pOst Mortem

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EPILEPSY WARNING

Read this section before playing a video game either
by yourself or with a child.

Some people experience epileptic seizures or loss of consciousness when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you, or anyone in your family, have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions to take when playing or watching video games
- Do not sit too close to the screen.
- Sit at a good distance away from the screen, as far away as the control cable allows.
- Use a small screen to play video games.
- Avoid playing when you're tired.
- Play in a well-lit room.
- When playing, take a 10-15 minutes break every hour.

SOFTWARE PIRACY

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1- INSTALLATION

1.1 – Minimum system requirements

Windows 95/98/Me/2000/XP
Pentium II 350 MHz processor
16 MB Direct 3D (DirectX 7) compatible 3D video card
64 MB RAM
470 MB available disk space
16X CD-ROM drive
DirectX 7 compatible sound card

Recommended system requirements

Pentium III 500 MHz processor
32 MB Direct 3D (DirectX 7) compatible 3D video card
128 MB RAM
720 MB available disk space
24X CD-ROM drive

1.2 – Installing the game

WARNING: make sure that no other programme is running on your computer before loading the software.

Insert the CD-ROM in the CD-ROM drive. If the installation does not start automatically, double click on File Manager, then on the CD-ROM drive and then run Setup.exe. Alternatively, click on the Start button in the Windows Task Bar and select the Run option. Then, in the dialog box, type: D:\SETUP (where 'D' is the letter representing your CD-ROM drive) and validate.

Once the installation programme is launched, follow the on-screen instructions carefully. Post Mortem will be installed by default in the directory C:\Program Files\Microids\Post Mortem\. During the installation process, you may select another directory if you wish.

1.3 – Starting the game

You can start the game:

- By double clicking on the shortcut on your computer desktop.
- Through Windows' Start menu, under \Programs\Microids\Post Mortem\.
- By double clicking on the icon Post Mortem.exe in the directory where Post Mortem has been installed.

2 – THE MAIN MENU

At start-up, Post Mortem will present you with several options:

2.1 – New game

2.2 – Load a game

Each saved game, represented by an image, is dated with the day and time at which it was saved. To access a saved game, left click with your mouse on the desired image.

2.3 - Credits

Displays the list of credits.

2.4 Cinematics

Allows you to review the cinematics of the game.

2.5 - Options

Allows you to adjust the game's different graphic and sound options.

2.6 - Quit

Allows you to leave the game and return to Windows.

3 - OPTIONS

3.1 — Sound volume

Controls the level of background sounds and voices.

3.2 — Music volume

Controls the volume of the music.

3.3 - Subtitles (Yes/ No)

When this option is activated, each phrase spoken by a character in the game will be subtitled at the bottom of the screen.

3.4 — Bit depth (16 bit/32 bit)

In 32-bit mode, the game has more colours available for display. However, putting the game in 16-bit mode can result in a slight increase in performance, especially on video cards of less than 32 MB. The game must be restarted for this option to take effect.

3.5 - Anti-alias (Yes/No)

When this option is activated, the contours of the real-time characters are less square and the "staircase" effect is reduced. However, we do not recommend you activate the anti-alias on a less powerful PC as this could lead to a significant decrease in performance. The game must be restarted for this option to take effect.

3.6 — Gamma Correction

This option allows you to adjust your screen's gamma settings in order to make it darker or lighter.

3.7 — Screen adjustment

This option allows you to adjust the image's brightness and the contrast in order to obtain the best-quality image possible.

POSTMORTEM

4 – HOW TO PLAY

Post Mortem can be played entirely with your mouse.

- To move and to play, use the left click on your mouse.
- To access the game's menu, use an object in your inventory or consult your documents, use the right click on your mouse.
- To interrupt the game's cinematic scenes or a sentence of dialogue, press the Escape button or use the right click on your mouse.

5 - THE CURSORS

ACTION

FORWARD

DIALOGUE

ZOOM

TAKE

6 - MENUS AND CONTROLS

6.1 – The inventory menu

To complete your investigation, you must retrieve objects that will be automatically indexed in your inventory. Right click on your mouse to open your inventory menu. Move the mouse cursor over an object and left click to select it. The cursor will then take the form of the object. To close the inventory menu without selecting an object, right click on your mouse.

To use an object, select it and click on the zone or character on which you wish to use it.

The inventory menu has two sub-menus : the topographic map of Paris and the notebook.

6.2 –The topographic map of Paris

The map of Paris allows you to rapidly see the areas to which you have access in order to advance your investigation. During a game, new places will be added to the map, giving you the possibility to visit them.

6.3 – The notebook

The notebook represents the game's menu during a game. It features several options:

6.3.1 – Information

This section contains the summary of all the books you have read during a particular game as well as the character's impressions.

6.3.2 – Suspects and contacts

This section contains the notes on the different characters in the game.

6.3.3 – Conversations

This section contains the transcriptions of all the conversations you have had with the different characters.

6.3.4 – Save a game/Load a game

Allows you to save the current game or load a game.

6.3.5 - Options

This section gives you access to the Options menu of the main menu.

6.3.6 – Return to main menu

This option enables you to quit the game in play.

6.3.7 – Return to game

Exits the menu and returns to the game in play.

6.4 - Dialogues

If your cursor turns into a dialog cursor when you move it over a character in the game, you may talk to him or her. To speak to a character, left click on your mouse.

The conversation menu consists of two distinct zones:

6.4.1 - Tabs

The different tabs represent the different topics available for the conversation in progress.

6.4.2 – Sentence

The question or answer that the character will say is found here. Simply left-click to use it.

7 - CREDITS

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Made with Virtools™

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