

MIDNIGHT NOWHERE

Game Manual



Midnight Nowhere © 2004 by Saturn Plus. © 2004 by Tri Synergy and Buka Entertainment. All rights reserved. Uses Bink Video. Copyright ©1997-2003 by RAD Game Tools, Inc. All other trademarks and trade names are the property of their respective owners and Tri Synergy and Buka Entertainment make no claims hereto.



© 2002 "Saturn-Plus", www.saturnplus.ru

© 2002 "Buka", www.buka.com

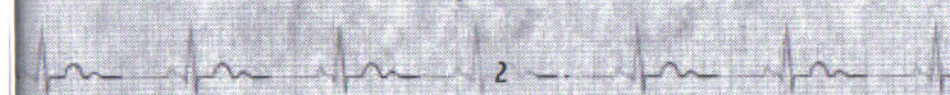
WARNING

Description and software on the attached CD-ROM contain proprietary information and are protected by the brand name. Any full or partial reproduction of software without written permission of "BUKA" is a violation of copyright and is prosecuted by law.

FREQUENTLY ASKED QUESTIONS AND TECHNICAL SUPPORT

If you encounter difficulties while playing this game, and cannot find a solution in this manual you can request help via email: help@buka.ru. Please include "Midnight Nowhere" in the subject line.

New information about this game, as well as our other products, is available on our website: www.buka.ru



CONTENTS

MINIMAL CONFIGURATION	4
RECOMMENDED CONFIGURATION	4
INTRODUCTION	5
GAME SETTINGS	7
FIRST STARTUP OF THE GAME	8
HERO CONTROLS	9
Game cursors	9
Option buttons for specialized cursor	10
Working with notepad	10
Toolbar operation	11
GAME CONTROLS	12
MAIN MENU	12
Game settings	13
CREDITS	14
Companies:	14
"Saturn-Plus"	14
"Buka"	15

Minimal Configuration

Operating System:	Windows®95 OSR2, Windows®98, Windows®2000, Windows®XP
CPU:	PII-300 MHz
RAM:	64 Mb
Video card:	nVidia Riva TNT
Sound Card:	DirectX 7.0 compatible
CD-ROM drive:	8X
Free space on hard drive:	1,3 Gbyte
Required software:	DirectX 7.0

Recommended Configuration

Operating System:	Windows®98, Windows®2000, Windows®XP
CPU:	PIII-733 MHz
RAM:	128MB
Video card:	nVidia GeForce2 MX 32MB
Sound Card:	DirectX 7.0 compatible
CD-ROM drive:	16X
Free space on hard drive:	1,3 Gbyte
Required software:	DirectX 7.0

INTRODUCTION

March 14, 2019

Town of Chernoozersk

Four badly disfigured human bodies were discovered in a city basement. The victims were identified as unemployed, homeless citizens of the town. The previously accepted theory that they were victims of a gangster showdown (by the so-called Razborka) has not been proven.

March 17, 2019

The bodies of two young women were discovered in the town park. Identification of these victims turned out to be a complicated task. The Office of the Public Prosecutor has not made a public statement regarding the murders.

March 19, 2019

Three more bodies are found, in various locations in and around the town. Investigators now proposed the theory that there was a serial killer on the loose.

March 26, 2019

Eleven more bodies are found in a one week period, and panic has spread throughout the town of Chernoozersk. The Federal Security Service has dispatched a special task force to assist in the investigation.

April 4, 2019

The total body count has now reached seventy-eight. Many citizens of Chernoozersk are leaving town in fear that they might be the next victim. The Investigation team has failed to make any progress and the killer has been extremely elusive. It has become clear that emergency measures will be required.

April 11, 2019

The Army seals off Chernoozersk. A state of emergency has been declared, and the remaining population is being evacuated and placed into specialized quarantine centers. However, the killings continue.

At the Chernoozersk Medical Center mortuary, the cold and silence is broken only by the humming of refrigeration equipment.

Suddenly, the lights flicker on and off several times, then die out. An electrical flash erupts from the switch box panel, and amid the crackling of electrical current, the lights fade and the refrigeration compressors that cool the vaults containing the bodies slowly wind down and stop.

Cold, darkness and silence. There is a dull aching pain all over my body. What is happening? Where am I? Who am I?

Gradually the feeling returns to my hands and I begin to inspect the space around me. There is something smooth and cold surrounding me. It appears that I am in some sort of a bag.

My numb and weakened fingers search for a way out. Finally I am able to grasp the zipper at the very top just in front of my nose. As I unzip the body bag, an unbearably bright light strikes my eyes!

As my eyes adjust to the brightness, I look around the room, and see many tables with black plastic bags all around me. I realize that I too am in the same type of bag, on a table.

Directly in front of me, I see plastic bars that are dripping water.

As I stagger to my feet, grasping the edge of the table, I wonder: What has happened to me? I cannot recall any details about who I am or the events leading up to this horrific scene. I don't remember anything.....

GAME SETTINGS

Insert the game CD into your CD-ROM drive. A menu will appear on your screen, with the following options:

"Install game", "Enter game", "Uninstall game". Select the **"Install game"** option, which will launch the installation and setup program.

Setup program will prompt you to choose the directory in which to install the game (by default **"C:\Program Files\Buka\MidnightNowhere"**). You may change the directory if desired.

After you select the installation directory, click **"Next >"**. This will start the install process.

You will be prompted to insert disc #2 into CD-ROM to continue installing the program.

After the files are copied to your PC's hard drive, you have the option of adding a shortcut to the desktop. Click **"Finish >"** to complete the installation process.

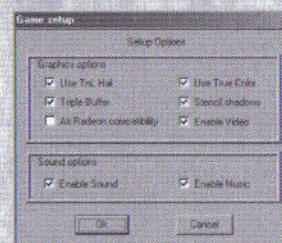
To start the game, insert disc #2 then select **"Enter the game"** from the auto launch menu.

If Auto run is disabled on your PC (eg. nothing happens when you insert the first CD) then follow these steps to install:

Select **"Start"**, then select **"Run"** on the Windows Start menu. Then click **"My Computer"**. Locate your CD-ROM drive from the list of devices, and click the folder. Then click **Setup.exe** to begin installing.

GAME SETUP

The "game settings" menu appears when the game is started for the first time.



If you notice slowdown be sure to use hardware TNL (hardware transformation and lighting) Players using a GeForce graphic video card or older, should use TNL to increase the speed of the game.

Triple bufferization - triple bufferization also increases the games speed.

Compatibility with ATI Radeon chip - This should be turned on only if the game speed is too slow. When used on video cards with other chips the game becomes slower.

32-bit color - 32-bit color enhances image quality, but might lead to slowing down of the game.

Shades - Shadow shades of the Hero also might lead to slowing down of the game.

Video clips on - Enables video clips.

Turn audio on - Enables the in-game dialogues and sound effects.

Turn music on - Enables the games soundtrack.

After the initial startup, the settings menu can be found by running the config.exe application.

HERO CONTROLS

Left clicking on a selected space will move the hero to that position (if it is possible). Left clicking on an active object will make the Hero pick it up or get information on that object.



GAME CURSORS

The "Main Cursor" moves your character around the screen.



The "Main Cursor" will turn into other "Specialized Cursors" when it is placed over objects that your character can interact ("use", "press", etc.) within the game environment.



A specialized cursor indicates that you can "look", "examine," etc. any of the items or environments within the game.



The specialized cursor appears when you can "take", "pick up" etc. items on the screen. This cursor will appear first if an object can be "taken" or "used".



The specialized cursor appears when you can speak with a character.



Using the "use" cursor when it appears on a doorknob or switch will move the character between screens. Using the "examine" cursor when it appears on an item will switch to a detailed view of the item or on screen area.



TOOLBAR OPERATION

(Location for keeping objects that your character carries with him)

The toolbar is opened by a click on the right mouse button. Items in the toolbar can be manipulated by activating the "take" cursor. An object is then selected with a click of the left mouse button. The selected item will then appear in the top right hand corner. This indicates that the object is in your characters hands, and the "use" action can then be applied to the selected item or other objects. The toolbar is closed by a double right click. Placing an object back into a closed toolbar is done with a right click. The same actions apply to an object when it is in the toolbar or on the screen. This means that the toolbar objects can be used, taken, examined, etc. One object may also be combined with another item in the toolbar. Remember: Some puzzles and interactions can only be completed by combining two or more items. This is done by opening the toolbar, then clicking on the first item, then activating the "use" cursor when it is over the other item you want to combine it with. In some scenes, the toolbar may be inaccessible: These include large scale viewing of objects. (maps, notepad, etc.)



Working with notepad

Your character has access to a "Notepad" where he will write down certain information that can be used later in the game. As soon as a new record is added, the indicator becomes green. After the new record is read, the indicator turns off until another new message is added. The "Notepad" can be accessed from the toolbar by using the "examine" cursor or left clicking on the "new message" indicator. The "Notepad" cannot be viewed in the large-scale view mode.

GAME CONTROLS

- Esc** - Escape to main menu
- F5** - Quick save
- F6** - Quick return to game
- F7** - Return to previous game scene

MAIN MENU

NEW GAME - Start new game (return to beginning)



LOAD - Load previously saved game.



In order to load a previously saved game, select "**Load**" on the "**Main Menu**" page then select the file name of the saved game and press "**OK**". To cancel press "**Cancel**".

SAVE - Saves the current game.



You may delete previous saved files by using the "**backspace**" button and selecting the name of your saved game. Press "**OK**" to confirm the game save, or to cancel press "**Cancel**".



GAME SETTINGS

Game settings

Shades - turn on/off Hero's shade.

Spectrum - brightness increase/decrease.

Subtitles - turn on/off text comments.

Sound - sound volume.

Music - music volume.

QUIT

Quit game and return to Windows.

AUTHORS

List of employees of developing and publishing companies

CREDITS "Saturn-Plus"

Director

Aleksei Nikanorov
Project Manager
Nikolai Khudentzov

Leading Programmer

Nikolai Khudentzov

Game assembly

Dmitriy Lobov

Chief Artist of the Project

Nikolai Mesheryakov

3D graphics and scene animation

Vadim Jhiltzov
Vladislav Goncharov
Andrei Anokhin
Eduard Sukhachevskiy
Evgeniy Kondratiev

Hero modelling

Sergei Khatenkov

Heroes texturing

Evgeniy Kondratiev
Denis Zaitzev

Animation

Andrei Evdokimov aka [mr_ND]

Video

Andrei Evdokimov aka [mr_ND]
Andrei Anokhin

2D Graphics

Sergei Meshkov

Sound effects

Dmitriy Lobov
Andrei Evdokimov aka [mr_ND]