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This book is the definitive collection of graphics, characters, and puzzles from the world's greatest point-and-click adventure game series. Alan Wake is a first-person psychological thriller inspired by American horror literature and dark fantasy. The game is set in the fictional town of Bright Falls, Washington, and follows the tale of Alan Wake, a writer who, after suffering a psychological breakdown, must face the local criminals and supernatural forces who have been stalking him. Alan Wake's origins began as a prequel to the original three Max Payne games. The project was conceptualized in the early 1990s and officially announced in August 2004, when Terry Richardson and Diego Ponzales, the current game designers of the series, were in charge of the project. The title was announced by Electronic Arts at E3 2006, and was released in North America on February 8, 2007. The original title was Fall of Reach and it was developed by now defunct studio The Core. This is evident by the game's plot and setting in the 'Zero Year' of the year 2077. Alan Wake's plot takes place on the fictional island of Bright Falls. A young woman goes missing there, and is presumed dead. Her boyfriend, a Detective in a failing police department, is assigned the task of investigating the case. The story goes back and forth between his journey, and his partner's investigation into the circumstances surrounding her disappearance. The game was originally being developed for PC, PlayStation 3 and Xbox 360, but was eventually developed for Microsoft Windows. The game uses a new engine, based on proprietary code of engine from The Core, which was intended for third person shooter and racing games. A trailer for the game was first shown on the Spike Video Game Awards in December 2005, where The Core was also nominated for Best PC Game. The game uses the Infocom text parser, a modified version of Z-code. It supports 16-bit font with over 250 screen fonts. The game's artwork was done by game concept artist Diego Ponzales. Alan Wake's mask (both original and remixed) was drawn by Jeff Sengupta. Unlike in the original three Max Payne games, Alan Wake will not have a pre-defined set of weapons at the beginning of the game. However, the player will have a starting pistol, which can be upgraded to a shotgun, a sub-machine gun, and a silenced pistol. Weapons can be crafted using the weapon crafting system 82157476af

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