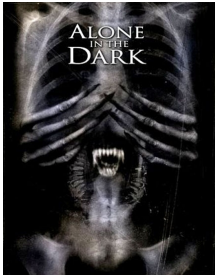


23 May 2008

By: Calin Ciabai, Games Editor



Afraid of the dark?

[Alone In The Dark Achievements \(Xbox 360\)](#)

A complete list of things you can achieve while playing

[Alone In The Dark](#) promises to bring us a great, intense story in a similar way to the TV season-style keeping the player hooked on the action, plot twists and cliff hangers. The good thing is that, in *Alone In The Dark*, you will not be stuck, ever - it has a DVD-like menu allowing you to select which chapter to play (except for the grand finale, of course, which requires a certain amount of the game to be finished before it gets unlocked). A decision both good and bad, depending on your being a casual or hardcore gamer. Of course, the most interesting thing when we think about [Alone in the Dark](#)'s gameplay is the promised level of environmental interaction: Atari claims that, while playing it, you will be able to do everything you can in real life when it comes to interaction - this means that you can basically combine any item with another and create your unique tool or weapon. And we can hardly wait to give it a try! Also, the player is plunged into the heart of the battle with an in-game inventory system, on-body damage and healing system and physiological effects. Unique physics and light rendering are applied to the real-looking fire which propagates realistically across all flammable surfaces. Fire is a valuable ally, but can become your worst enemy; anyway, you'll have lots of fun. As a proof, we have the public achievements for you (the secret ones are still... hmm... secret!) **ACHIEVEMENTS** Complete the following achievements to unlock Xbox Live Gamerscore points. **Blackout** (30 points) Finish the episode without skipping any sequence. **Questions** (30 points) Finish the episode without skipping any sequence. **Painful Answers** (30 points) Finish the episode without skipping any sequence. **Fight Back And Loss** (30 points) Finish the episode without skipping any sequence. **Not Alone Anymore** (30 points) Finish the episode without skipping any sequence. **The Truth** (30 points) Finish the episode without skipping any sequence. **The Path Of Light** (30 points) Finish the episode without skipping any sequence. **The Light Bringer** (30 points) Finish the episode without skipping any sequence. **A Day in Central Park** (150 points) Complete the game. **Flaming Roots** (25 points) Burn half of the roots of evil. **Blazing Roots** (50 points) Burn all roots of evil. **Basic Combination** (5 points) Tape up a bottle. **Nuke** (25 points) Kill 3 Humanz at once. **The Smart Fighter** (5 points) Kill any Humanz with the "Spray + Lighter" combination. **The Molotov Cocktail** (5 points) Insert a wick into a bottle with flammable content. **Cocoon** (20 points) Burn a cocoon. **The Air Bomb** (5 points) Throw a bottle filled with flammable liquid and shoot it mid-air. **The Sticky Bomb** (5 points) Take a bottle filled with flammable content or a spray and combine it with an adhesive. **Fire Bullets** (5 points) Make a fire bullet by pouring flammable liquid on it. **The Glowstick Bomb** (5 points) Combine a taped bottle filled with flammable content or a spray with a glowstick. **Useless!** (10 points) Combine an empty taped bottle with a wick and an emergency flare. **Handyman Carnby** (30 points) Make all possible combinations in the inventory. **The Sharpshooter** (20 points) Finish off a Humanz by shooting fire bullets at its fissure. **Demolition Expert** (20 points) Build the most destructive weapon. **Fissure** (20 points) Burn a fissure. **The Biggest of All** (25 points) Beat the Museum Monster. **Goal!** (20 points) Kick 10 Ratz. **Toasted Eggs** (20 points) Burn a Ratz nest. **Vampirz** (20 points) Burn one of the Vampirz. **Fisherman's Foe** (10 points) Shoot a goldfish. **Unlimited Offer** (10 points) Call all contacts in your address book. **Wired** (10 points) Hotwire a car. **Car Thievery** (10 points) Unlock a car door after breaking the window. **Free Gasoline** (10 points) Pierce a car gas tank and fill a bottle with the fuel. **Never Leave a Key Here** (10 points) Find a car key in the sun visor. **The 10 Mile Race** (20 points) Drive at least 10 miles with a vehicle. **Eradication** (50 points) Kill 100 Humanz. **Bloody Mary** (10 points) Bandage 5 deep bleeding wounds. Here is a scary trailer: