

A Manual for Dark Years Game

By clicking on the game shortcut, a window opens in which you can select your desired resolution and graphical quality. Then, click on OK button to enter the game.

First, the game publisher logo as KISS LTD is displayed. Second, the game producer company as RSK Entertainment is displayed. To skip this step, press ESC button. Following options are available in main menu:

Start Game: To start a new game from scratch, click on this option.

Continue: to continue the game from the last save, click on this option.

Option: Game Options are included in this option.

Credits: to view the game producer team, click on this option.

Exit: to exit the game, press this button.

Press Start Game to enter the game. First, a kinematics is displayed, which can be skipped by pressing ESC button.

Then, log into the first step of the game where Amir Character wakes up from anesthesia in a room. He tries to break out of the chair where he is bound to. In the meantime, press the letters displayed on the screen (QTE) and proceed with the animation. Finally, Amir fails and falls down. To slip this stage, press button B.

Then, a kinematic is displayed and the game is loaded.

The next stage takes place at a port. At this stage, Amir is an Iranian journalist. Continue the game. An individual has given Amir a letter and has said he possess some important documents. He invites Amir to his place. After reading the letter, you are in charge of the game.

To read and close instructions at the game, press E button. To rotate the camera, use your mouse and press. To move around, W, S, A, D buttons. Press LEFT SHIFT to run. Use mouse wheel to change focus point of the camera. Press button N to open character booklet and press button I to turn pages. Button I can also be used to open a backpack. First, enter an abandoned factory located a few steps ahead on the right. A big boat is attached to ceiling in the factory. After investigating surroundings, open the booklet by pressing N. Then, press I button and select the last page to examine a sketch of Friedman house. To reach the house, you should cross a stone bridge and pass by a girl and a boy who are getting warm near a fire. However, you can chat with the boy and girl by the fire (by pressing E). On the path, the first alley on the left is blocked but the second alley marked with a large stone arch is open. Enter the second alley. Friedman house is near the end of this alley on the right specified with some stone flooring. Knock on the door but no one will answer. Look through the window on right side of the door and you will found out that the lights are on but nobody is there. Amir decides to enter the building at any rate. Let's try the door again but it is locked. Then, it is not possible to enter the building. A rope and a hook is required to enter the building and open the door. Then, go back to the factory and reexamine the boat attached to the ceiling with a hook. You should bring down the boat in order to remove the hook and rope. Find the lifter on left side of the boat placed at a corner in the factory. A puzzle is found in which the wires with the same color should be connected to each other in order to turn on the lifter and bring down the boat. Then, bring down the boat and remove the rope and hook. Press button I to open the backpack. Combine the hook and rope. Now, the door to Friedman house can be opened. Go back to the house. Press button

b

I to open the backpack and drag the device on the door. Then, a mystery should be solved to attach the hook on the locker. Press W and S buttons to move horizontally and use up and down arrows to move vertically. Open the door and enter the dining room. Examine the table and pick up a newspaper on the table. Go to the kitchen and find a spoon from a cabinet. Go upstairs, which is near the door. Oh, Friedman was killed! Now, examine the surroundings. First, examine the body. Notice that his hands were broken and his fists were clenched. Note that a text was forcefully stuffed into his hands. Contents of the text reveal a threat to pry in! Notice that the victim was staring at a picture before being killed! The picture shows several soldier in World War II! There is another picture in the room too, which shows Allied Victory. The date on the second picture is wrong. 1947 was printed on the picture instead of 1945! Examine the picture Friedman was staring at before his death! At first look, it is a simple photo but the picture falls down in reexamination (press button E) A safe box is found. 1947 is the safe password. To enter the password, use left click to select the desired number and use right click to confirm the number. The safe box is opened where a newspaper locating Iranian Foreign Minister in London and an address for a location in Iran are found. The police arrives as soon as the documents were investigated. Amir realizes that he is framed. Thereby, he should immediately get out of Friedman house. He should try the bathroom door on right side of the body but the door is locked and the key to the room is on the other side of the door! First, open the backpack and put the newspaper that took from the floor under the door. Then, pick up the spoon and drop the keys on the newspaper. Pick up the key and open the door and enter the bathroom. Now, you should escape

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through the window. However, it is observed that escaping had failed and Amir is arrested by the police.

Loading window is shown. Then, a kinematic is displayed. Officer Zabih Pour informs Detective Afshar (another main character) that a renowned journalist from Tehran has been killed in his office. Afshar should rapidly reach the crime scene. However, he should pick up his belongings before leaving home. Enter Afshar's room (the room on the left where a desk is located). Pick up the gun, flashlight and police badge from the desk respectively. Leave the room and pick up a can opener on the table in the kitchen. Leave home and go downstairs. A hungry stray dog is by the door. Then, you cannot leave the building. Afshar should pick up canned dog food from the corridor at floor. Open the backpack and drag the can opener on the canned food. Open the can. Go near the door. Drag the opened can and give it to the dog. The dog go away. Now, leave the house.

Get in the car by pressing button E and control the car by pressing W, S, A, D buttons. There is also a map in the picture. Press TAB button to zoom in. Location of the journalist's office is shown on the map. Drive to the office according to the map. Enter the office.

Loading window is shown. Go to Officer Zabih Pour who is standing against the wall. The officer explain about how the murder had happened. Then, talk to a forensic doctor. Examine the body. Notice a special necklace about his neck. Pick up bullet casings near the body. Go left and talk to wife of the man who guards the office. He also explains about how the murder had happened. He also takes you to the victim's room at the top floor. Go to the victim's room. A locked drawer is found near the desk. There is also a puzzle in the library. An iron globe inside the puzzle might be useful.

Solve the puzzle and retrieve the globe. The necklace on the victim's neck should be obtained to open the drawer. However, this cannot be done in presence of the doctor and Zabih Pour. Talk with Zabih Pour and send him on an errand. Then, retrieve the shells from the backpack and show them to doctor. The doctor leave you alone after listening to you. Now, pick up the necklace (the key to the drawer) and go upstairs. Insert the key on the drawer. A panel is opened, which can be removed by the iron globe. Drag the iron globe on the the drawer. Open the drawer. Examine the information within the drawer. Afshar should seek out Zabih Pour, talk to him and fix an appointment at the police station for tomorrow morning. Get out of the newspaper office.

Afshar gets in the car and drives home. On arriving home and getting into the apartment, Afshar's wife wakes up and talks to him. She complains about Afshar's behavior and how he neglects her. Afshar goes to the kitchen and sorts out his wife's torn appointment note with a psychologist as a puzzle! He goes to bedroom on the right (next to Afshar's office). He leaves behind a note near the mirror for his wife. Afshar who is tired of work should go to bed. Press E button to finish this step.

The game continues with Aamir in a prison cell in London! Amir should escape from the prison and finds the address found out at Friedman House regarding whereabouts of the Iranian foreign minister (Sherington Hotel) but he should not alert the guard. Thereby, this step should be completed in secrecy. First, he should remove a pin from a wooden bench. Open the backpack and drag the pin on the door. A mini-game is started in which the locked door should be opened! Open the door and exit the cell after the guard has passed it. The guard enters a room next to the guard room. Pick up the

newspaper from the shelf. Go to the second floor. At the end of this floor is a staircase. Climb the staircase. A guard is watching the surroundings. After the guard is out of sight, move quickly to left side of the room and go rapidly to the room on the left. A desk is in this room. Put the newspaper taken the floor on the table. Go rapidly to the staircase on downstairs (behind the wall). The guard enters the room and will be preoccupied by the newspaper. Go quickly to the exit door and enter the city.

Zoom in the map to know about location of the hotel. Amir should not be seen by the police along the way! Cross the streets without being seen by police. Enter the hotel. Now, the next step starts.

A guard is standing in front of the hotel and the main door and does not allow anyone to enter the hotel. A beggar is sitting next to the hotel. Talk with him. You will realize that he is hungry and he will not help you unless being fed. Amir enters a café and speaks with the café owner who tells Amir that the cafe is located next to the hotel and most of clients of the café are hotel guests. In addition, warehouse of the café opens to the hotel restaurant. Therefore, Amir can enter the hotel through warehouse of the café but a café worker is sitting at the end of the corridor. He does not allow Amir to enter the warehouse. Therefore, Amir should get rid of the café worker. WC is located in cafe corridor. There is a cockroach in WC! Matches are needed to pick up the cockroach. Pick up bleach and paper towels next to sink in WC. Go to the café owner and take a pack of cigarettes from him! Return to WC and pick up the cockroach with the matches. Return to the counter. Get some food from the counter. Drop the cockroach on the counter. The café owner asks the café worker to kill the cockroach. Go to the end of the corridor but the door to the warehouse is locked! Get out of the cafe and go to the beggar and feed him

and ask him to give you an iron crowbar beside himself in exchange for food. Go to the warehouse door. Break the lock with the crowbar and enter the warehouse! The warehouse opens to the hotel basement corridor. The door has an electric lock. Mix bleach and paper towels in the backpack. Drag the soaked paper towel on the power source located next to the door. The power turns off and the door opens. Amir should enter the corridor and go to staff room at the end of the hallway. He wears one of the staff's clothes (If he does not do so, he will be identified as soon as he enters the hotel kitchen). Go upstairs at the end of the corridor and enter the hotel kitchen. Take a dish containing food from the kitchen. Go to reception in the hotel lobby. Request the room number where Iranian Foreign Minister is. The reception does not give you the room number. Drag the food taken from the kitchen on reception. Explain that you should take the food to the minister. Then, reception gives you the room number (214). Go upstairs. Turn to the left and then right. The minister's room is located on the farthest right side. Enter the room and talk with the Foreign Minister. He thinks that they should provide false identities for themselves and go back to Iran as soon as possible! He gives Amir the whereabouts of a person called James who can help him. Then, a kinematic is displayed in which Amir is arrested and taken to an unknown location!

TO BE CONTINUE ...