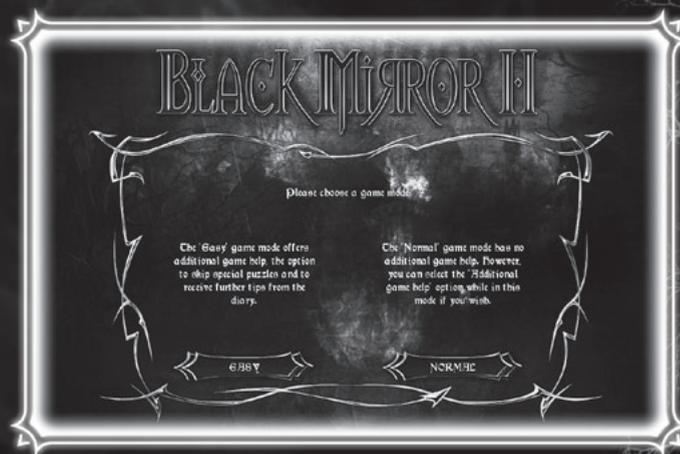
When you launch a new game you can choose between two difficulty levels:

Easy

The 'Easy' game mode gives you additional help functions,

such as tips in the diary and opportunities to solve certain puzzles in the game automatically (see pages 22, 34).

Normal
In 'Normal' game mode, additional help is deactivated; however, you can change the game mode at any time in the Options menu.

Load Game

All saved games are displayed with names and are selectable with the mouse. Once selected, a game is loaded by double-clicking the 'Load' button.
Screenshots of the state in which the game was saved help you to have a clearer overview.
To the left of the screenshot you will also find a button to delete the saved game if you wish.

Save Game

This is where you can save the current game. By clicking on 'New Entry' you can create a new saved game. You can then use the keyboard to enter the name of your savegame.
By clicking on an already existing saved game you can overwrite it by entering a new name and saving.

Options

This is where you can adjust specific settings as to how the game appears and sounds. This is divided into three sections: Graphics, Sound and Game. Each of the following can each be adjusted:

Graphics (GFX)
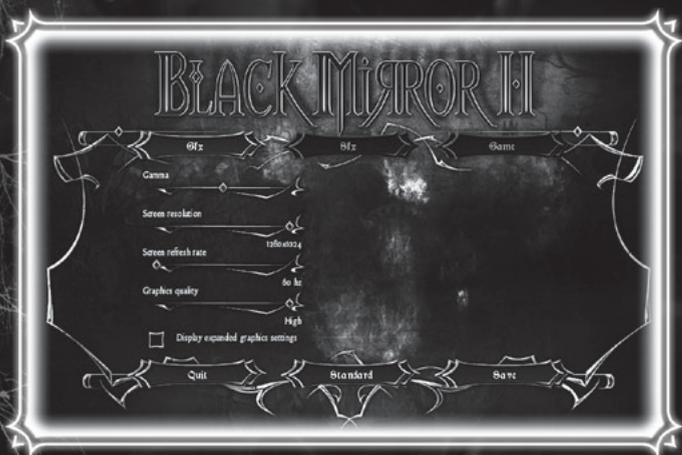
This menu allows you to adjust all relevant presentation parameters.

When the game installs it makes its own assessment of your system and configures itself to suit your PC. Please note that changes to these settings can markedly affect the presentation quality and the game's performance.

Gamma

The Gamma values can be adjusted using a slider control. This influences the brightness of the game on your screen.

Screen Resolution

By adjusting the screen resolution, the presentation of the game can be optimised for your system. A reduction in resolution can improve the game's performance. We recommend that you use a resolution of 1280 x 1024 (4:3) or 1280 x 800 (wide screen).

Screen Refresh Rate

Use this adjustment to match the screen refresh rate with your monitor's requirements in order to stop undesirable flickering. Please check your monitor's user guide regarding the recommended settings before you make any changes here.

Graphics Quality

These options allow you to regulate the quality of the presentation in order to optimise the game's performance for the system being used. You can choose from three quality levels. If you want to make more exact adjustments, activate the expanded settings.

Expanded Settings
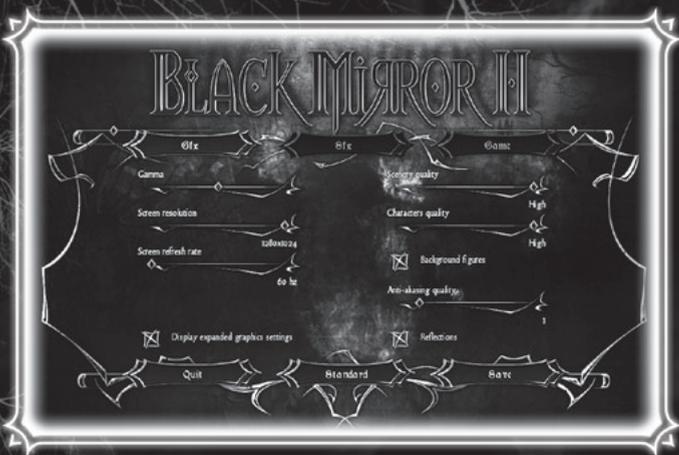
The expanded settings allow finer tuning of the quality of presentation. All of the options will permit an improvement in performance, although these will be at the cost of the quality of the presentation. The options are:

Quality of the Scene Presentation
Not strictly relevant scene details can be excluded in three stages, e.g. background animations can be turned off.

Character Presentation Quality
To optimise performance, the quality of the textures of the game's characters can be reduced in three stages.

Anti-Aliasing Quality
This setting allows the improvement of edge smoothing. A higher edge smoothing leads to a better presentation. If you are experiencing performance problems, you should reduce or deactivate the edge smoothing.

Background Characters
This lets you turn off characters who are not relevant to the game.

Reflections
Use this setting to turn reflections on or off.

Sound (SFX)
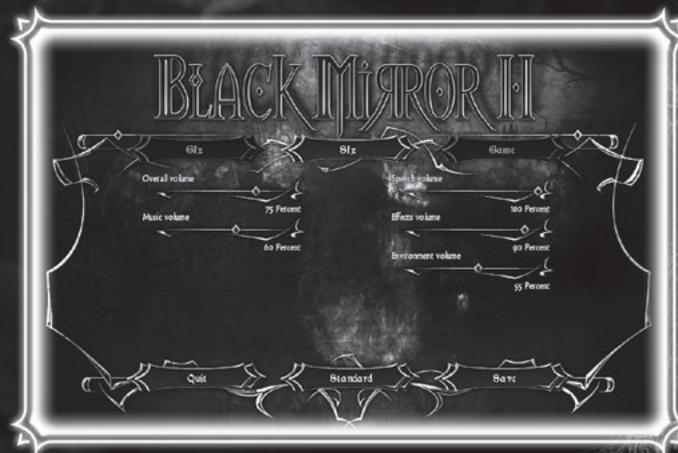
This menu allows the exact adjustment of the volume settings for all sounds in the game.

General Volume
By moving this slider, the whole volume level of the game can be set.

Music Volume
This setting controls the volume of the background music.

Voices Volume
This setting controls the volume of the spoken game text.

Effects Volume
This setting controls the volume of the in game effects.

Environment Volume
Adjusting this alters the intensity of the atmospheric noises which are played in the background of the game's scenes.

Game

This menu contains options which enable you to alter your game experience and the difficulty level.

Display Dialogue Text
This option lets you turn on/off the spoken text appearing as subtitles.

Use Hardware Mouse Pointer
This option allows you to choose between two cursors: By using the Standard Mouse Pointer, when interactive elements are passed over, a small icon appears next to it which represents the type of interaction possible.
The Hardware Mouse Pointer, on the other hand, changes to a different icon when it passes over an interactive game element.
Using the Hardware Mouse Pointer improves usability where there are performance problems.

Original Black Mirror I Mouse Pointer
This option lets you use the familiar cursor from Black Mirror I (see page 25).

Additional Game Help
Using this option activates additional help through the course of the game. This includes the opportunity to be able to read help text in the diary, and also the possibility of skipping certain puzzles by means of a skip button after a certain amount of time, or a number of failed attempts.

Display Tips
This option activates or deactivates the display of tutorial information on how to play the game. We recommend that you don't deactivate the tips, since the advice given is only about the controls within the game and not about the game content itself. This means you can be sure that you are getting the most out of the whole range of functions offered by the Black Mirror II controls.

Activate Hotspot Indicator
This option activates or deactivates the feature of showing all of the available hotspots within a scene either by means of the magnifying glass symbol or by pressing the space bar.

Playing the Game

Movement

In order to move Darren, left-click. Click a person, an object, or an exit and Darren will move to that point. You can also click on any place on the ground. Depending on the distance to the selected destination, Darren will adjust his walking speed accordingly. He will only run in exceptional circumstances. It's also no fun for Darren to go exploring the world at a permanent break-neck speed. Should you double-click on an interactive point, Darren will jump straight to it. Longer actions and moving into the next scene can also be skipped with a double-click. But use this function carefully! Skipping scenes might mean you miss some vital information, or even just a good scene.

Interaction

The mouse pointer goes red when it passes over interactive elements. You will also hear a discreet sound effect.
In addition, the pointer will also change into another symbol which will show you the next actions that Darren can carry out.

Disappearing Hotspots
A hotspot will disappear completely when it is no longer relevant, since you have already carried out all possible actions with it. Therefore, hotspots that don't disappear will still be important later in some form or another. It's worth making a mental note of these hotspots so that you can go back to them at some future point in time.

Left-clicking on a Hotspot
The following things can be done to a hotspot:

Darren looks at the selected object. This is often possible more than once and sometimes you will discover important or hidden information only after a more thorough search.

Darren takes the object with him. It will be put into the inventory (page 27).

Darren uses the selected object. Thus, for example, a drawer can be opened or a mechanism triggered.

Darren speaks to the selected person. If you can carry out a longer conversation, dialogue options will appear at the lower edge of the screen.

Darren goes to the selected exit and leaves the scene.

Right-clicking on a Hotspot
You can also click on interactive elements using the right mouse button. In most cases this will reveal further information about the object. You can also discover more about what Darren thinks about a person. This feature is optional and is not needed to progress in the game.

Optional Mouse Pointer

Classic Black Mirror Cursor
You can switch to the classic Black Mirror mouse pointer at any time in the Options menu.
The mouse pointer also turns red over interactive elements in this game mode as well. There are, however, helpful cursor expansions which will tell you in advance what action Darren is going to take next.

Black Mirror I Mouse Pointer

Conversation

Exit

Hardware Cursor
The cursor expansions can be found in the Options menu under 'Use Hardware Mouse Cursor: yes / no' where they can be turned on or off. Use this option if you are playing on a slow PC where the selected mouse pointer isn't moving smoothly. In this mode the mouse pointer won't be altered by the addition of a symbol, but rather it will change its shape completely. Many players prefer this cursor format – why not try them both to see which you like best?

Cut-scene Mouse Pointer

This symbol appears during an auto-matically running scene or during a longer dialogue. It shows you that at that moment you cannot intervene.

Almost always, scenes like this can be skipped by using the TAB key. As previously mentioned with double-clicking on a hotspot, you should use the skip function with care; you don't want to miss anything important.

Hotspot Indicator

Press the space bar or click on the magnifying glass symbol at the top right to have all of a scene's hotspots displayed to you.

These will then be indicated by a magnifying glass.

By using the H key you can have all of the hotspots displayed except for the exits. By using the E key you can have only the exits displayed without any of the hotspots.

The following is valid for all three indicator modes:
After few seconds the hotspots are turned off again, as long as you don't hold down the appropriate key. Please use the hotspot indicator with some discretion! Exploring of the game environment is an important game element of Black Mirror II. It's not as much fun if you have everything pointed out to you.

Inventory

As soon as you move the mouse pointer to the lower edge of the screen, the inventory list will open, showing all of the objects that Darren is carrying with him.
The object in the inventory over which the mouse pointer is located will be slightly enlarged.

Left-clicking on an object in the inventory puts the item into Darren's hand. The respective object will then attach itself to the mouse pointer.
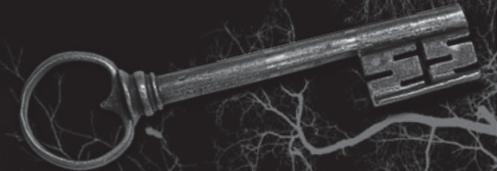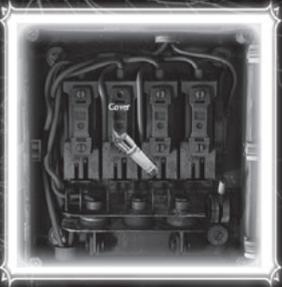
If the expanded mouse pointer turns red over a hotspot, then you can use the object with the hotspot by left-clicking. For a better overview, the object attached to the mouse pointer will also turn red over possible interaction points. Objects in the inventory can also be combined. Move the mouse pointer, already expanded with the selected object, over another object in the inventory.

If there is a combination possibility, the pointer will turn red once more and the attached object will change colour. You can now try to combine the two objects with a left-click.

The following applies to all combination possibilities:
An available combining opportunity might not always help you move forward in the game; however, Darren's comment on a failed action might well give you some useful information on how to solve a problem.

Mouse Wheel Support

For optimum ease of use you can also use your mouse wheel in the game. Move the mouse pointer over the game scene (not the inventory) and turn the wheel in order to scroll through the inventory objects directly at the pointer's location. This is also possible over hotspots.

A right-click on an object in the inventory lets Darren either use or consider the object. So for example, you can open a box, or read a letter.

As soon as there gets to be a lot of objects in the Inventory, right and left arrows appear which you can use to scroll backwards and forwards.

To do this, move the mouse pointer over one of the arrows. The inventory list will scroll in the corresponding direction. To stop scrolling, move the mouse pointer away from the arrow.

By right-clicking on the corresponding arrow, you can go directly to either end of the inventory list.

Dialogue

As soon as you select a person you can speak to, a dialogue menu will appear at the bottom edge of the screen. Here you will see various conversation topics (people, places, objects). Move the mouse pointer over a topic and text will appear. informing you what it is about.

Left-clicking on the desired topic will begin the conversation. Left-clicking on the cross symbol at the bottom left will break off the dialogue.

It often happens that a further conversation topic is unlocked during dialogue with another character. The preview picture will then be added to the dialogue selection.

You can also activate the sub-titles (speech bubbles) feature at any time in the Game Options (page 16).

Interface and On-screen Displays

When you move the mouse pointer to the upper edge of the screen, a selection menu in the top right corner will appear.

Open Load/Save menu: This icon directly opens the Saved Games menu.

Open Main Menu: With this icon you can access the main menu. You can also use the ESC key.

Open Diary: This icon lets you open Darren's diary. You will jump immediately to the last entry you looked at. You can also use the D or the J keys.

Indicate Hotspots: This makes all of the interactive points in a scene visible. The indicators will disappear after a few seconds. You can also use the space bar.

Special Puzzles

In some places in Black Mirror II there are the Close-Up puzzles. If you have selected the 'Easy' difficulty level, then after a certain time period, or after several failed attempts, the 'Panic Lever' will appear.

Just one left-click on the lever and the puzzle will be solved automatically.

Darren's Diary

You can open Darren's diary from the game menu in the top right corner of the screen. You can also use the D or the J keys. The only times the diary cannot be accessed are during an automatically running scene, or when you are working on a puzzle in close-up mode.
The diary opens automatically at the last entry you looked at.

Additional new text is added to the diary throughout the course of the game. You can tell when there is an update as a flashing icon appears in the top right of the screen.

Darren notes down lots of thoughts about people and happenings, however, he also jots down some useful tips about current tasks within the game.

The opened diary looks like this:
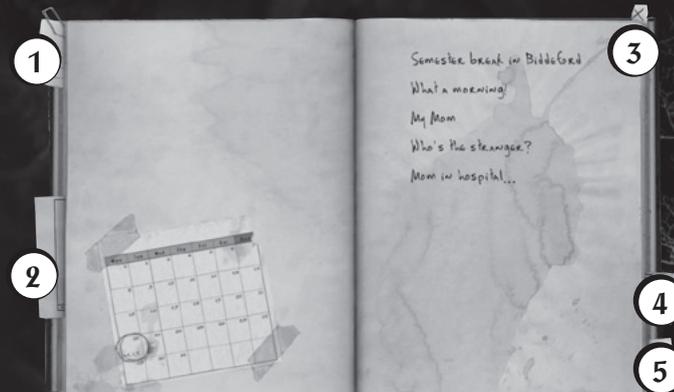
1. A left-click on the bookmark at the upper left of the diary opens the contents listing. One click on a subject takes you there immediately.

2. This bookmark opens the last entry that Darren has made.

3. Use this icon to close the diary. You can also use the ESC key to do this if you wish.

4. This bookmark opens the Tasks section.

5. This bookmark takes you directly to the last task you have
   received.

You can leaf through the pages by clicking with the mouse on
the outer edge of each page.

Tasks

Tasks which have been done are shown as struck-through.
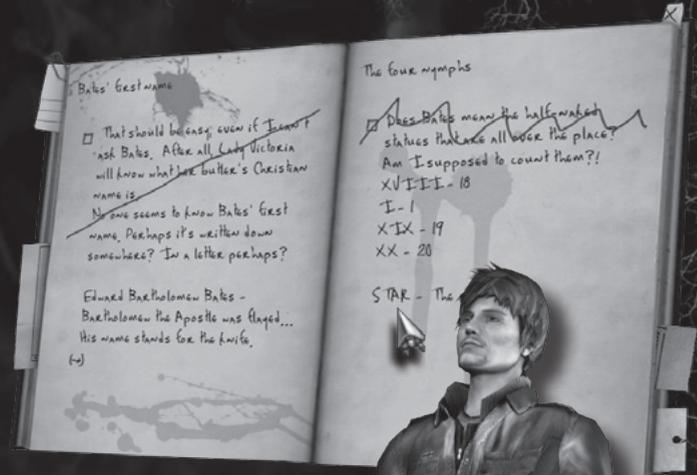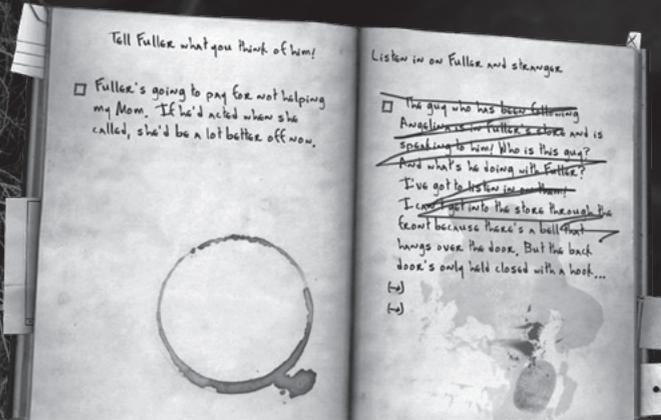
In the 'Easy' game mode, or
when you have Game Help
activated in the Options,
further help texts will be
made available to you.

To open these you will have
to click on the *arrow beneath
the task*. Very often there will
be help offered in stages so that
you don't get the whole solution
thrown at you immediately.
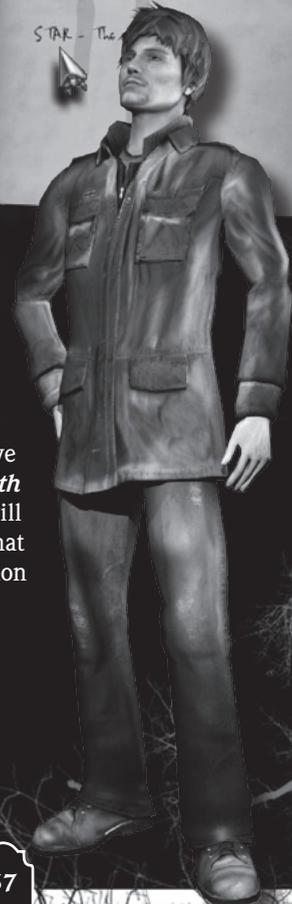
Overview Map of Biddeford

By right-clicking on the postcard in the inventory you will open the overview map of Biddeford. You can select places you have already visited and jump to them directly. The map closes after a selection, or after pressing the ESC key.

Extras and Darren's Camera

Some of the bonus materials in the Extras menu are unlocked during the course of the game. There is, however, a lot which you can unlock only with the help of the camera. Just take a look at everything you can photograph in the game.

To take a picture, select the camera in the inventory and look for locations in the current scene that you can photograph with a left-click. The camera can also be useful in other situations in the game. Don't forget that you have the camera with you.

As soon as an Extra has been unlocked, a corresponding symbol will flash in the top left corner of the screen. If you now jump to the Extras menu from the Main menu, you can take a look at the Extra which has been unlocked.

Game Over ...

Since it's possible for Darren to have to meet his maker in Black Mirror II, an automatic feature saves the game shortly before a deadly event.

You can then go and find this in the 'Load Game' list. So don't worry if it's a long time since you last saved the game.
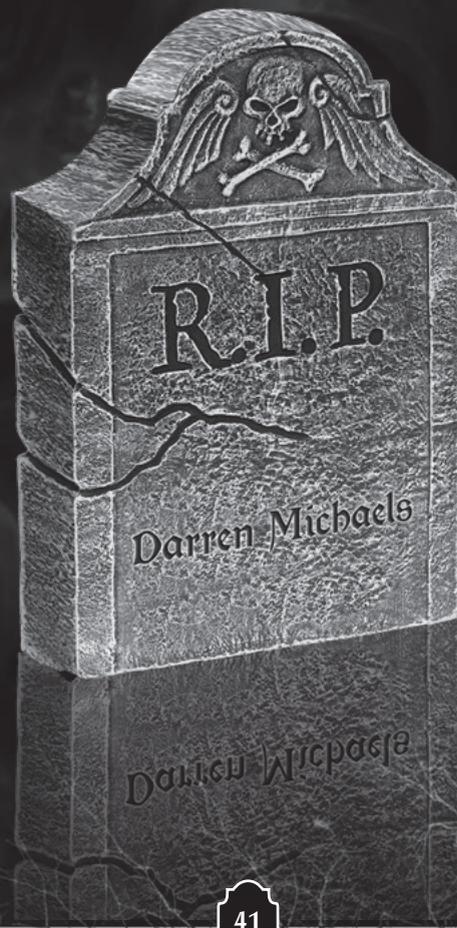
Support Information

For questions about the game or in case you are experiencing any technical problems, please contact dtp entertainment AG's customer services via the email address below:

supportintl@dtp-entertainment.com

You will typically receive a reply within 1-2 business days. However, response times may vary considerably during busy periods.

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Design.Film.Postproduction

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