

# THE BLACK MIRROR™

A Restless Evil  
The Secrets of the Past  
A Journey Into Darkness

MATURE 17+



WINDOWS®  
98/2000/ME/XP

THE  
ADVENTURE  
COMPANY™

## **EPILEPSY WARNING**

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

Certain people are susceptible to epileptic fits 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 video games. 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 video games by their children. If you or your child experience any of the following symptoms while playing a video game: 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 Video Games:**

- 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 video game.



# TABLE OF CONTENTS

Introduction .....	3	Dialogue .....	12
System Requirements .....	4	Inventory .....	12
Installation Instructions .....	4	Saving Your Game .....	15
Uninstall Instructions .....	5	Loading a Saved Game.....	16
Starforce Encryption .....	5	Quit Out of the Game .....	16
Resolution Configuration .....	6	First Five Minutes of Gameplay ....	17
Main Menu .....	7	Credits .....	20
Gameplay Navigation .....	8	Technical Support.....	21
The Map.....	10	Product Warranty .....	22
Cursor & Icon Explanations .....	11		

# INTRODUCTION

A restless evil, a haunted past...

After twelve years, Samuel Gordon returns to his ancestral home to attend the funeral of his grandfather.

Haunted by visions of the past, Samuel realizes that the present is beginning

to haunt him as well. His sleep is disturbed by horrific nightmares—a mirror of the inexplicable murders that are occurring around the estate.

Following in the footsteps of his grandfather, Samuel begins to trace the origins of his family history and realizes that the solutions to the murders are linked to the deeds of the past. As Samuel delves deeper into the secrets of his history, he finds a series of mysterious artifacts, the final keys to unlock the truth. It is then that Samuel must confront the true face of evil in the reflection of his soul.



## SYSTEM REQUIREMENTS

- Windows® 98/2000/ME/XP
- Pentium® II 400 MHz  
(Or Equivalent Processor)  
(600 MHz Recommended)
- 64MB Ram  
(128 MB Recommended)
- 12x CD-ROM Drive  
(or PC DVD Drive)
- 4MB DirectX® Compatible Video Card (8 MB Recommended)
- DirectX® 7.1 or higher
- 2GB Free Hard Drive Space
- DirectX® Compatible Sound Card
- Mouse / Keyboard / Speakers

## INSTALLATION INSTRUCTIONS

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert CDI of *The Black Mirror*™ into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.

If the auto-run mode on your computer is disabled, input the following:

- a) At the Windows® desktop, click on 'Start.'
- b) Select 'Run' and type the letter of your CD-ROM drive and Setup.exe (i.e.: D:\Setup.exe)

Or

- a) Double-click on 'My Computer.'
  - b) Right-click on the CD-ROM drive with *The Black Mirror* CDI and select 'Open' to access the contents of the CD.
  - c) Double-click on the 'SetUp' file to launch the installation.
3. Read and click-to-accept the 'End User License Agreement,' then follow the on-screen instructions.
  4. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu.
  5. To launch the game, from the Windows® desktop, select:  
Start ➤ Programs ➤ The Adventure Company ➤ The Black Mirror

## **UNINSTALL INSTRUCTIONS**

To uninstall *The Black Mirror*, complete the following actions:

At the Windows® desktop, select:

Start ➤ Programs ➤ The Adventure Company ➤ The Black Mirror ➤  
Uninstall The Black Mirror.

## **STARFORCE ENCRYPTION**

The first time the game is launched, the following message will be displayed: "Please enter your key for the disc labeled The Black Mirror."  
This 24 digit identification code can be found on the back of CD case.

Enter this code, respecting the case. Next, press “Enter” to validate (this message only appears the first time the game is launched.) The program will ask you to restart your computer after installing.

If you encounter a problem launching the game, without receiving an error message, check the version of DirectX® installed as well as the version of your graphics card driver. If after having entered the ID code, the game does not launch, first check that you have not made an error entering the code, then restart your computer. Then retry launching the game using a different CD or CD-RW drive, if you own more than one drive. If the game still does not launch, click the “Information” button. When the error message appears, click “Copy Info” then paste it in your email program in order to communicate the error code to our technical support (see page 21 of booklet.)

## **RESOLUTION CONFIGURATION**

Should you experience that the game does not run smoothly on your computer, we suggest that you adjust the game resolution via the ‘Config.exe’ file, the shortcut for which is accessed on the Start ➤ Programs ➤ The Black Mirror menu.

If the game does not run smoothly in 32-Bit color, select to run the game in 16-Bit color.

You may also adjust the screen resolution on the lower pull-menu menu. The default resolution is set at 800x600.

## MAIN MENU

During gameplay, the Main Menu is accessed by moving your cursor to the top right of the black bar on the gameplay screen and clicking on the gears icon.

At the Main Menu you may access the following:

*New Game* – Begin a new game

*Save Game* – Save your game in progress

*Load Game* – Load a previously saved game

*Options* – Adjust the in-game speech and ambient sound volumes and Gamma (screen brightness) levels, and turn Subtitles on or off

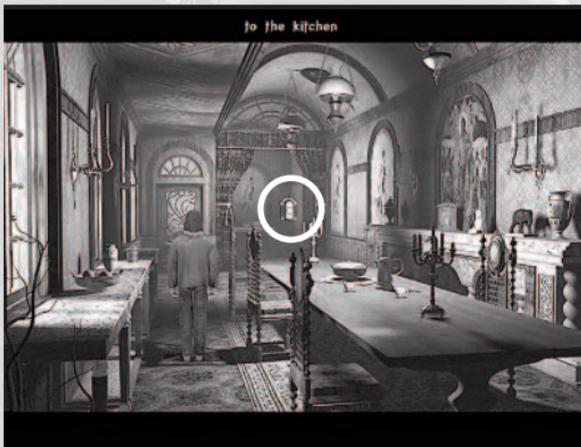
*Credits* – A list of all the people who contributed to the game

*Quit* – Exit out of the game



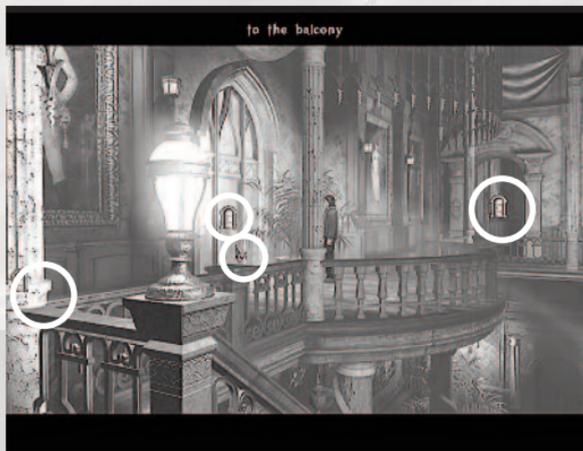
## GAMEPLAY NAVIGATION

During gameplay, you will visit many locations within each area. The cursor will change to a doorway icon and the name of the location will appear in the black bar at the top of the gameplay screen. You may walk to that location by a single left-mouse click, while a double-click on this doorway icon will immediately take you there



Pressing the 'Tab' key will show all the available exits from the location you are currently in.

Pressing the right-mouse button on certain active areas of gameplay and on certain inventory items will trigger additional actions to occur. These areas are not specially indicated in the gameplay so we suggest that you left- and then right-mouse click all active areas of gameplay.



## THE MAP

During gameplay, you will uncover a map. Once you have obtained this map into inventory, you may use the map to travel between the various areas in the Black Mirror village. The map also appears during gameplay when you have walked as far in a location as possible to allow you to choose where next you wish to travel to in the game.



From inventory, right-mouse click the map and the map will appear full-screen. Click the area on the map you wish to visit and you will be taken there.

## CURSOR & ICON EXPLANATIONS



*Neutral:* indicates that no action is possible.



*Red Cursor:* Indicates that this object may be interacted with, either learning information about it by viewing it or collecting it into inventory.



*Back Icon:* Return to the gameplay screen after you have viewed a close-up of an area or object.



*Destination Cursor:* Indicates another area you may go to – double click to go directly there without the character walking there.



*Dialogue Cursor:* Indicates that you may speak with another character. If the cursor appears by a door, it is the character in the room who you will have a conversation with. To progress the dialogues, you may either click the space-bar, the 'esc' key or press the left-mouse button.



*Positive and Negative Dialogue:* During dialogues there will be occasions where you must choose between the two icons on the bottom left of the black bar on the lower portion of the gameplay screen. Depending on which you choose changes either your response or that of the character you are conversing with. This does not ultimately change the ending of the game, but it does enhance the gameplay experience!

## DIALOGUE

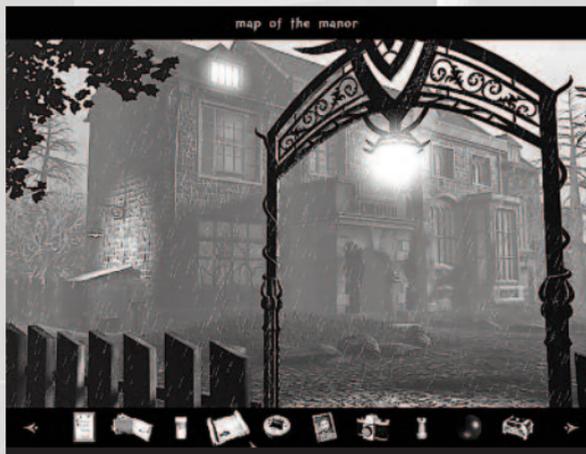
Throughout the game, there is dialogue that takes place, either Samuel's private thoughts, or conversations with other characters. To make the dialogue continue after each segment of speech, press the space-bar, the 'esc' key or the left-mouse button.

Discussion icons will appear on the black bar at the lower portion of the gameplay screen. Click on each to activate the dialogue about this subject.

## INVENTORY

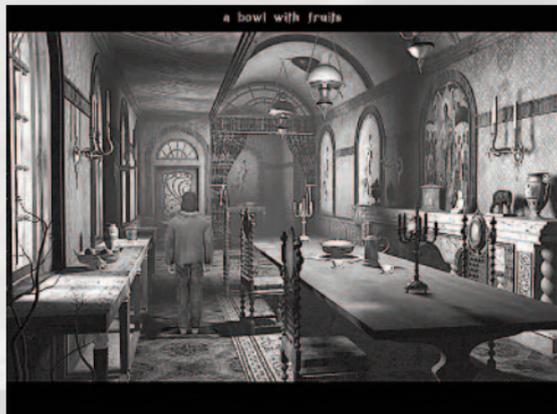
During gameplay, there will be numerous items that you will collect into inventory. These items will be stored in the Inventory Menu. You may access this Menu by moving the cursor to the black bar on the lower portion of the gameplay screen.

As you scroll over objects during gameplay, some will turn the cursor red



and will be accompanied with a descriptor on the black bar centered on the top portion of the gameplay screen.

When you collect an inventory item, an image of the item will appear for a moment on the top left portion of the gameplay screen.



The object will then appear in the Inventory Menu which resides on the black bar on the lower portion of the gameplay screen.

It is from the Inventory Menu that you will be able to select the inventory

item you wish to use during gameplay. Move the cursor to the black bar on the lower portion of the gameplay screen to access the inventory items you have collected. Select the item you wish to use by left-mouse clicking on it. The selected inventory item will become



part of your cursor. Return to the game and use it. If it is not the correct item, it will remain part of your cursor. Return that item to inventory by accessing the inventory items and right-mouse click the item in the inventory and it will be replaced.

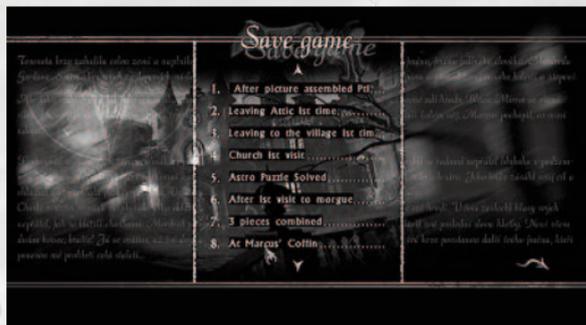
Some inventory objects may be combined. When a selected object can be used or combined, its icon will start flashing.

## SAVING YOUR GAME

Move the cursor to the top right of the black bar and click on the 'gears' icon. This will return you to the Main Menu. At the Main Menu

select Save Game and you will access the Save Menu. Click on the next available save slot and type in the name you wish to call the saved game. Press the 'enter' key and you will be returned to the area in the game you just left.

Please note: As *The Black Mirror* is a challenging game, we recommend that you save your game often!



## LOADING A SAVED GAME

Move the cursor to the top right of the black bar and click on the 'gears' icon. This will return you to the Main Menu. At the Main Menu select Load Game and you will access the Load Menu. Click on the name of the saved game you wish to load and you will be taken to that area of gameplay.



## QUIT OUT OF THE GAME

Move the cursor to the top right of the black bar and click on the 'gears' icon. This will return you to the Main Menu. At the Main Menu select Quit.

## FIRST FIVE MINUTES OF GAMEPLAY

*The wind sets the branches swaying, falling raindrops ripple the water in puddles, and flashes of lightning illuminate the landscape. The local land has been owned by the ancient House of Gordon for more than a thousand years. Time seems to have stopped here. In the town of Willowcreek and nearby Black Mirror Manor, everything looks as it did a hundred years ago. There are no paved roads, no prefabricated houses and no cars. The roads are cobbled, the houses are made of stone and look dilapidated, and instead of cars the local inhabitants drive wooden carts or coaches. There aren't many who would wish to live in the middle of nowhere, and strangers seldom come here...*

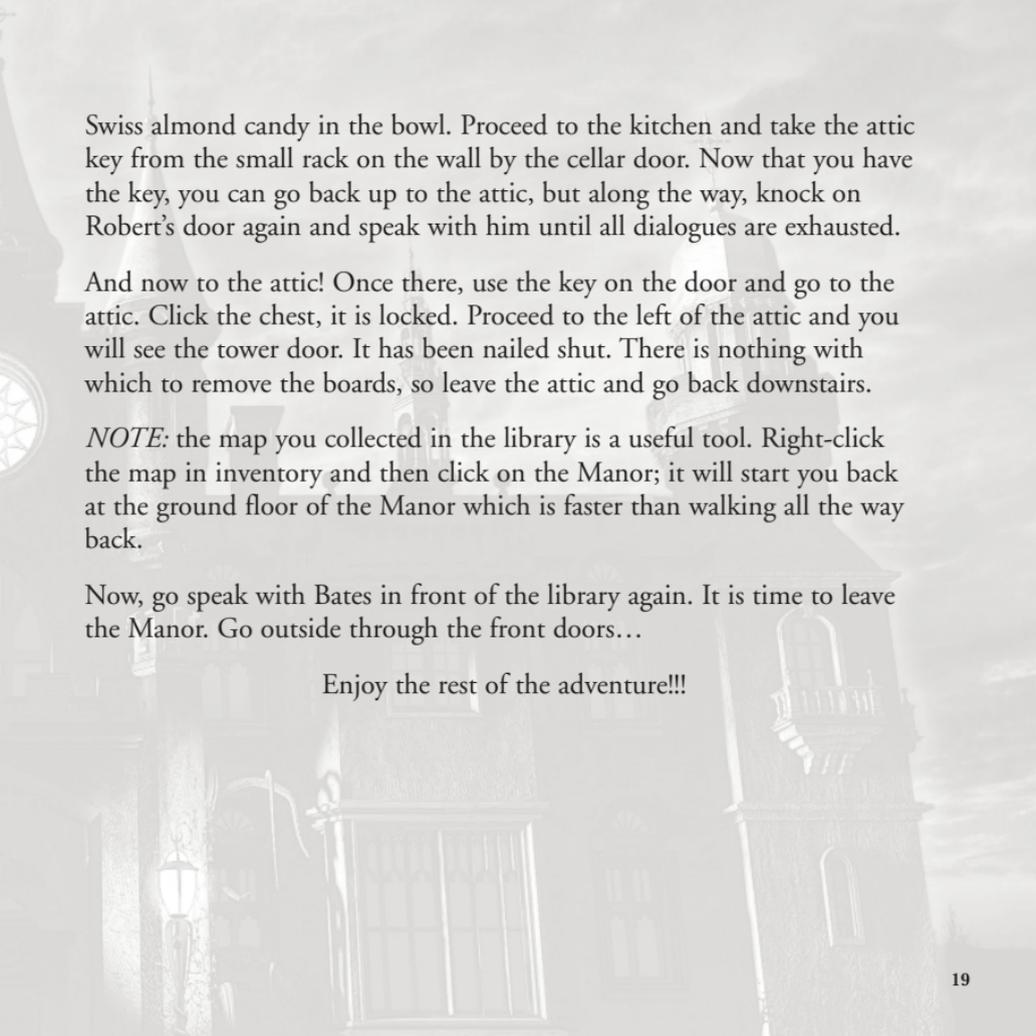
After the introductory movie, you find yourself as Samuel Gordon, in the living room with a few other people. Listen to the conversations, clicking to make the dialogues progress. Once you have received the key to your room from the housekeeper, Bates, you will leave this room and will enter the foyer of the manor. Go to the staircase, go upstairs, and click on Robert's door to speak with Robert. Speak with Robert until all conversation is exhausted. Proceed to your room, and use the key that Bates gave you to unlock your door. In your room, click and right-click on

your suitcase twice to collect your headache pills and your wallet. Walk over to the chest of drawers to the right of the door and click on the bottom drawer. It is locked. Right-click the top of door frame and you will locate the key to the drawer that you hid there long ago. Use the key on the drawer.

There is nothing to do in your room for now, so leave your room and go back towards the stairs, but do not go down them. Instead go on to the old wing. Along the way, step out onto the balcony. Click on the old tower. Leave the balcony and proceed to the old wing. On the far right is a fireplace, click on it, then right-click the fireplace and you will collect pieces of a ripped-up photograph. I wonder what it is a photograph of... Right click the picture pieces in inventory and they will appear full screen. Now put them together—pieces are picked up by left-clicking, right-click to rotate them, and the pieces will snap together when they are in the right place. It is a face—but why is it ripped up and in the fireplace... very curious. The completed picture goes into your inventory.

Click to go to the attic but as the door is locked, go back downstairs. Go to the library, and speak to Bates who is outside the library doors. Go inside the library and speak to Hermann. Next, explore the library: proceed to the centre of the library and click on the scrolls on the round table. You will now have a map in your inventory.

As nothing else can be done in here for now, leave the library and go to the dining room. In the dining room, click the bowl of fruit and take the



Swiss almond candy in the bowl. Proceed to the kitchen and take the attic key from the small rack on the wall by the cellar door. Now that you have the key, you can go back up to the attic, but along the way, knock on Robert's door again and speak with him until all dialogues are exhausted.

And now to the attic! Once there, use the key on the door and go to the attic. Click the chest, it is locked. Proceed to the left of the attic and you will see the tower door. It has been nailed shut. There is nothing with which to remove the boards, so leave the attic and go back downstairs.

*NOTE:* the map you collected in the library is a useful tool. Right-click the map in inventory and then click on the Manor; it will start you back at the ground floor of the Manor which is faster than walking all the way back.

Now, go speak with Bates in front of the library again. It is time to leave the Manor. Go outside through the front doors...

Enjoy the rest of the adventure!!!

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*William Gordon:*

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*Butler Bates:*

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*Ralph/Uncle Robert:*

Patrick Garrow

*James / Morris:*

Robert Hawkins

*Detective Collier:*

Damon Redfern

*Countess Victoria:*

Marcia Bennett

*Countess Elenor:*

Jennifer Brass

*Louis the Gardener:*

David Dunbar

*Nurse Marie:*

Sarah Evans

*Village Boy:*

Joseph Marrese

*Harry the Pub Owner*

Doug Hadders

*Tom*

David Webster

*Mark*

Paulino Nunes

*Fisberman/The Vicar:*

Gerry Mendicino

*Boilerman/Rowan:*

Jason MacIsaac

*Murry the Junkman /*

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## TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

### **Online Support** ➔ <http://www.theadventurecompanygames.com/tac/support>

Please visit the Support section of our Web site at:  
[www.AdventureCompanyGames.com](http://www.AdventureCompanyGames.com)

We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

### **Phone Support** ➔ **416-638-1170** (Phone support is located in Toronto, Canada.)

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

- 1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards). You may use the Technical Support form at our Web site as a guide.
- 2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

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### **Please be sure to include the following:**

- Full Name
- Address, City, State/ Province, Zip Code/ Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

### **Mail To:**

The Adventure Company  
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MADE IN CANADA

*THE*  
ADVENTURE<sup>TM</sup>  
COMPANY

