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WWW.ATARI.COM/FAHRENHEIT

A WORD ABOUT FAHRENHEIT...

My desire to create video games dates back to the arrival of 3D real time. I remember how many possibilities suddenly opened up because of this new technology. I saw it as a new means of expression where the world could be pushed to its limits. It was my way of exploring new horizons.

I felt like a pioneer filmmaker at the start of the 20th Century: grappling with basic technology, but also being aware that there is everything left to invent - in particular a new language that is both narrative and visual.

To be honest, the ten years that followed didn't satisfy my hunger. I was under the impression that video games were only exploiting a tiny part of their amazing creative potential, because they concentrated on "Action" and totally neglected a fundamental element of all human experience – emotion. The technology, meanwhile, was moving much faster.

Fahrenheit is my contribution to the transformation of video games into a true form of expression that conveys emotion. The solutions I offer are not the only ones, but Fahrenheit's huge merit is that it asks real questions and offers concrete answers.

It shows how it's possible to create an interactive experience that is more than just killing monsters in corridors and shooting crates to find ammunition. It shows that it's possible to create experiences that are richer and deeper. It shows that it's also possible to tell a story and play a game without sacrificing either the interactivity or the narrative.

I hope you, as skilled or occasional players, will enjoy the experience that we have tried to create here. If you hold prejudices against video games, I hope that Fahrenheit will help you reconsider your judgment. I also hope that more people will be tempted to explore this new creative path, injecting their own inspiration, talent and ambitions.

Interactivity is still in its infancy. There is still everything left to invent.

Fahrenheit has been a huge part of our lives these last two years and has proved to be a vast human and intellectual adventure for the whole Quantic Dream team, one that has forced us to question many of the principles that we previously took as read.

I will consider myself fortunate if, like the books, films, and songs that have made lasting impressions on you, Fahrenheit could leave some small trace too.

David Cage

THE README FILE

The *Fahrenheit* DVD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Fahrenheit* directory found on your hard disk (usually C:\Program Files\Atari\Fahrenheit). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Fahrenheit*, and then on the ReadMe file.

SETUP AND INSTALLATION

Start Windows® 2000/XP.

1. Insert the *Fahrenheit* DVD-ROM Disc into your DVD-ROM drive.

2. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. Note: If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.

3. Follow the remainder of the on-screen instructions to finish installing the Fahrenheit DVD-ROM game.

4. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/ Fahrenheit/Fahrenheit to start the game.

Note:
You must have the Fahrenheit DVD-ROM Disc in your DVD-ROM drive to play.
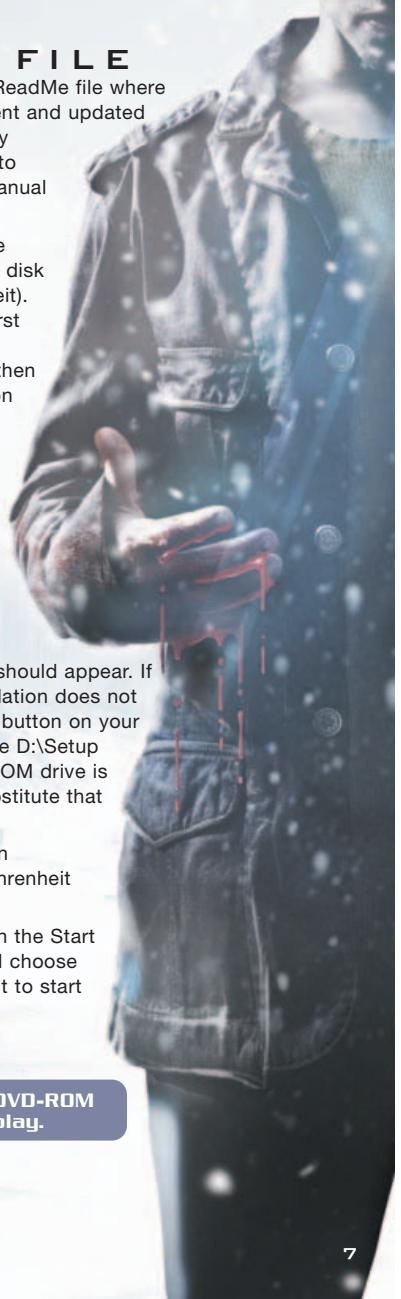
INSTALLATION OF DIRECTX®

The *Fahrenheit* DVD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Installation.

BEFORE STARTING A NEW GAME...

Fahrenheit is unlike other games you have played, and we suggest that you play through the Tutorial before you begin the main story. At the Main Menu, select New Movie and then select Tutorial. Follow the on-screen instructions to learn how to control the characters in Fahrenheit.

CONTROLS

MENU CONTROLS

ARROW keys	Highlight a menu item / change the settings
Enter Key	Select menu item
BACKSPACE Key	Cancel / Back

GAME CONTROLS

ARROW Keys	Move character
Left mouse button (hold) and move	Swing camera / perform action
Mouse-wheel button (hold) and move	First person camera
Right mouse button (hold) and move	Camera switch / turn camera
NUM_1 Key	Camera Reset (outdoor scenes only)
NUM_3 Key	Display Mental State
RIGHT Shift Key	Run
Enter Key	Character Switch / switch modes in PDA
Esc Key	Pause Menu
RIGHT_CTRL Key	Display PDA
Spacebar Key	Look

CHARACTER CONTROLS

- Walk forward (default key: up arrow).
- Make a u-turn (default key: down arrow).
- Turn right (default key: right arrow).
- Turn left (default key: left arrow).

You can press the run key (default key: RIGHT Shift) in combination with these keys to run.

You can press the camera reset key (default key : NUM_1) to reset the camera behind the character in outdoor scenes.

If you hold the left and right mouse button, the character will walk forward. You can move your mouse left or right to make your character to turn left or right. On outdoor scenes, the camera is automatically set on the back of the character if you use this combo.

CAMERA

- Hold the left mouse button and move your mouse to move the camera.
- Hold the middle mouse button or the look keyboard key (by default: Spacebar) and move your mouse to control the first person camera.
- Hold the right mouse button and move your mouse on the left or on the right to make the camera turn around the player in outdoor scenes.
- Click on the right mouse button to change the camera point of view in indoor scene.

TRACK AND FIELD

Track and field sequences consist of pressing two keys alternately, as fast as possible.

These keys are the same as turn left and turn right (default keys : left arrow and right arrow).
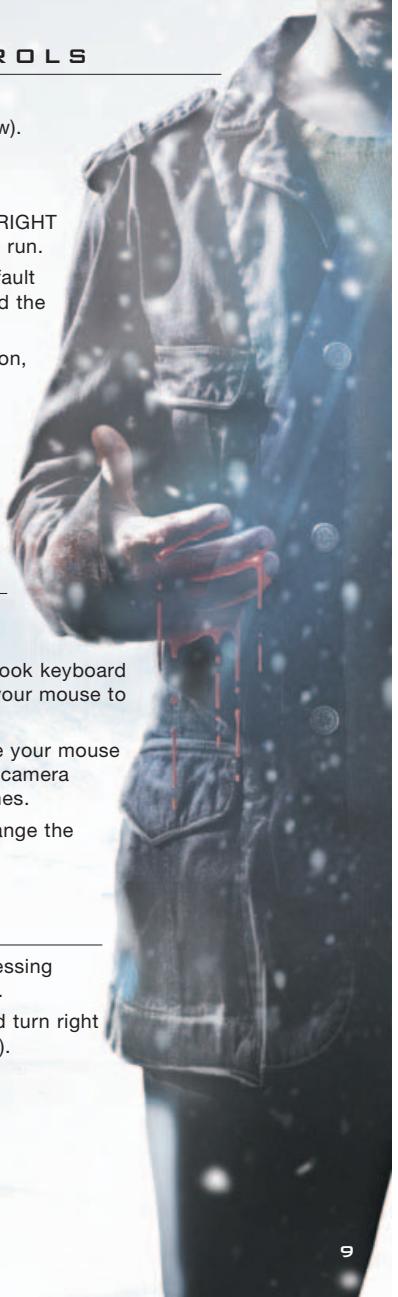
INTERACTING WITH ITEMS

When you move your character in front of an object or person, an action icon will sometimes appear at the top of the screen. The white line and moving red dot indicate the direction you need to move your mouse. Click and hold the left mouse button and replicate this movement in order to perform an action. The red dot indicates the current position of the mouse movement.

TIPS :
When you move the mouse holding the left mouse button, you will be able to see the animation for that movement. Do it slowly to really feel the control of the motion.

INTERACTING WITH PEOPLE

If you choose to talk to another character, dialog options are presented at the top of the screen. Click and hold the left mouse button and move it in the direction indicated by the white line and moving red dot to select a dialog choice. The blue meter below the dialog choices represents the amount of time you have to choose your response.

If you do not select anything to say before the blue bar disappears, the symbol on the left of the blue meter indicates what will happen: if there is a blue symbol on the left of the time bar, the game will make a default choice for you, if there is a red symbol, you will exit the dialogue.

TIPS :
- If you do not wish to enter in dialog, don't make any dialog choices when the red symbol is displayed on the left of the time bar – this will quickly end your conversation.

Don't worry : you will never get stuck because you did not ask the right question or missed something in a dialogue. The game always checks that you have the minimum amount of information you need to understand the story and continue. But if you don't play dialogues, you may miss some side information or even some scenes, so be careful.

- It is generally better not to let the game make a default choice for you, as it is generally not the most interesting or revealing choice that will be made.

- Dialogs are structured in a way to give a strong feeling of natural pacing and emulate the continuity of a real dialogue. Key words appear as ideas cross your mind. You won't be able to ask all of the question options as the dialogue progresses, so think about what you are going to ask.

MOTION PHYSICAL ACTION REACTION

To execute a "MPAR", hold the left mouse button and move your mouse to reproduce the movement.

ACTION CONTROLS

During an action sequence, on-screen indicators will display the proper keys to press. Make the corresponding moves as quickly as they appear on screen, in order to successfully complete the sequence.

When you see this icon on screen, press the arrow keys (and/or the Num Pad keys) in the directions indicated.

TIPS :
- You can modify the difficulty level of the Action Sequences by selecting the Options Menu and changing the setting "Difficulty Level" to "EASY", "NORMAL" or "HARD".

This symbol appears on screen each time strength or stamina is involved. When you see this icon on screen, alternately press the left arrow and the right arrow as quickly and steadily as you can. The quicker you are, the faster the animation will be played.

"PHYSICAL ACTION REACTION"

To execute a "PAR", press the right key when it appears.
• First "PAR" up (default key : up arrow)
• First "PAR" down (default key : down arrow)
• First "PAR" left (default key : left arrow)
• First "PAR" right (default key : right arrow)
• Second "PAR" up (default key : num 8)
• Second "PAR" down (default key : num 2)
• Second "PAR" left (default key : num 4)
• Second "PAR" right (default key : num 6)
You can also hold the left mouse button and move your mouse in a direction for the second "PAR" instead of using the second set of keyboard keys.

SAVING AND LOADING

When you start the game for the first time, you are requested to enter a Profile, which will constitute the name of your saved game.

Your progress through the game — including unlocked story chapters and bonus points — will be automatically and transparently saved on your hard disk each time you see a red icon in the upper right corner of the screen, provided you have not disabled the AutoSave feature in the Options Menu.

When you select Continue from the Main Menu, the game will load from the last save point of the current Profile.

To load a new Profile, select Options at the Main Menu and then select Login Screen. You will be prompted to select a Profile or create a new one.

You can create up to 6 profiles, provided you have enough space on your hard disk. If you don't, a prompt message will inform you.

THE STORY

You're in a trance. You pick up a knife and stab a man you have never met before. As you come around you realise what you've done. The police will come. There's only one thing to do – run.

As an ordinary IT manager working in the city, there isn't a clear answer to why you've suddenly become a murderer. All that's left is the weapon in your hand and a strange symbol carved into your arm. But this isn't an isolated incident: others are killing total strangers too.

Now you have to discover the truth before you lose your mind or get caught by the police. But you've got an advantage: you can take on the roles of four key characters to help you understand what's going on and link all the signs together. Become Lucas Kane the murderer, one of two detectives, or Markus Kane, Lucas's brother and priest.

Look at everything from a different perspective. Tackle everyone in a different way. Play as each character and you'll discover just what's behind these murders…
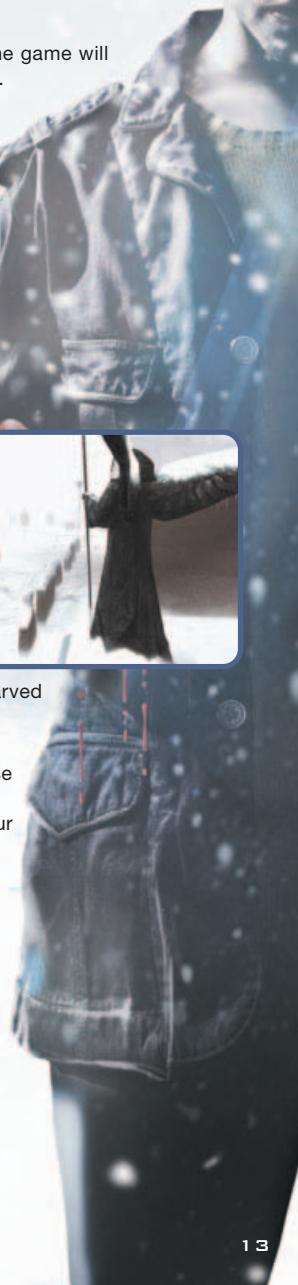
MAIN MENU

Use the arrow keys to highlight an option, and press the Enter Key to select it.

NEW MOVIE

Load the Tutorial or play Fahrenheit from the opening scene.

CONTINUE

Continue the game from the last save point for the current Profile.

CHAPTERS

As you complete chapters in Fahrenheit, they are unlocked and available for replay here. Select a chapter and press the Enter Key to replay it. You will have the option of not saving your progress, creating a new Profile, or overwriting your saved progress for the current Profile. Press the right arrow key to page ahead; press the left arrow key to page back.

OPTIONS

Modify game options (see "Options Menu").

BONUS

As you play the game, you will discover Tarot Cards that earn you Bonus Points. Spend your Bonus Points here to unlock concept art, movies, Making Of material, exclusive scenes and more.

OPTIONS MENU

Choose Options from the Main Menu to adjust various game settings. Press the up or down arrow keys to highlight an option. Press the Enter Key to go to that option sub-menu or toggle the options.

AUDIO

Global volume – Set the overall game volume.

Music volume – Set the music volume.

Voices volume – Set the volume for character voices.

Effects volume – Set the volume for sound effects.

VISUAL

Display Type – Select Normal or Panoramic (widescreen) display mode.

Languages - Change the subtitles to your preferred language.

Resolution – Select Low (best performance) or High (best quality).

Auto-detect Graphics Level - Novice users can choose this option to set the graphics option automatically, according to the hardware.

Graphics Level - Select low, medium, high or custom Graphics level.

Advanced Graphics Options - Only available when the graphics level is set to "custom". The custom value can be selected by advanced users, they can enabled advanced features of high-end video cards such as anti-aliasing or anisotropic filtering. "It can also be used to solve compatibility issues."

CONTROLS

Control Device: Choose from Keyboard/Mouse or Game Controller

Control Settings: To change keys or buttons settings.

Invert camera: To invert the mouse camera.

PAR POSITION: Choose where the action sequences are displayed on screen.

Mouse sensitivity: To set mouse sensitivity (Keyboard/Mouse only).

Control Type - Hard Reset or Soft Reset: Set controls depending on camera's position. (Game Controller only)

Vibration: Set the vibration function ON/OFF (Game Controller only).

LOGIN SCREEN

Press the Enter Key to go to the Profiles screen. Select an existing Profile to load or create a new one.

AUTOSAVE

Toggle the Autosave feature ON / OFF. This feature automatically saves your progress on your hard disk at regular checkpoints.

DIFFICULTY LEVEL

Select Easy, Normal or Hard.

CHARACTERS

LUCAS KANE

Fahrenheit's main character – an average IT manager, who suddenly turns into a murderer. But Lucas knows he wasn't in control when he did it. All he can do is try to discover the truth before he gets caught by the police.

CARLA VALENTI

Nobody challenges Carla, the NYPD detective in charge of the Doc's Diner murder. Initially she puts the brutal murder down to the work of a psychotic mind. But the ritual pattern left behind makes her look further than the obvious suspect.

TYLER MILES

NYPD detective Tyler is troubled by his relationship problems and long working hours. He's more than ready to wrap up this case immediately. That is until Carla takes things one step further. This murder isn't going to be solved easily.

MARKUS KANE

Markus hadn't heard from his brother Lucas for two years. And now he comes to him with blood stained hands. As a priest he's torn between doing the right thing and his family ties. Is blood thicker than holy water?

MENTAL HEALTH

You will need to care for your character throughout the game, as you have control of their Mental Health. Certain physical actions, some moral choices and relationships you have with other characters will affect your characters' mental health. When a character's mental health drops too low, it can lead them to depression or other negative outcomes.

TIPS :
- Your Mental Health Status is displayed in the lower right corner of the screen, with a blue meter. This meter is automatically displayed each time your Mental Health changes. You can also display it manually at any time by pressing the NUM_3 Key.
- Regularly check the Mental Health of your character. If it goes too low, try to find a physical or emotional action that will help him/her to feel better and to avoid any unpleasant action or event.

PDA (PERSONAL DIGITAL ASSISTANT)

Press the RIGHT Ctrl key to bring up a character's PDA. Press Enter to switch between the Information and Character Log screens. The Information screen contains the following:

Mental Status: The state of the character's mental health. Try not to let it fall too low.

Elapsed Time: The amount of time you have been playing the movie with the current Profile.

Lives: Some action sequences can injure or even kill a character. Each "FAILED" in a critical action sequence costs a life. If you run out of lives, the game is over.

Bonus Points: Certain actions and discoveries in the game earn you Bonus Points. You can use these to unlock concept art, movies and other goodies at the Bonus Menu.

Bonuses / Bonus pts unlocked: The percentage of total Bonus Points that you've earned.

Story Completed: The percentage of the story that you've completed.

On the Character Log screen, press the up or down arrow keys to scroll through the current entry; press the left or right arrow keys to scroll through entries.

VIKTIGT-FILEN

DVD-ROM-spelet Fahrenheit innehåller en viktigt-fil där du kan läsa licensavtalet och uppdaterad information om spelet. Vi rekommenderar starkt att du läser filen, så att du kan dra nytta av ändringar som har gjorts efter att den här handboken trycktes.

Om du vill visa filen dubbelklickar du på den i mappen Fahrenheit som finns på hårddisken (vanligtvis C:\Program\Atari\Fahrenheit). Du kan också visa viktigt-filen genom att först klicka på knappen Start i Aktivitetsfältet i Windows®, sedan på Program, Atari, Fahrenheit och till sist på viktigt-filen.

FÖRBEREDELSER OCH INSTALLATION

Starta Windows® 2000/XP.

1. Sätt in DVD-ROM-skivan för Fahrenheit i DVD-ROM-enheten.

2. Om funktionen för automatisk uppspelning är aktiverad ska en titelskärm visas. Om funktionen för automatisk uppspelning inte är aktiverad, eller om installationen inte startar automatiskt, klickar du på knappen Start i Aktivitetsfältet i Windows® och väljer Kör. Skriv D:\Setup och klicka på OK. Obs! Om din DVD-ROM-enhet har tilldelats en annan bokstav än D skriver du den bokstaven i stället.

3. Slutför installationen av DVD-ROM-spelet Fahrenheit genom att följa resten av instruktionerna på skärmen.

4. När installationen är färdig startar du spelet genom att klicka på knappen Start i Aktivitetsfältet i Windows® och välja Program/Atari/Fahrenheit/Fahrenheit.

OBS!

DVD-ROM-skivan med Fahrenheit måste befinna sig i DVD-ROM-enheten för att spelet ska fungera

INSTALLATION AV DIRECTX®

För att det ska gå att använda DVD-ROM-skivan med Fahrenheit krävs DirectX® 9.0c eller senare. Om du inte har DirectX® 9.0c eller senare installerat på datorn klickar du på "Yes" (Ja) för att godkänna licensavtalet för DirectX®. Installationen av DirectX® 9.0c startar nu.

INNAN DU STARTAR ETT NYTT SPEL...

Fahrenheit liknar inte något annat spel du har spelat, så vi rekommenderar att du spelar igenom avsnittet Tutorial (Lektion) innan du börjar med huvudberättelsen. På huvudmenyn väljer du New Movie (Ny film) och sedan Tutorial (Lektion). Lär dig styra figurerna i Fahrenheit genom att följa instruktionerna på skärmen.

KONTROLLER

MENYKONTROLLER

Piltangenterna: Markera ett menyobjekt/ändra inställningar

Returtangenten: Välj ett menyobjekt

Backstegstangenten: Avbryt/tillbaka

SPELKONTROLLER

Piltangenterna: Flytta figur

Vänster musknapp (håll nedtryckt) och flytta: Vrid kameran/utför handling

Musens hjulknapp (håll nedtryckt) och flytta: Förstapersonsvy

Höger musknapp (håll nedtryckt) och flytta: Växla kamera/vända kamera

Num 1-tangenten: Återställ kameran (endast i utomhusscener)

Num 3-tangenten: Visa mentalt tillstånd

Höger skifttangent: Spring

Returtangenten: Figurväxling/växla läge i handdator (PDA)

Esc-tangenten: Pausmenyn

Höger Ctrl-tangent: Visa handdator (PDA)

Mellanslagstangenten: Titta
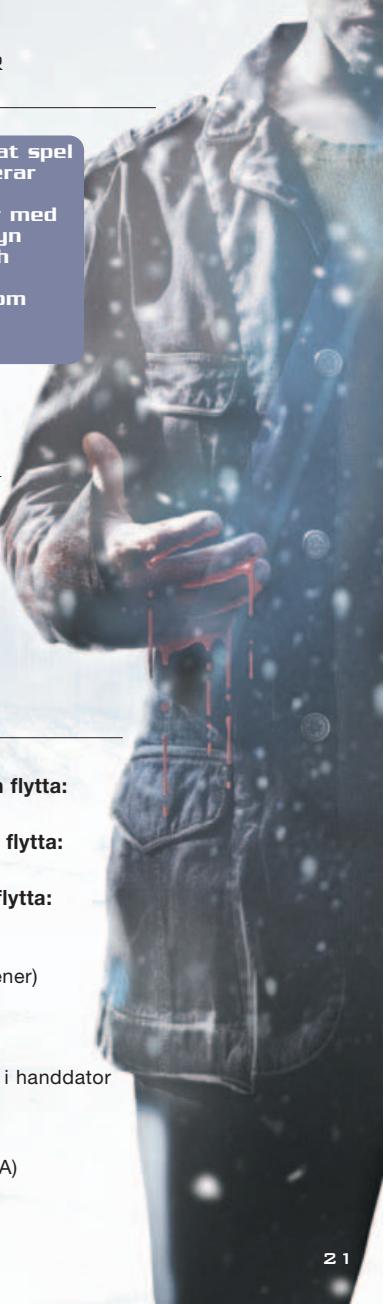
FIGURKONTROLLER

• Gå framåt (förvald tangent: uppil).

• Gör en u-sväng (förvald tangent: nedpil).

• Sväng åt höger (förvald tangent: högerpil).

• Sväng åt vänster (förinställd tangent: vänsterpil).

I utomhusscener kan du återställa kameran och placera den bakom figuren genom att trycka på Num 1-tangenten (standardinställning).

Om du håller vänster och höger musknappar nedtryckta går figuren framåt. Du kan röra musen åt vänster eller höger om du vill få din figur att svänga åt vänster eller höger. I utomhusscener riktas kameran automatiskt mot figurens rygg om du använder den här kombinationen.

KAMERA

• Håll vänster musknapp nedtryckt och rör på musen när du vill flytta kameran.

• Håll den mittersta musknappen eller titta-tangenten på tangentbordet (förvald tangent: mellanslag) och rör på musen när du vill styra förstapersonskameran.

• Håll höger musknapp nedtryckt och rör musen åt vänster eller höger när du vill få kameran att vridas runt spelaren i utomhusscener.

• Klicka med höger musknapp när du vill byta kameravinkel i en inomhusscen.

FRIIDROTT

Friidrottssekvenser består av att du trycker växelvis på två tangenter så snabbt som möjligt.

Dessa tangenter är samma som för att svänga vänster och höger (förinställda tangenter: vänsterpil och högerpil)

"MOTION PHYSICAL ACTION REACTION"

När du vill genomföra en MPAR hållder du vänster musknapp nedtryckt och härmar rörelsen genom att röra musen.

"PHYSICAL ACTION REACTION"

När du vill genomföra en PAR trycker du på rätt tangent när den visas.

Du kan också hålla vänster musknapp nedtryckt och röra musen i någon riktning för den andra PAR, i stället för att använda den andra uppsättningen tangenter på tangentbordet.

SPARA OCH HÄMTA SPEL

När du startar spelet för första gången blir du ombedd att ange en Profile (Profil), som blir namnet på ditt sparade spel.

Dina framsteg i spelet – inklusive upplåsta berättelsekapitel och bonuspoäng – sparas automatiskt och synligt på hårddisken varje gång du ser en röd ikon längst upp i högra hörnet av skärmen, förutsatt att du inte har stängt av funktionen AutoSave (Spara automatiskt) på menyn Options (Alternativ).

Om du väljer Continue (Fortsätt) på huvudmenyn hämtas spelet från den senaste sparpunkten i nuvarande profil.

Om du vill hämta en annan profil väljer du Options (Alternativ) på huvudmenyn och sedan Login Screen (inloggning). Du blir då ombedd att välja en profil eller skapa en ny.

Du kan skapa upp till sex inloggningskonton, förutsatt att det finns tillräckligt med utrymme på hårddisken. Om det inte finns det, får du ett meddelande.

README-TIEDOSTO

Fahrenheit-DVD-ROM-peliin liittyy englanninkielinen ReadMe-tiedosto, jossa on sekä käyttösopimus (License Agreement) että pelin uusimpia tietoja. Lukemalla tiedoston voit hyötyä kaikista muutoksista, joita on mahdollisesti tehty tämän ohjekirjan painamisen jälkeen.

Voit avata tiedoston kaksoisnapsauttamalla sitä kiintolevyn Fahrenheit-hakemistossa (yleensä C:\Program Files\Atari\Fahrenheit). Voit avata ReadMe-tiedoston myös napsauttamalla Windows®-tehtäväpalkin Käynnistä-painiketta, valitsemalla Ohjelmat, valitsemalla Atari, Fahrenheit ja napsauttamalla sitten ReadMe-tiedostoa.

ASENTAMINEN

Käynnistä Windows® 2000/XP.

1. Aseta Fahrenheit-DVD-ROM-levy tietokoneen DVD-ROM-asemaan.

2. Jos automaattinen käynnistys on käytössä, pelin alkunäyttö tulee näkyviin. Jos automaattinen käynnistys ei ole käytössä tai asennus ei ala automaattisesti, napsauta Windows®-tehtäväpalkin Käynnistä-painiketta ja valitse sitten Suorita. Kirjoita D:\Setup ja valitse OK. Huomautus: Jos DVD-ROM-asemalle on määritetty jokin muu kirjain kuin D, käytä oikeaa kirjainta.

3. Viimeistele Fahrenheit-DVD-ROM-pelin asennus noudattamalla näyttöön tulevia ohjeita.

4. Kun asennus on valmis, voit aloittaa pelin napsauttamalla Windows®-tehtäväpalkin Käynnistä-painiketta ja valitsemalla Ohjelmat/Atari/Fahrenheit/Fahrenheit.

HUOMAUTUS:
Fahrenheit-DVD-ROM-levyn on oltava pelin aikana DVD-ROM-asemassa.

DIRECTX®:N ASENNUS

Fahrenheit-DVD-ROM-peliä varten tietokoneessa on oltava DirectX® 9.0c tai uudempi versio. Jos tietokoneeseen ei ole asennettu DirectX® 9.0c -ohjelmaa tai uudempaa versiota, hyväksy DirectX® 9.0c License agreement (käyttösopimus) valitsemalla Yes (Kyllä). DirectX® 9.0c -ohjelman asennusohjelma käynnistyy.

ENNEN UUDEN PELIN ALOITTAMISTA...

Fahrenheit ei muistuta mitään aiemmin pelaamaasi peliä, joten suosittelemme Tutorial (Harjoittelu) -pelin pelaamista ennen juonellisen pelin aloittamista. Valitse päävalikosta New Movie (Uusi elokuva) ja valitse sitten Tutorial (Harjoittelu). Noudata näyttöön tulevia ohjeita, jotka kertovat Fahrenheit-hahmojen ohjaamisesta.

KOMENNOT

VALIKKOKOMENNOT

Nuolinäppäimet:	Korosta valikon vaihtoehto / muuta asetusta
Enter-näppäin:	Valitse valikon vaihtoehto
Askelpalautin:	Peruuta / edellinen

PELIKOMENNOT

Nuolinäppäimet:	Liikuta hahmoa
Hiiren vasen painike (painettuna) ja siirtäminen: Käännä kameraa / tee toiminto	
Hiiren pyöräpainike (painettuna) ja siirtäminen: Oman näkökulman kamera	
Hiiren oikea painike (painettuna) ja siirtäminen: Kameran vaihto / kameran kääntö	
Num.näpp. 1:	Kameran palauttaminen (vain ulkokohtauksissa)
Num.näpp. 3:	Näytä henkinen tila
OIKEA vaihtonäppäin: Juokse	
Enter-näppäin:	Vaihda hahmoa / vaihda PDA-laitteen tilaa
ESC-näppäin:	Pause Menu (Pysäytysvalikko)
OIKEA CTRL-näppäin: Näytä PDA-laite	
Välilyönti:	Katso

HAHMOKOMENNOT

- Kävele eteenpäin (oletusnäppäin: ylänuoli).
- Tee u-käännös (oletusnäppäin: alanuoli).
- Käänny oikealle (oletusnäppäin: oikea nuoli).
- Käänny vasemmalle (oletusnäppäin: vasen nuoli).

Ulkokohtauksissa voit palauttaa kameran hahmon taakse painamalla kameran palauttamisnäppäintä (oletusnäppäin: Num.näpp. 1).

Jos pidät vasemman ja oikean hiiren painikkeen painettuna, hahmo kävelee eteenpäin. Liikuttamalla hiirtä vasemmalle tai oikealle saat hahmon kääntymään vasemmalle tai oikealle. Ulkokohtauksissa kamera siirtyy automaattisesti hahmon taakse, jos käytät tätä yhdistelmää.

KAMERA

- Liikuta kameraa pitämällä vasen hiiren painike painettuna ja liikuttamalla hiirtä.
- Ohjaa oman näkökulman kamera pitämällä keskimmäinen hiiren painike tai näppäimistön katsomispainike (oletusarvo: välilyönti) painettuna ja liikuttamalla hiirtä.
- Käännä kameraa hahmon ympärillä ulkokohtauksissa pitämällä oikea hiiren painike painettuna ja liikuttamalla hiirtä vasemmalle tai oikealle.
- Vaihda kamerakulmaa sisäkohtauksissa napsauttamalla oikeaa hiiren painiketta.

LIIKUNTA

Liikuntajaksoissa tulee painella kahta näppäintä mahdollisimman nopeasti.

Käytettävät näppäimet vastaavat käännöstä oikealle ja käännöstä vasemmalle (oletusnäppäimet: vasen nuolinäppäin ja oikea nuolinäppäin)

MPAR-TOIMINNOT (MOTION PHYSICAL ACTION REACTION, LIIKEREAKTIO)

Voit käyttää MPAR-toimintoa pitämällä hiiren vasemman painikkeen painettuna ja liikuttamalla hiirtä, jolloin hahmo toistaa liikkeen.

PAR-TOIMINNOT (PHYSICAL ACTION REACTION, FYYSINEN REAKTIO)

Voit käyttää PAR-toimintoa painamalla oikeaa näppäintä, kun se tulee näkyviin.

Voit myös pitää hiiren vasemman painikkeen painettuna ja liikuttaa hiirtä toisen PAR-toiminnon suuntaan sen sijaan, että käyttäisit toista näppäinsarjaa.

TALLENTAMINEN JA LATAAMINEN

Kun aloitat pelin ensimmäisen kerran, sinun on määritettävä Profile (profiili), joka määrittää pelitallennuksen nimen.

Edistymisesi pelissä – kuten tarinan avatut luvut ja bonuskohdat – tallentuvat automaattisesti ja läpinäkyvästi kiintolevylle aina, kun näytön oikeassa yläkulmassa näkyy punainen kuvake. Automaattisen tallennuksen voi kuitenkin poistaa käytöstä Options (Asetukset) -valikon AutoSave-kohdassa.

Kun valitset päävalikosta vaihtoehdon Continue (Jatka), peli lataa käytössä olevan profiilin viimeisimmän tallennuspisteen.

Voit ladata toisen profiilin valitsemalla Main Menusta (päävalikosta) vaihtoehdon Options (Asetukset) ja sitten vaihtoehdon Login Screen (Kirjautumisnäyttö). Voit valita profiilin tai luoda uuden profiilin.

Voit luoda enintään 6 profiilia, kunhan kiintolevyllä on tarpeeksi tilaa. Jos tila ei riitä, näyttöön tulee ilmoitus.
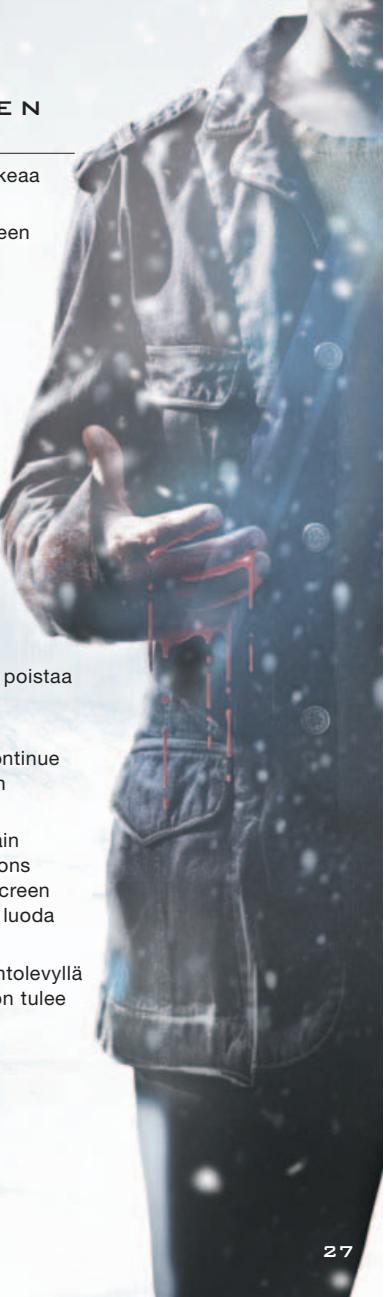
O FICHEIRO README

O DVD-ROM do jogo Fahrenheit tem um ficheiro ReadMe onde podes consultar tanto o Acordo de Utilização como a informação actualizada sobre o jogo. Recomendamos vivamente que leias este ficheiro para poderes beneficiar das alterações que tenham sido feitas depois de este manual ser impresso.

Para veres este ficheiro faz um duplo-clique na directoria Fahrenheit que encontras no teu disco rígido (normalmente em C:\Programas\Atari\ Fahrenheit). Podes também ver o ficheiro ReadMe clicando primeiro no botão Start na tua barra de tarefas do Windows®, depois em Programas, a seguir em Atari, depois em Fahrenheit, e finalmente no ficheiro ReadMe.

CONFIGURAÇÃO E INSTALAÇÃO

Inicia o Windows® 2000/XP.

1. Introduz o DVD-ROM Disc do Fahrenheit na tua unidade de DVD-ROM.

2. Se o AutoPlay estiver activado, aparecerá o título no ecrã. Se o AutoPlay não estiver activado, ou se a instalação não começar automaticamente, clica no botão Start na tua barra de tarefas do Windows®, depois em Executar. Escreve D:\Setup e clica em OK. Nota: Se a tua unidade de DVD-ROM tiver atribuída uma letra diferente de D, substitui essa letra.

3. Segues as restantes instruções do ecrã para terminares a instalação do DVD-ROM do jogo Fahrenheit.

4. Assim que a instalação esteja concluída, clica no botão Start na barra de tarefas do Windows® e escolhe Programas/Atari/ Fahrenheit / Fahrenheit para começares o jogo.

NOTA:
Tens que ter o Disco DVD-ROM do Fahrenheit na tua unidade de DVD-ROM para jogares.

INSTALAÇÃO DO DIRECTX®

O DVD-ROM do Fahrenheit necessita do DirectX® 9.0c ou superior para funcionar. Se não tens o DirectX® 9.0c ou superior instalado no teu computador, clica em "Yes" para aceitares o Acordo de Utilização do DirectX® 9.0c. Isto dará início à Instalação do DirectX® 9.0c.

ANTES DE COMEÇARES UM NOVO JOGO...

O Fahrenheit é diferente de qualquer jogo que já tenhas jogado, e aconselhamos que percorras a Tutoria antes de começares a história principal. No Menu Principal, selecciona New Movie e depois escolhe Tutoria. Segue as instruções do ecrã para saberes como controlar as personagens do Fahrenheit.

COMANDOS

COMANDOS DO MENU

Teclas das Setas : Marcar um objecto do menu / mudar as definições

Tecla Enter : Seleccionar um objecto do menu

Tecla BACKSPACE : Cancelar / Retroceder

COMANDOS DE JOGO

Teclas das Setas : Mover a personagem

Botão Esquerdo do rato (manter premido) e mover: Oscilar a câmara / efectua uma acção

Botão da roda do rato (manter premido) e mover: Câmara na primeira pessoa

Botão direito do rato (manter premido) e mover: Trocar a câmara / virar a câmara

Tecla NUMÉRICA_PONTO: Trocar a câmara

Tecla <?> : Câmara na primeira pessoa

Tecla NUMÉRICA_1 : Reiniciar a câmara (apenas para cenas do exterior)

Tecla NUMÉRICA_3 : Apresentar o Estado Mental

Tecla Shift DIREITO : Correr

Tecla Enter : Trocar a Personagem / trocar os modos no PDA

Tecla Esc: Menu de Pausa

Tecla Ctrl_DIREITO : Apresentar o PDA

Tecla Barra de Espaços : Ver

COMANDOS DA PERSONAGEM

- Andar para a frente (tecla definida por defeito : seta para cima).
- Inverter a marcha (tecla definida por defeito: seta para baixo).
- Virar à direita (tecla definida por defeito: seta para a direita).
- Virar à esquerda (tecla definida por defeito: seta para a esquerda).

Podes premir a tecla de reinicialização da câmara (por defeito: tecla Numérica 1) para recolocares a câmara por trás da personagem, nas cenas de exteriores.

Se mantiveres premidos os botões do rato esquerdo e direito, a personagem andará para a frente. Podes mover o teu rato para a esquerda ou direita para fazeres a personagem virar à esquerda ou à direita. Em cenas de exterior, a câmara é automaticamente colocada nas costas da personagem se utilizares esta combinação, mas esta funcionalidade pode ser removida nas opções de controlo.

CÂMARA

- Mantém premido o botão esquerdo do rato e move o rato para moveres a câmara
- Mantém premido o botão do meio do rato ou a tecla de ver do teclado (por defeito : barra de espaços) e move o rato para controlares a câmara da primeira pessoa.
- Mantém premido o botão direito do rato e move o rato para a esquerda ou para a direita para fazeres a câmara girar em redor do jogador nas cenas de exteriores.
- Clica no botão direito do rato para mudares a perspectiva da câmara nas cenas de interior.

PISTA E CAMPO

As sequências em pista e em campo consistem em premir duas teclas alternativamente tão depressa quanto possível.

Estas teclas são as mesmas que viram para a esquerda e para a direita (teclas definidas por defeito: seta para a esquerda e seta para a direita)

"MOTION PHYSICAL ACTION REACTION" (REACÇÃO DE ACÇÃO FÍSICA EM MOVIMENTO)

Para executares um MPAR, mantém premido o botão esquerdo do rato e move o rato para reproduzires o movimento.

PHYSICAL ACTION REACTION (REACÇÃO DE ACÇÃO FÍSICA)

Para executares um PAR, prime a tecla direita quando ela aparece.

Podes também manter premido o botão esquerdo do rato e mover o rato numa direcção para o segundo PAR em vez de usares o segundo conjunto de teclas do teclado.

GUARDAR E CARREGAR

Quando começas o jogo pela primeira vez, é-te pedido que introduzas um Perfil (que constituirá o nome do teu jogo guardado).

O teu progresso ao longo do jogo – incluindo os capítulos da história que criares e os pontos de bónus – serão automática e transparentemente guardados no teu disco rígido de cada vez que vires um ícone vermelho no canto superior direito do ecrã, desde que não tenhas desactivado a funcionalidade de Auto Gravação no Menu de Opções.

Quando seleccionas Continue (Continuar) no Menu Principal, o jogo carregará a partir do último ponto guardado no Perfil actual.

Para carregares um novo Perfil, escolhe Options (Opções) no Main Menu (Menu Principal) e depois selecciona Ecrã de Início de Sessão. Ser-te-á pedido que selecciones um Perfil ou que cries um novo.

Podes criar tantos perfis quantos queiras, até um máximo de 6, desde que tenhas espaço livre suficiente no teu disco rígido. Caso não tenhas, aparecerá uma mensagem a informar-te.
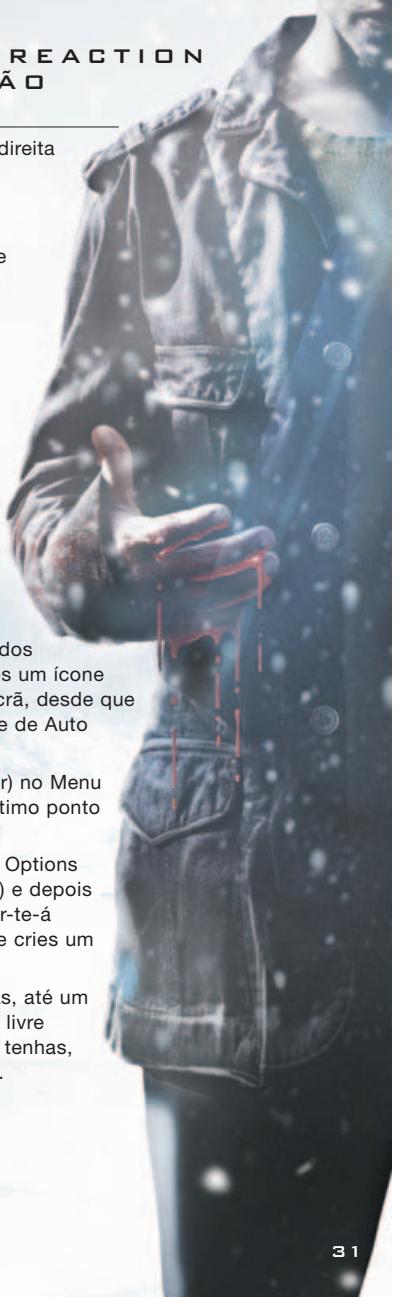
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My son Quentin, for all the hours, evenings, week-ends and holiday, we have not spent together. I promise I will never let that happen again. CHRISTOPHE RAMBOZ for his enthusiasm and clear thinking, without who this game would have never been made. PHILIP CAMPBELL for his talent, passion and enthusiasm, and all his inspiring crazy ideas.

Special Thanks

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Developed with the support of the Centre National de la Cinematographie (cnc)

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Steeve Kniebihly
Jerome Britneff-bondy

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