Instruction Manual

1) Starting Amnesia

Launcher

When the game is started you will first be faced with the Launcher application. Here you can choose to configure various technical things for the game like resolution, choose sound card and more. If unsure what the best settings are, press "Detect" and the application will try and find the best configuration for you computer. If you feel like a more advanced computer user, then here follows a few brief explanation of the different options:

General

This section will be displayed when you first start up the Launcher application. As explained above you can choose "Detect" to automatically set up the configuration. You can also choose between the predefined Low, Medium and High quality levels. For more detailed configuration options you will need to enter the other sections.

Graphics
The most important things to note in this section is the "Resolution" setting. Make sure to set a resolution that has the same aspect as your monitor for best possible performance. Also make sure that "FullScreen" is checked for the best experience. If you are in need of a more in-depth configuration, you can also press "Advanced Options" to bring up more options.

Sound
If your computer has several sound cards installed, you can choose which one to use. Most users do not have to worry about this options.

Once you feel satisfied with your basic configuration, press "Launch Game" and the game will start.

Profile Selection
After a few logos and messages (that will only be shown at the first start-up), the main menu will start up. Here you must first create a user. The game saves all user specific settings (which includes everything except sound and graphics properties) and save data specifically for each user, making it easy for several people to share the game. To continue, press "Create", enter a name and then select the name of the user you just created and press "Select". The next time you start the game you can of course just select your profile and press "Select" directly.

Main Menu
When in the main menu there are a couple of choices available to you:

Continue
This will only be available if you have previously started a new game. If you choose this option you will begin playing from where you last picked off. This what you want to do if starting the game after having played a previous session.

Start New Game
This will simply start a new game.

Load Game
Will provide you a list of save games to choose from. Only use this feature if there is some place you want to revisit. If you just want to start from where you left off: use "Continue". The game saves automatically at important places and is not something you want to worry about during gameplay.

Options
This provides a variety of settings to change in order to improve your experience. You can change game-related things such as if subtitles should be active or not, change graphical settings and set-up the key configuration. More on this below.

Change Profile

Lets you change the current user with out exiting the game.

Exit
If things get too tense, you might decide to exit and take a break.

Options

What follows is a brief explanation of the different sections in options. For more information on each setting, there is an in-game help display when you move the mouse over a text field.

Game
Here you can configure things like language and subtitles. It is possible to change the language during a game session, but it is recommended to do this before starting a new game in order to get the best experience.

Graphics
Change things like resolution and quality of effects. For even more settings press "Advanced Options" which lets you tweak more advanced parts of the graphics. For the best possible experience also make sure that Gamma is set according to the on-screen instructions.

Input
Here various input related things can be changed. The most important is the "Key Configuration" button which opens a new window where you can change how actions are mapped to your keyboard. This is also a good place to check what key does which action when you do not have this manual at hand.

Sound
Here you can choose the volume of the sound and also which sound device to use.

2) Playing Amnesia

Introduction
Amnesia – A Machine For Pigs is a slow paced horror game and is meant to be played alone in a dark room, late at night. It is not a game that is meant to be won. The goal is the immersion itself and to live the game's world and story.

For the best effect make sure that the gamma is set correctly in graphics options, wear headphones and have volume cranked up. Our desire above all else is to give the player an uncomfortable and haunting experience and doing these preparations will drastically increase the intended effect.

The core gameplay of Amnesia is the exploration of the environment, to discover clues and to survive, both physically and mentally. Make sure to investigate the surroundings at a gentle pace and be wary of any strange sounds – it can be vital to your survival.

Movement

When discussing the basic controls of the game, the default key configuration will be used (outlined below), but all of the keys mentioned can be changed in the key configuration menu in options.

To move around in the environment use W,S, A and D keys to move forward, backwards and side step. To look around and change the direction, move the mouse. You can also press Space-bar in order to jump and press Control to toggle crouching. Jumping is used to climb obstacles and crouch is used get through narrow passages, investigate items on the ground and to hide (more on this later).

Basics Interaction

Most of the basic interaction is done using simulated physics, meaning that the exploration of new objects is very intuitive. All interactions are started by pressing the left mouse button and certain special actions can be made by pressing the right mouse button while the left is kept down.

To interact with an object it first needs to be in focus. This is done by aiming the cross-hair in the center of the screen at the desired object when close enough. Once an object is in focus, the possible interaction depends on the icon shown. It should all be very intuitive and the instructions below should only be used as a reference. A quick glance should be enough if you have not yet started playing.

Default
This represent the widest range of interactions and exactly how you interact depends on the object in focus. In all interactions, except for static objects, you simply make a mouse movement while holding the mouse down. See below for a list of all possible mouse movements.
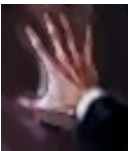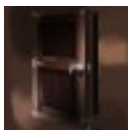
Push
To push an object, just hold down the left mouse and then use W,S, A and D (the movement keys) to move the object about. Pressing right mouse button gives the object a hard push.

Pick
This icon appear when an item is in focus. When clicking left mouse the item in focus will be picked up.

Enter Level Door
This icon means that the object in focus is a level door and if the left mouse button is pressed, a new level will be loaded. Always try and make sure that the current level has been investigated thoroughly before entering a new one!

Climb
To climb an object (usually a ladder of some sort) just press the left mouse button (no need to hold it down) and then press right mouse or space (jump) to dismount.

Default Interaction Types

When the default interaction icon is displayed, the object can be one of ones listed below. Note that these will all be explained in-game if hints are enabled (which they are by default).

Grab

Click and hold down the left mouse button to pick up the object. You can then move about while carrying the object, although you might be a bit slower if it is a heavy object. If you are in need of a precise placement of the object, hold down R (or middle mouse button) and move the mouse to rotate the object. If you press the right mouse button you will throw the object in the direction you face, which can come in handy when you want to use the object to break something.

Door

To open or close a door just move the mouse in the direction you want it to go while holding down the left mouse button. When pressing the right mouse button, you let go of the door and give a hard push in the direction you are facing.

Drawer

To open a drawer or similar object, just hold down the left mouse button and move it in the direction you want the drawer to move – just like the door interaction. Also like the door interaction, pressing right mouse gives the drawer a hard push in the direction you are facing.

Lever

Simply move the mouse, while holding down the left mouse button, to move the lever to either end.

Wheel

When you are interacting with a wheel or a lever, move the mouse in a circular motion in the direction (clockwise or counter-clockwise) you want it to move.

Static Object

Some object that are too large or have no real way of being interacted with, just require a press on the left mouse button (and there is no need to hold it down). A sound and/or text should instantly be presented when you do this and it will be very clear that no further action is required.

Journal

You enter the journal by pressing J. Once inside the journal you have two different choices:

Found Documents

Documents that you have previously found. You can click on the right/left arrows at the bottom to change page or click on the middle, downward arrow to exit the entry.

My Journal

These are important memory scribbles that can be of great help if you find yourself stuck. When a scribble is added you will see a journal-icon flashing in the lower right corner of the screen and hear a scribble-like sound. You can quickly check the scribbles by pressing M. Use the arrows at the bottom of the screen to navigate.

Health

Health will be decreased whenever you are sustain some kind of injury (from a hard blow, long fall, etc). If your health reaches zero you will die.

Creature Encounters

During your journey you will come across strange creatures, lurking in the darkness. Remember that is not a shooter and that you are not an action-hero. Encounters in Amnesia are very dangerous and you need to be careful and alert to survive. First of all make sure to hide and stay still. Creatures will have more trouble spotting you if you crouch, don't move and stay in darkness.

When you know where the enemy is, you can try and sneak past it. To do this stay crouched and in darkness and move carefully. If you accidentally bump into something you might be heard and spotted. Of course sometimes it is just best to stay put and wait until the danger is over.

If you are spotted, you need to run for it.

Saving

The game takes care of all saving and you do not have to worry about it when playing. When you are done playing simple, press Escape and choose "Exit and Save" in the menu. You can now start playing from where you left of by pressing "Continue" in the main menu the next time the game is started.

Default Key Configuration

Action	Button(s)

Move	W, A, S and D
Look around	Move mouse
Go to main menu	Escape
Open Journal	J
Open My Journal	M
Go back in menus	Escape
Interact	Left mouse button
Throw object	Right mouse button
Rotate grabbed object	Hold down R
Move grabbed object closer/ further	Mouse wheel
Jump	Space
Crouch	Ctrl
Run	Hold Shift

3) Troubleshooting

- I am stuck! What to do?
First of all, make sure to check your Journal to and see if there are any My Journal scribbles in there.
Secondly, look around extra carefully in the level to make sure that you have not missed anything. The more important items should be fairly visible, so as long as you make sure to visit every room in a level, you will find everything of importance. Also note that all puzzles can be solved using objects or items from the same level.
Finally, if all fails, visit our forums at: http://frictionalgames.com/forum/ and ask for help!

- The game runs at a low frame rate and is very jerky.
If you experience bad performance, there is a couple of things you can do:
- Lower your resolution.
- Make sure that ssao resolution and parallax quality are set to low.
- Set shadow quality to low or turn of shadows entirely.
- Turn off vsync.
- Make sure you have the latest drivers for your video card.

- The game won't run / have strange graphical artifacts.
Here is a check list of things to try:
- Make sure you have the latest drivers for your video card.
- Make sure that you installed OpenAL which should have popped up during installation.
- Set shadow quality to low.
- Visit our support site at http://support.frictionalgames.com/ and see if there is a solution to your problem.