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# INHERENT EVIL

## THE HAUNTED HOTEL



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## INHERENT EVIL™

Please use one of the installation methods below.

### INSTALLATION METHOD ONE:

1. Turn the computer on and start Windows® 95/98. Please close any other programs that you are running.
2. Place the **Inherent Evil** CD in the CD-ROM drive.
3. Click on **[START]** then click on **[RUN]**.
4. Type the letter of your CD-ROM drive (usually "D") followed by a colon (:) and the word **SETUP**. Then click the **[OK]** button or strike **[ENTER]**. (Example D:setup)
5. The install screen will appear. Follow the on-screen instructions.

Inherent Evil Setup will automatically detect whether you have a suitable version of DirectX® installed. If your system needs to be updated click the DirectX® button to update your current version of DirectX®. Inherent Evil WILL NOT PLAY without DirectX® 5.0 or better. We highly recommend that you install DirectX® if prompted.

### GETTING STARTED AFTER INSTALLATION:

1. Place the Inherent Evil CD in the CD-ROM drive.
2. Click on [Start], then select [Programs].
3. Select HeadGames, Inherent Evil, Chapter 1 to start the game!

### Moving Around

Your role in this adventure is to guide the hero, Kyle Reed through the haunted, family owned hotel. Your game screen is the view from Kyle's eyes. To move throughout the various rooms slide the cursor to any edge of the screen. GREEN DIRECTIONAL ARROWS will appear, which designate the direction of movement. Once the directional arrow appears you can left click the mouse to make Kyle move. An arrow pointing directly forward, left or right will face Kyle exactly that direction. An arrow pointing straight down, along the bottom of the game screen indicates Kyle can turn 180 degrees. A directional arrow that points at an ANGLE indicates taking Kyle to a specific part of a room. Example: From across the Lobby an angled arrow appears over the staircase. If followed, it will take Kyle to the base of the staircase. Remember, to activate the move, click the left mouse button.

### Interacting With The Environment

As Kyle explores the hotel, he will discover items and objects that he can interact with or collect. When you move the cursor over specific items a HAND will appear and you can pick the item up by left clicking on it. If an EYEBALL appears, it means you can examine the object by left clicking on it. If a POINTING FINGER appears it means you can activate or choose a specific function. The EXIT sign means you can move away from the close up view of an object or you can leave that room.

### Using Objects

Throughout the game, Kyle will need to gather different items to use for advancing in the game. To collect and add these items to the inventory bar you will need to find the item first and left click that item. The items will be stored in the inventory bar located at the

### INSTALLATION METHOD TWO:

1. Turn the computer on and start Windows® 95/98. Please close any other programs that you are running.
2. Place the **Inherent Evil** CD in the CD-ROM drive.
3. Double-click on the **[My Computer]** icon from your desktop.
4. Double-click on the CD-ROM icon labeled **[IE1GOLD]**.
5. Double-click on the **[SETUP]** icon.
6. The install screen will appear. Follow the on-screen instructions.

bottom of the screen. The inventory bar is split into two sections, items that have a use somewhere in the hotel and items for Kyle's own use. The items represented on the left hand side will be used somewhere in the hotel, such as keys for certain rooms or maybe a flashlight to see in the dark. Activate a specific item by left clicking on that item. Drag the cursor over the area you think it would apply. If the cursor glows red, then you can try to use it by left clicking. If the cursor does not glow red, then you cannot use the item there. To return the item to the inventory bar just bring the cursor back to the empty space on the inventory bar and left click. The items on the right side of the inventory bar are for Kyle's own use. For example, the Diary provides hints, as new sections of the Diary are found, and the Seal, which is also collected in pieces along your journey. The Diary can be looked through at any time by left clicking on it.

### The Graveyard

There are traps throughout the hotel which will end Kyle's life, if he is not careful. If you fall into one of these traps you will be brought to a graveyard with twelve headstones. Ten of these headstones will drop you out of your game while the remaining two will give you a second chance and return you back to where you died. The headstones change randomly so it's all just a matter of luck to guess correctly. Left click on one of the head stones and see if you must start the level over or continue where you died.

### Options

While playing the game, there is a hotel icon that lights up when the cursor is moved over it (also located in the middle of the inventory bar on the bottom of the screen). Clicking on this brings up a playing menu. From this menu you can choose to restart the current part you're in, restart the entire chapter back to part 1, set the image transitions to either High or Low (which may improve the performance of your game) or quit out of the game entirely.

Following the end of the First level, you will be prompted for a code before moving to the Second level. The code you should enter is:

**Access code: GILWIEMINECKKINPECFUA8**

This code is case sensitive. Make sure to enter it correctly to unlock the entire game.

Please note that at the end of each level, the game will notify you that you have successfully completed the level, and then this portion of the game will end. This is supposed to happen. Each level is very long and trying, we want you to take breaks, and sleep when applicable!!! (If you can't!)

To start the next level, restart Inherent Evil, then from the main menu, choose load and select the next level of play. Please note that each level must be completed before moving on to the next level.

Visit [www.inherentevil.com](http://www.inherentevil.com) for the latest news, hints, general information and newsgroups.

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The majority of all Technical questions or problems can be addressed by going to the HeadGames website. The website is continually updated with the latest solutions, patches, and general information. If you still require more information or help, the email support can provide a quick and effective solution. Feel free to contact one of our friendly product support specialists Monday through Friday, 9am to 5pm (Central Standard Time). If you do call, try to be at the computer and have the following information available:

1. Brand of computer.
2. CPU type (486, Pentium, Pentium II).
3. Exact wording of any messages that appeared.
4. Exactly what happened & what you were doing when the problem occurred.