Ceville

Enzyclopedia Tyrannica
the Handbook of Evil

EPILEPSY WARNING

Legal Warning: Some people may experience epileptic seizures or impaired consciousness when exposed to flashing lights or lighting effects.

Those people may suffer a seizure while using a computer. Even those whose medical history does not include evidence of epilepsy to date and who have never previously been subject to epileptic seizures may also be affected.

If you or any member of your family has experienced epilepsy-related symptoms (seizures or consciousness disorders) under the influence of flashing lights occurred, please contact your doctor prior to use.

The following rules apply in any case to the use of a video game: Do not play when you are tired or have not had enough sleep.

Ensure that the room in which you are playing is well lit. When playing, take at least a 10 to 15 minute break each hour.

COPYRIGHT HINWEISE

WELCOME

Welcome to Ceville, a nasty little sarcastic 3D adventure game which will captivate you for the next few days. We are perfectly aware that no-one ever reads handbooks, and that this is especially true for adventure games...
Still, we wrote one anyway and wish you lots of fun with it!

INTRODUCTION

Ceville is the nasty little tyrannical ruler of the fairytale kingdom of Faeryanis - a huge melting pot for a wide variety of races and cultures. Unfortunately his evil regime comes to an abrupt end just as YOU, the player, take control of Ceville. As luck would have it, that is just the moment in which a mob of disgusting do-gooders storms YOUR castle in order to depose Ceville in the name of all that is good and true.

And if that weren't trouble enough for the vertically-challenged despot, it turns out that his henchmen Basilius is the one behind the revolt. Basilius turns out to be a psychopathic villain who wants the crown for his pwn.

It goes without saying that a rotten jerk like Ceville isn't likely to take that kind of thing lying down, so he sets off to put the even more evil villain Basilius back in his place and to restore his version of law and order to Faeryanis.

Now it's up to YOU to accompany Ceville on his quest to save Faeryanis from a reign of terror such as has never been seen. Which means even more terrible than under Ceville ... well, something like that, anyways.

INSTALLATION

We recommend that you close all running programs before installing "Ceville".
IMPORTANT: Ensure that you have full Administrator rights during installation and play. Otherwise you may experience problems and crashes.
But you're a Windows user, so you're used to that anyway ...

To install Ceville:
1. insert the DVD into the DVD drive
2. click "Install" as soon as the menu appears. If the menu doesn't appear on its own, please open the DVD and start the "Setup.exe" file.
3. follow the Installation instructions.

During installation the program will add a link to the Desktop and a program icon to the Start menu.

DIRECTX 9.0C AND .NET FRAMEWORK 3.5 INSTALLATION

In the course of the installation process both DirectX 9.0c and .NET Framework 3.5 will be installed on your computer. Ceville requires both programs to run error-free on your computer. Ceville requires the DirectX 9.0c Version from November 2008(!), so we recommend that you under no circumstance skip over the DirectX installation.

DEINSTALLATION

If you really actually do want to uninstall Ceville – which really would be a shame – click Start / Programs / Ceville / Uninstall Ceville.

Before proceeding with the uninstall you will be asked whether or not

you wish to keep your settings and game saves. If you click "YES!" these files will not be deleted and will be available the next time you install Ceville.

Of course, you could also format your hard drive, replace it or buy a whole new computer to get rid of your version of Ceville, but we advise against it! (Note: That was a joke ... Not that someone actually takes it seriously and tries to sue us!)

THE MAIN MENU

Once you start Ceville you will automatically find yourself in the games main menu, where you can access the following menu selections.

Press the ESC button during play to return to the main menu. Pressing the ESC button a second time will return you to the game.

NEW GAME
This selection only appears when you start Ceville, which is to say before you have either loaded a saved game or started a new one.

The name says it all, really, for this lets you start a brand new game. You will find yourself in Ceville's throne room just seconds before the rebellion.

LOAD GAME
Clicking "Load Game" will take you to the Load screen. Here you can choose the desired game save from the left side of the screen and press the "Load Game" button to, well, load the game!

SAVE GAME
This menu selection is only available during play.

Clicking "Save Game" will take you to the Save screen. Here you can give your game save a name and save it by clicking – you guessed it – "OK".

Alternatively, you can overwrite an existing game save. To do so you must select an existing game save and then click "Save game". Now you can give the game save a new name before clicking "OK" to overwrite the old game save.

QUICK SAVE

This menu selection is only available during play.

You can use "Quick Save" whenever you want to save a game without having to give the save a name. This will create a save named "Quick Save" with the current date and time.

Oh, and Ceville will automatically be saving your current progress every 5 minutes, too. So you probably won't be needing this option all that often anyway.

CONTINUE PLAY

This menu selection is only available during play.

Please use this selection to leave the main menu and return to play.

OPTIONS

The Options menu lets you adjust settings in three categories, "General", "Video" and "Audio". You can find more information on this menu in the chapter "The Options Menu".

QUIT

Clicking this menu selection will end Ceville and return you to your Windows desktop. If that's what you really want ...

THE OPTIONS MENU

GENERAL

UNDERTITLES – Activates and deactivates the on-screen display of the written text to all spoken dialogues.
During play you can display or hide the subtitles by pressing the "S" button.

DISPLAY POSSIBLE COMBINATIONS – Activates and deactivates the colored help display during play. Get more info under "The Controls".

VIDEO

RESOLUTION – Changes the games display resolution. A higher resolution provides a better picture, but also requires a faster PC.
If you change this value you will have to restart Ceville.

TEXTURE RESOLUTION   – A higher setting provides better textures, but also requires a faster graphics adapter with more memory.
If you change this value you will have to restart Ceville.

REAL-TIME SHADOWS – Activates and deactivates character shadows in the game.
If you change this value you will have to restart Ceville.

SHADER EFFECTS – Activates and deactivates some advanced graphics effects such as depth of field blur and blooming.

GAMMA – Lets you adjust your screen brightness.

AUDIO

MASTER – Adjusts the overall volume.
MUSIC – Adjusts the music volume.
SPEECH – Adjusts the volume for all spoken text.
EFFECTS – Adjusts the volume of the sound effects used in the game.

ENVIRONMENT – Adjusts the volume for environmental effects such as birdsong in the background, for example.

KEYBOARD LAYOUT

P	Pause button, pauses play – surprise, surprise
I	Show / hide Inventory
TAB	Changes between characters. For all those who can't be bothered to double-click the portrait.
LEERTASTE	Hold the Space bar down to display the names of all objects shown on the screen
ESC	in cut scenes: skip cut scene, otherwise: Open main menu

THE CONTROLS

MOUSE CONTROLS

Ceville is completely mouse controlled.

The left mouse button moves you through the fairytale world of Faeryanis. If you click on an object which allows special actions using the left mouse button, the corresponding special action will be carried out (for example "Talk to ..."). Objects offering special actions are labeled in red.

Here is an overview of the different special actions and the mouse icons used for them:

WALK
Walk to this spot. A double-click will let you run to that spot.

USE
Use this item. This can include any number of actions such as push, pull, press, ...

EXIT
Exit the current scene to move to another.

TALK TO
Talk to the person selected.

TAKE
Take the selected object and add it
to your inventory.

EXAMINE
Examine the selected object.

Right-clicking an object lets you examine it more closely. The player
characters then comment appropriately.

Some objects in the game can only be examined. In these cases both
mouse buttons have the same function. These objects are labeled in
gray.

COMBINING OBJECTS

Often during play you will be requires to combine items from your
inventory with objects in the scene, or with other items from your
inventory. To do this, click the first item in your inventory using the left
mouse button and then left-click the object you want to use it with –
whether it's another item from your inventory or an object in the scene
itself.

If you activated the "Display possible combinations" option, then those
combinations of items which might assist you in play will be labeled in
orange.

SHOW ALL OBJECTS

If you hold the space bar down during the game, all of the objects on the screen with which you can interact will be shown. The label color lets you know just how you can interact with the different objects (see the two previous sections for more info).

CHANGING CHARACTERS

In the course of the game you will be able to control more than one character at the same time. If your characters are in separate locations, small portraits of the characters you are currently NOT controlling will appear over the larger portrait of the character you ARE controlling. Left-clicking one of the small portraits will let you switch over to controlling the corresponding character.

Or, alternatively, you can use the Tab key to switch between characters.

THE MAIN CHARACTERS

CEVILLE

Ceville is the vertically-challenged tyrant who rules the fairytale realm of Faeryanis with an iron fist. His diminutive size has made him into a cynical, sarcastic man who subjects his... er, subjects... to one demeaning indignity after another.

But there's something powerful going on behind his back – something which threatens to sink his realm into utter chaos! Will he be able to stem the tide of approaching Evil while getting his well-deserved revenge on the side?

LILLY

Lilly is a sweet little girl who is trying to save Faeryanis from the approaching chaos, and probably about the only person in Faeryanis willing to help Ceville. Her past is shrouded in mystery ... well, either that or it is just sooo unimportant – whatever, we're looking forward to your suggestions!

Will she manage to save Faeryanis and make a good person of Ceville?

AMBROSIUS

Totally heroic Paladin and force for
all that is Good by trade, Ambrosius
has won numerous Hair competitions
with his incredibly incredible hairstyle.
Honest. When he's not busy bragging
about adventures past, pampering his
luxurious silky hair or admiring his own
dazzling good looks he can be found at
the forefront of the fight against Evil.

Will he be able to stop his nemesis
Ceville?

BASILIUS

Basilius is Ceville's right-hand man, and
a truly villainous black magician as well.
He's exactly what they had in mind when
they invented the word villain. Assistant
to Faeryanis' squat little despot though he
may be, he still has his own nefarious plans
afoot ...

And Now For Something Completely Different ...
 (Warning! Satire!)
Like we said at the beginning, no one ever reads handbooks. Honest! Nobody!
You, however, seem to be a very persistent exception to the rule. To keep these
pages from being a total waste of time, we decided to include a little creation of
which Ceville is truly fond:

BURGER À LA RATTA (RAT BURGER)

INGREDIENTS:
2 large rats
2 onions
4 red bell peppers
250g beans
150g tomato paste
1 can of tomatoes
50g corn
Salt, pepper, chili
Lettuce leaf
Burger buns

PREPARATION:
First off, skin the rats, being sure to remove the paws, the tail and the head.
Anyone not already thoroughly disgusted may now strip the meat from the
bones.
Cut the meat up fine and fry together with the sliced onions until well (!) done.
Spice it with the salt, pepper and the chili.
Cut the bell pepper into small thin slices and put it into a pot together with the
beans and that stuff from the frying pan. Let the whole mess braise for about 10
minutes. Stir the tomato paste in bit by bit.
Then add the canned tomatoes (without the can) to the pot and simmer for
about 40 minutes.
Try to spread the result on one of the burger buns and voilà, your Rat Burger is
good to go.

Small note: No, I haven't tried this myself and, no, I wouldn't recommend that
anyone else try it, either ;-)

CREDITS

Ceville was created by
REALMFORGE STUDIOS

IDEA AND PUZZLE DESIGN
Benjamin Rauscher
Christian Wolfertstetter

MANAGEMENT
Stefan Marcinek
Christian Wolfertstetter

PROJECT LEAD
Benjamin Rauscher

TECHNICAL LEAD
Korbinian Abenthum

SOMA GAME-ENGINE
Korbinian Abenthum

LEAD ARTIST
Joachim Segler

CONCEPT ART
Boris Kiselicki

CHARACTER DESIGN
Joachim Segler
Dennis Day

CHARACTER ANIMATION
Joachim Segler

LEVEL DESIGN
Alexander Schonka

ADDITIONAL 2D / 3D DESIGN
Verena Deinhofer
Markus Silwergaard
Christoph Buchner

CONTENT INTEGRATION
Korbinian Abenthum
Christoph Buchner
Andreas Maier
Benjamin Rauscher
Christian Wolfertstetter

ADDITIONAL PROGRAMMING
Thomas Drexl
Benjamin Rauscher
Christian Wolfertstetter

DIALOGS
Christian Wolfertstetter

INGAME CUTSCENES AND CAMERAS
Christoph Buchner

RENDER CUTSCENES
Joachim Segler

SOUND DESIGN
Paolo Mariangeli

COVER ARTWORK
Kai Klimiont
Verena Deinhofer
Joachim Wegmann

CEVILLE LOGO & WEBSITE
Joachim Wegmann

MUSIC BY
Andreas Veith

VOICE OVER
Sven Dahlem
Kerstin Draeger
Alicia Endemann
Frank Felicetti
Joscha Fischer-Antze
Isabella GrotheEberhard Haar
Gerhart Hinze
Jürgen Holdorf

Ceville

Thomas Karallus
Micaela Kreißler
Holger Löwenberg
Robert Missler
Kai-Hendrik Möller
Christine Pappert
Angela Quast
Christian Rudolf
Achim Schülke
Bernd Stephan
Mogens von Gadow
Marion von Stengel
Guido Zimmermann

VOICE RECORDINGS DIRECTED BY
Stefan Marcinek

ENGLISH TEXT
Bill Thomas
I know what you mean Translations

Published by KALYPSO MEDIA

MANAGING DIRECTORS
Simon Hellwig
Stefan Marcinek

PRODUCT MANAGER
Joachim Wegmann

KALYPSO MEDIA SUPPORT

Kalypso Media UK Ltd.
Asmec Centre / Eagle House
The Ring, Bracknell
Berkshire RG12 1HB
United Kingdom

MARKETING MANAGER
Johanna Schütterle

PR
Stefan Marcinek

SPECIAL THANKS TO
David Kinsella
Christian Marzy
Torsten Tauber
Marc Williams
Michael Schwarz
MOGRE (mogre.sourceforge.net)

Testing by QUALITY FOUR GMBH

QA MANAGER
Enrico Ausborn

SENIOR TESTER
Michael Andraschek
Oliver Sturm

JUNIOR TESTER
André Blunert
Sven Rosenkranz

www.kalypsomedia.com
forum.kalypsmedia.com
support@kalypsomedia.com

CEVILLE WEBSEITE:
WWW.CEVILLE-GAME.COM