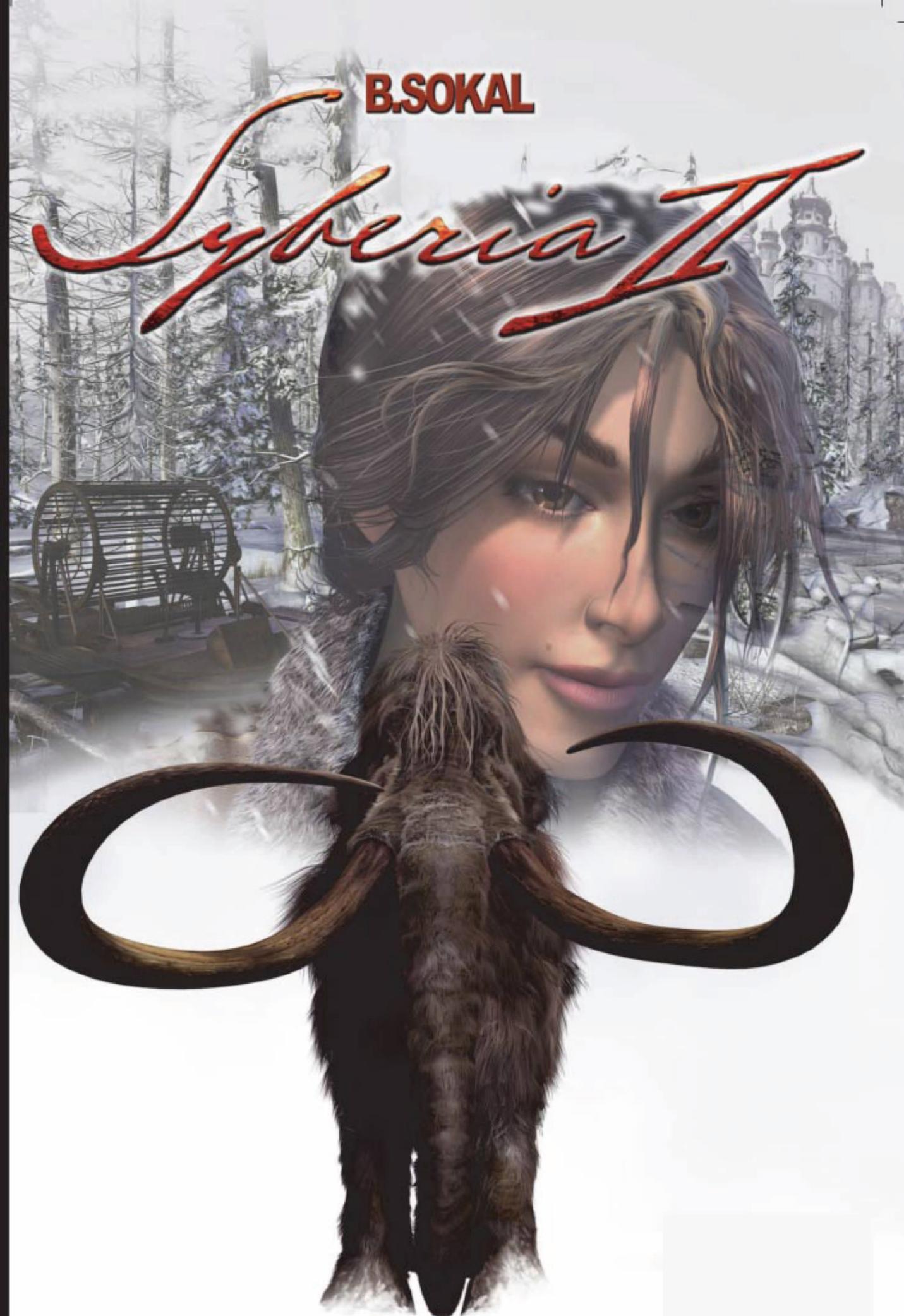
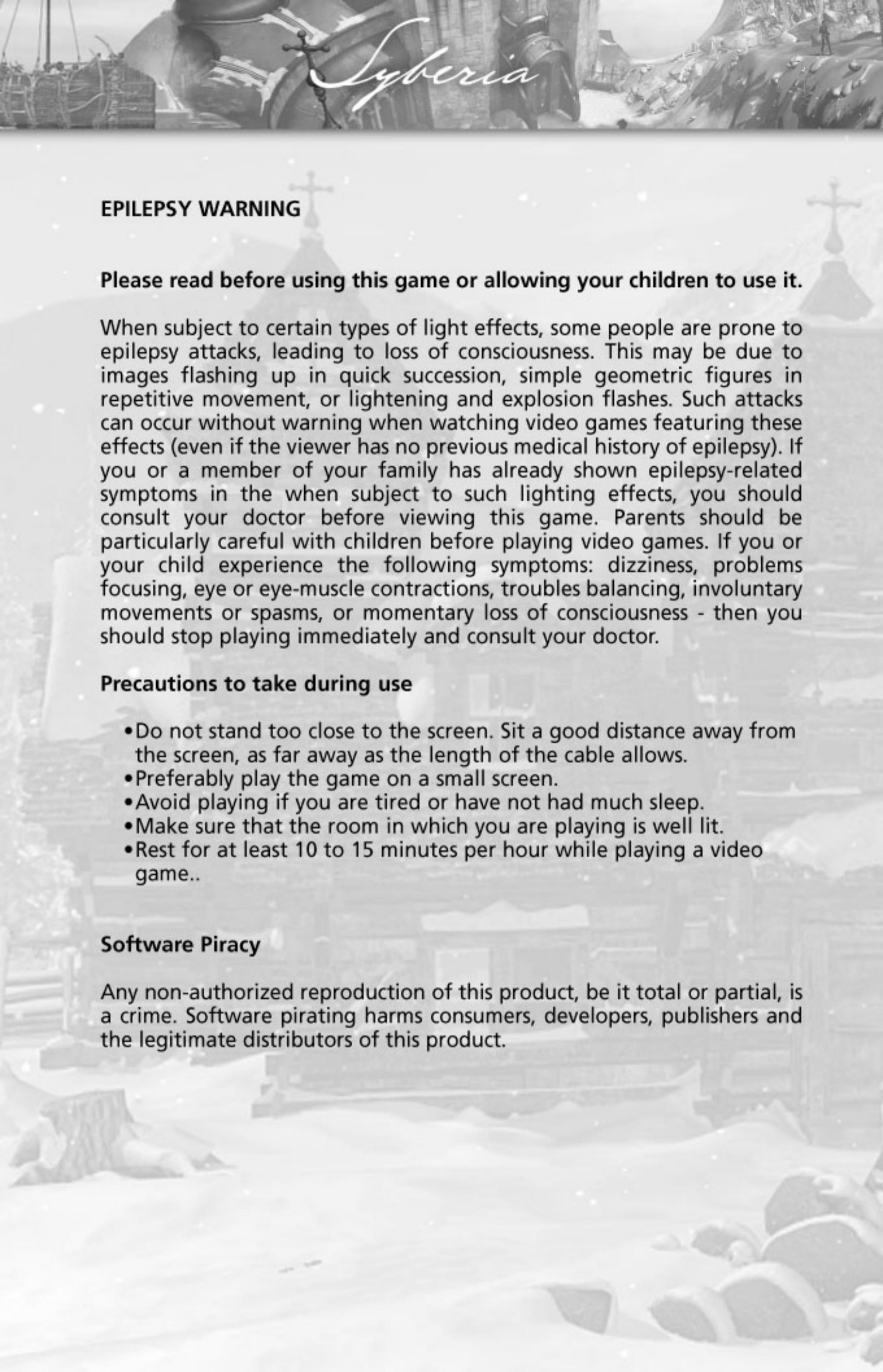


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# Syberia

## **EPILEPSY WARNING**

**Please read before using this game or allowing your children to use it.**

When subject to certain types of light effects, some people are prone to epilepsy attacks, leading to loss of consciousness. This may be due to images flashing up in quick succession, simple geometric figures in repetitive movement, or lightening and explosion flashes. Such attacks can occur without warning when watching video games featuring these effects (even if the viewer has no previous medical history of epilepsy). If you or a member of your family has already shown epilepsy-related symptoms in the when subject to such lighting effects, you should consult your doctor before viewing this game. Parents should be particularly careful with children before playing video games. If you or your child experience the following symptoms: dizziness, problems focusing, eye or eye-muscle contractions, troubles balancing, involuntary movements or spasms, or momentary loss of consciousness - then you should stop playing immediately and consult your doctor.

## **Precautions to take during use**

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game..

## **Software Piracy**

Any non-authorized reproduction of this product, be it total or partial, is a crime. Software pirating harms consumers, developers, publishers and the legitimate distributors of this product.

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## Installation

### Minimum system requirements :

Windows 98/Me/2000/XP  
Pentium II 350 MHz processor  
16 MB graphics card, Direct3D (DirectX 8.1) compatible  
64 MB RAM  
400 MB free on hard disk  
16X DVD-Rom drive  
DirectX 8.1 compatible sound card

### Recommended system requirements :

Pentium III 800 MHz processor  
32 MB graphics card, Direct3D (DirectX 8.1) compatible  
128 MB RAM  
DVD-Rom 24X

### Installing the game

**WARNING:** Make sure all other applications are closed before starting the set-up program.

Place the DVD-ROM in your DVD player. If set-up does not run immediately, double click on "My Computer", then on the DVD-ROM player icon and run the **Setup.exe** program. Or click on the **Start** button in Windows and select the Run option. Type **D:\SETUP** in the dialog box (if "D" is the letter attributed to your DVD-ROM drive) and click on "OK".

Once the set-up program is launched, follow instructions displayed on the screen.

Syberia will install itself, by default, to the directory **C:\Program Files\Microids\Syberia\**. You may select another directory during set-up if you wish.

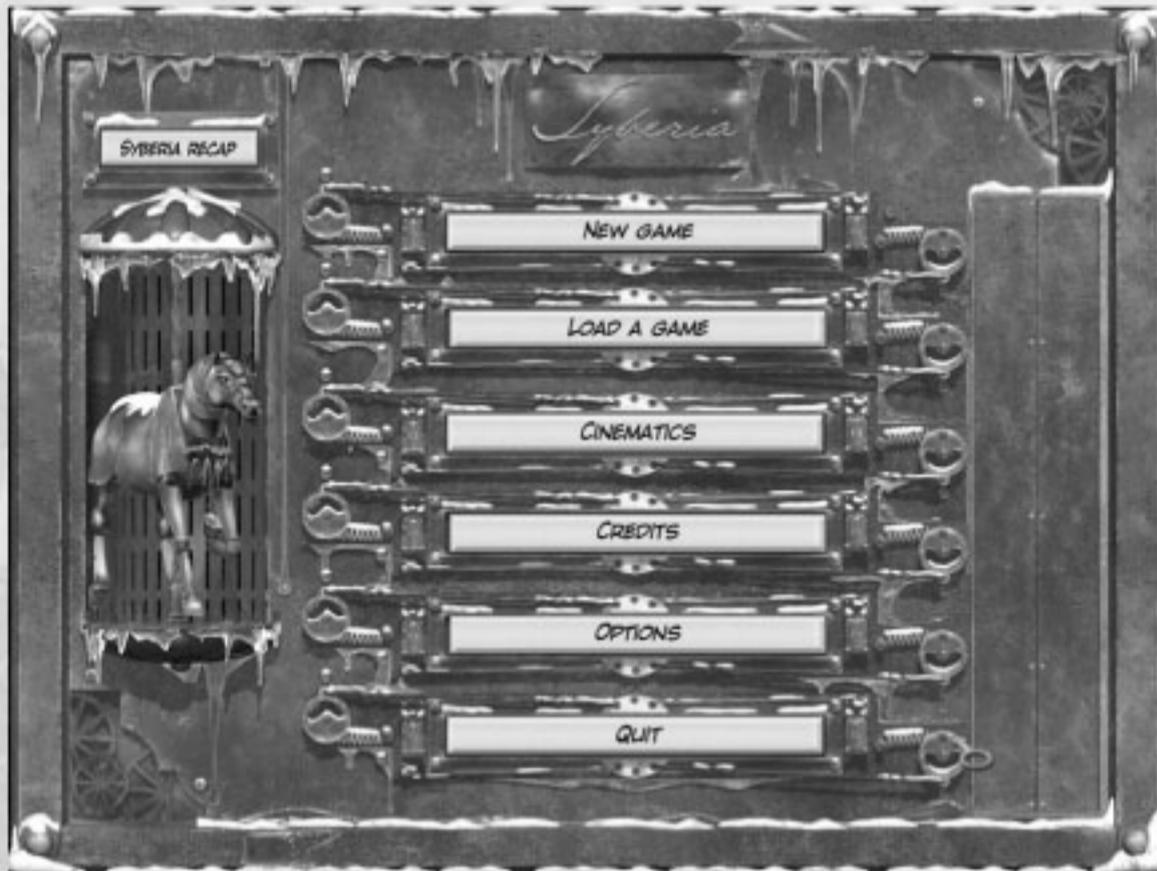
### Starting the game

You may start the game by:

- Double clicking the game icon on your PC desktop
- Clicking on the Windows Start menu, and selecting **\Programs\Microids\SyberiaDVD\AUTOPLAY\Autoplay.exe**- Double clicking on the **Syberia.exe** icon in the directory where **Syberia** is installed.

## The Main Menu

At the start of Syberia you have several options:



### **New game**

When you play for the first time, an intro is launched that explains the situation at the start of the adventure.

### **Load a game**

Each saved game is represented by a picture and is dated the day and hour of saving. To resume a saved game, select the corresponding image.

### **Cinematics**

This option enables you to view the cinematic sequences that you have already played in the game.

### **Credits**

This option displays the game's credits.

### **Options**

Submenus enable you to adjust the various graphics and sound options of the game.

### **Quit**

This option halts the game and returns you to Windows.

### **Syberia recap**

This option let you view a cinematic of the previous adventures of Kate Walker in the first episode of Syberia.

# Options



## **Subtitles (Yes / No):**

To display (or not) dialog subtitles at the bottom of the screen.

## **Detail level (High / Low):**

Use this option to adjust the graphic quality of the game according to your computer's performance. Setting Detail level to High enables you to get the most out of the visual effects of the game and will enhance your immersion in it. Setting Level of detail to Low will disable some of the optional visual effects.

## **Color depth (16 bits / 32 bits):**

This option offers another way of adjusting the quality of the game's graphics to suit your computer. In 32-bit mode, the game will use a wider range of colors and optimizing the

display quality. On the other hand, in 16-bit mode you will improve performances but your color range will be more limited. 16-bit mode is particularly recommended for PCs with graphics cards lower than 32 MB.

NB: For video cards that offer only 16-bit color depth (e.g. 3DFX Voodoo 2 and 3), 32-bit color depth will not be available.

**The game needs to be re-booted for this option to take effect.**

## **Anti-aliasing (Yes / No):**

This option enables you to soften the characters' contours and enhance their graphics. Antil-aliasing is available with the latest graphics cards (such as Nvidia GeForce or Ati Radeon) and can be disabled. If the

game's performances are reduced, you are recommended to disable this option. For graphics cards without anti-aliasing, this option will have no effect on the game.

**The game needs to be re-booted for this option to take effect.**

#### **Sound volume:**

This menu enables you to adjust the volume of the music.

#### **Music volume:**

This menu enables you to adjust the volume of the background music.

#### **Mouse/Keyboard control:**

This menu enables you to select your preferred controller.

## How to play

**It is possible to play Syberia with either the mouse or keyboard.**

#### **With mouse control:**

- Click the left mouse button to move; or perform an action.
- Click the right mouse button to access the game menu; use an object in your inventory; consult documents; or use your cell phone.
- Press the **Esc.** button to interrupt a cinematic sequence, or a line of dialog.
- Double click on a location with the left mouse button to run to that point.

#### **With keyboard control:**

- Use the keyboard **directional arrows** to move.
- Press the keyboard Enter button when you are close to an action zone to perform an action or interact with the environment.
- **Enter** is also used to confirm an action.
- Press **Esc.** to interrupt a cinematic sequence, or a line of dialog.
- **Esc.** is also used to quit menus, or cancel an action.
- Hold down the **Shift** key while using the **directional arrows** to run.



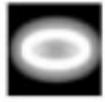
## The game icons



No action possible



Action possible in this zone



Move to this point



Talk to character



Zoom in on a zone



Grab an object



Use a document



Reading of document



Turn the pages of a document



Zoom out

## Menus and controls

### The inventory menu

To reach the end of your mission, you have to collect objects that will be automatically placed in your inventory. Right click (or press **Esc.**) to access your inventory.



To select an object, click on it with the left mouse button (or move the selection box with **directional arrows** and press **Enter** to confirm.) The selected object will appear on the bottom left of the screen. Right click (or **Esc.**) to leave the inventory without selecting an object.

To use an object, select it then click on the zone or the character on which you wish to use it. (with keyboard control, press **Enter** when you are close to the action zone.) If the selected object cannot be used, the No action possible icon will appear.

## The cell phone

When Kate receives a telephone call, she will reply automatically.



To call someone, click on the telephone icon in your inventory. The Cell Phone interface will open. Dial the 6-figure telephone number of the character to you want to speak to. There are also numbers in the telephone's repertoire that you may consult by clicking on the up and down arrows. When the 6 numbers have been entered or you have selected a number in the repertoire, click on the Send button.

When you have finished your call and you do not want to make any others, click on the Off button.

## Documents

To consult or use your documents, click on the Documents icon of your inventory.



To consult a document, click on the eye icon, then click on the document of your choice (or use the, **directional arrows** and press **Enter** to confirm) .

To use a document, click on the hand icon, and then click on the document of your choice. Documents are accessed in the same way as objects. (With keyboard control, **PageUp** and **PageDown** can be used to turn the page, **Home** and **End** are used to zoom in or out, and the **directional arrows** are used to scroll the page.)

## Dialogs

If you direct the pointer at a character and it turns into a "Talk to character" icon, you can talk to this character. To engage a character in conversation, left click with the mouse (or press **Enter** on the keyboard) . Some characters have more to say than others.



You can structure your conversations using the Dialog notebook which appears automatically. The notebook proposes various topics. You can choose the topic that interests you by left clicking in the Dialog notebook (or by selecting the topic with the **directional arrows** and pressing **Enter**) .

When you want to bring the conversation to a close, click on the arrow at the bottom of your notebook (or press **Esc.**) .

New and different topics will be added to your list as the adventure goes along. You will be notified of their availability by a sound and a notebook icon that will appear for several seconds in the top right of the screen

## Warranty

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### 90-Day Limited Warranty

MC2-Microïds warrants to the original purchaser of this product that the physical medium on which the software program in this product is recorded will under normal use and conditions be free from material defects in materials and workmanship for a period of ninety (90) days from the date of purchase. The entire liability of MC2-Microïds under the limited warranty set out above will be at its sole option either to repair or to replace free of charge the product provided you return it in its original condition to the point of purchase with a copy of your receipt.

## Customer Service

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[www.microïds.com](http://www.microïds.com)

# Syberia

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