

# 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.

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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

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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

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

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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

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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!

Continue the game with Afshar. The game begins at the police station in Afshar's room. Afshar is reading a newspaper that has published Mohammad Masood's death (the victim from last night). Then, he decides to speak to Zabih Pour Officer, who is standing in the corridor outside the room. After talking with the officer, Afshar understands that the forensic doctor is waiting for them in the police station basement. Go downstairs. Go to the basement to forensics. Talk to the doctor who speaks about how the murder had happened



and possible involvement of military forces. He gives you a sheet whose content is the victim's death certificate. Afshar gets out of the forensics and decides to go to the victim's house (Mohammad Masoud) and talk to the deceased wife. By leaving the police station, a scene is displayed where a drunk driver has caused a crash, killed a child and ran away! Afshar should quickly follow and arrest the drunk driver (Mini Game). After arresting the assailant, Afshar gets in the car and drives to Masoud's house. On arriving, enter the house.

Enter the house courtyard. Go upstairs into the corridor. Masoud's wife is expecting you in the first room on the left. Talk to her and ask her about the victim's death (her husband) and his states of mind before being murdered. At the end, ask his wife whether you could examine Masoud's room. Pick up a pack of gum from the table on the right. Exit the room and go to Masoud's room (in front of the room you are in). Check the library in Masoud's room at first. A map of the planets in the solar system is found. There is also a replica of the solar system in the room. Click on the replica. The planets should be sorted out with respect to their distance from the sun. A letter is obtained by solving the puzzle. Contents of the letter reveal that Masoud was threatened. At bottom of the letter, a note was written as "leave my ring for my father" as well as a number as 0428. Afshar goes back to Masoud's wife after reading the letter and asks her about her husband's family (Masoud's father). However, she has no information on the c her spouse's father. Afshar says goodbye to the wife and leaves the house. Get in the car and drive to the police station. Press TAB button to open the map to go to the police station.

Speak to the officer standing in the corridor and ask about archives on journalists. The officer explains that there is complete information on



journalists in archives of the police station. Afshar should go to the archive room, which is located at the end of the left corridor. Enter the archive room and speak with the officer who describes that Masoud's file is in M section based on an alphabetical order. Masoud's file was found on second corridor on the left. Afshar find address of Masoud's father and decides to talk with him. Before leaving the police station, retrieve a red handkerchief from the end of the corridor beside a man sitting on a bench. Exit the police station. Get in the car and drive to Masoud's father store according to the map.

Massoud's father own a dry-cleaning store. He is not at the counter. Enter another room and talk with him. However, Masoud's father is extremely angry and involved with a burst steam pipe. Repair the pipe. Stop the valves located at bottom of the pipe. Cover the hole with a chewing gum and wrap the handkerchief around it. The steam is stopped. Afshar asks Masoud' father (the victim from last night) about documents that his son had left on disposal of his father but the old man denies everything. Afshar should return to the office and bring Masoud's ring to his father, so that the father would show the documents to Afshar. But once out of the dry-cleaning shop:

Afshar sees some villains who had annoyed people. Afshar should fight the villains (Mini Game) and defeat them. Then, he should go to the office. Go to the forensics (in the police station) and talk with the doctor who claims he is very tired. The doctor should be sent to another room in order to fetch the ring. Therefore, Afshar should sent the doctor to another room to fetch a cup of tea. Exit the forensics and go to the pantry, which is in front of the forensics in the basement. Knock on the pantry door but it is locked. The butler explains that the key has fallen in a well but a spare key is upstairs under a vase. Afshar should go upstairs and retrieve the key from a vase located at right side of the

corridor and unlock the door. The butler wants to fetch the doctor a cup of tea. Mash Qasem (the butler) quickly fetch the tea. The doctor goes to another room. Afshar should examine the corpse and take the ring. Then, he should exit the office and go to Masoud's father store. Drive to the store according to the map. Drag the ring on Masoud's father and talk with him. Masoud's father brings a box. A password is required to open the box. The password is the same number Masoud had written in the letter. Enter 0427. The box opens and some documents are revealed. Retrieve and read the documents. Afshar should get out of the store, but a cinematic is displayed as soon as Afshar gets out of the store. Some people attack Afshar, beat him and run away. This step ends here.

Go back to London and continue the game with Amir. Amir should go to James (the forger of documents). Go to James' house by the map. Enter the house and talk with James. He explains that he can prepare an English passport for them. However, they should take new photos in disguise of new identities. He explains that an artificial beard and mustache are on top floor of his house. Go upstairs and pick up the beard and mustache. Exit James' house. Go to a clothing store according to the map. Amir should buy new clothes, a hat and a cane. Clothes are at the end of the hall on the left, the cane is in middle of the store and the hat is on another side. After getting all items, exit the store and go directly to a photography. Talk with the photographer and explains that a passport photo is needed. He says go to another room and sit on a chair, so that the photographer could take photos. Go to another room and sit on the counter and speaks with the photographer who says that the photos will be ready by tomorrow but Amir says that he needs the photos quickly. The photographer believes that Amir himself should print the photos to get

them as soon as possible. Go to the rooms the photos were taken. The door to the camera obscura (a dark room for printing the photos) is on the left. Amir enters the room and goes near a table. Press E button to print the photos. Exit the room. Go to James' house by the map but some villains block Amir's way in front of the house. Fight them (Mini Game), defeat them and go to the house. Go upstairs and sticks the photograph on the passport. Exit the house. A cinematic is displayed. Amir is leaving London accompanied by Iranian foreign minister. This step ends here.

Continue the game with Afshar who was injured after being beaten outside Masoud's father store. He was in a coma for two months. His wife is beside him when he wakes up. Afshar wants a glass of water. Meanwhile, he sees a newspaper and understands that Zabih Pour is missing. Afshar stands up and decides to leave the hospital. His wife tries to stop him but Afshar gets out of the hospital nevertheless. On leaving the hospital, some people attack him. Afshar should defeat them (Mini Game). Then, he go to the police station. At the corridor, talk with an officer and ask about Zabih Pour. He gives some details. Afshar asks about the head of the police station. The officer explains that he is in his room. Afshar walks down the corridor and goes to Colonel Afshar Tous room. A cinematic is displayed by entering the room where the head explains that he is investigating the case of Zabih Pour. Amiri officer is in charge of the case. The head also talks about a coup against Iranian National Government. Then, he asks Afshar to talk with Officer Amiri for more information and visit the archive room. This scene ends and the game continues at the police station.

Afshar should go to Amiri Office located at the ground floor. Talk with Amiri and go to the archive room. Review some documents. Go to Zabih Pour room

on top floor but the door is locked. Go to the butler (Mash Qasem) on the ground floor and take the keys from him. Go to Zabih Pour room. Find Zabih Pour diary in the library. In the diary, Zabih Pour has written that he is suspicious of someone named as Khatibi at the center of retired officers.

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Finally, he had understood that a fired officer named as Fazl-Allah Zahedi who is living out of town is the clue to the story. Zabih Pour had decided to go there! Afshar also decides to go there to look for these clues. He waits until tomorrow morning to visit the villa selection. Thereby, Afshar decides to exist the police station and go home. Get in the car and press TAB to view the address to Afshar's house. On arriving home, he should go to the second floor but the door to his apartment is locked. He finds the key under the pot and opens the door. He discovers his wife is not home! He finds a note by the mirror in the bedroom in which his wife has complained about the stress caused by the case he is working on. She has also stated that she is tired of this situation and has gone to her mother's house (departed in a huff). Afshar sadly lies in the bed and goes to sleep by pressing E. This step ends here.

A cinematic is displayed in which Amir and several other people are planning a scheme to prevent sabotage! Amir is at the villa (the same address he had obtained from Friedman house). A guard is standing in front of the house and does not allow Amir to enter the villa. Therefore, Amir should turn right and go upwards. There is a waterway along the eastern side of the wall. Amir should enter the villa through this way! A guard is inside the villa. Amir should get a wooden bar and knock the guard unconscious. Then, enter the building, go upstairs, turn left and enter a room. On entering the room, a cinematic is displayed in which Amir sees a person and gets very surprised!

Continue the game with Afshar! Afshar is also behind the door to the villa but no guard is there this time. Afshar enters the villa but the door to the building is locked. A part of the ground behind the building looks suspicious where the ground was dug up. Afshar wonders what had happened there. Afshar takes a shovel from somewhere near the guard house. He digs up the ground. A cinematic is played in which Afshar finds Zabih Pour's body who was buried cruelly! Afshar should take the key from Zabih Pour's body whose hands are visible through the soil! Then, he goes to the guard house again at the end of the villa and takes a ladder. He goes to the building and uses the ladder to enter the building through a window.

Enter the building, go downstairs, turn left and enter the living room. Take a hookah charcoal basket from the fireplace. Several chairs is arranged at the end of the room. Afshar understands that the chairs were pulled on the ground! Push the chairs to the wall by hookah charcoal basket to retrieve some documents from the air conditioner. Study the documents. Exit the room. Go upstairs. Turn left and enter the second room, which is Fazl-allah Zahedi's office. New documents are found by examining a drawer in the room! A cinematic is displayed in which a person hits Afshar to the ground. This step ends here.

Continue the game with Amir in front of a building. Newsboy speaks about betrayal of a high-ranking officer. Amir talks with the boy and a guard in front of the door and enters the building. He investigates the surroundings and finds a room where two men are talking. Amir gets suspicious and tries to hear what the two are talking about by pressing E. Moments later, several guards come and throw him out the room. Then, sit down and watch the end of the story. End.