

PC

The Mystery of the Orangery Monet

THE ADVENTURE
IS IN HIS PAINTING

AN ADVENTURE
GAME FOR ALL
THE FAMILY IN
REALTIME 3D

MEET LA
PARTY

 wanadoo

The Mystery of the Orangery Monet

To pass through the looking-glass, to cross the opaque screen of the two-dimensional image is a dream that we all share, children and grown-ups alike. With their illusion of space and depth, pictures invite us to lose ourselves in virtual worlds.

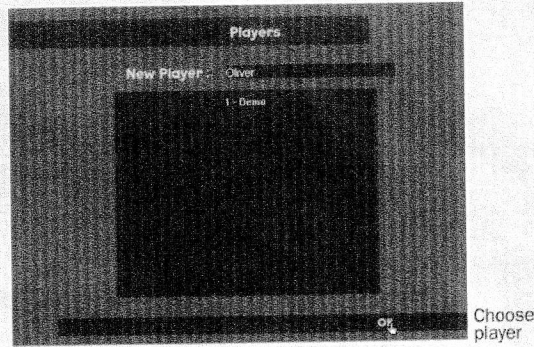
These are the ideas that underpin our project, our invitation to discover the world of a painter by taking a journey into the heart of his works. We firmly believe that the game and the story are a great way of discovering the world of art and getting to know some of its masterpieces.

It is for this very reason that "Monet" invites the player to live out a story in which he is a key figure. The plot, although completely fictitious, yields many nevertheless valuable insights into the time of Claude Monet. One is, in effect, plunged into the atmosphere of his paintings which take us beyond the recreation of real places to total immersion in a world of colours and images unique to himself.

RealTime 3D gives total freedom of movement, a uniquely flexible way to explore the artists eye and positioning of objects in an environment which places great emphasis on poetry and feeling.

Frédéric Sorbier and Ulrike Katrin Hausen
authors

Starting a game



Once you have installed and run the game, enter your name in the space that appears and then click OK. This starts a new game that you can save at any point as you go along. To start the game again where you left off, choose your name then click OK. To start the game over again from the beginning, enter a new name and then click OK.

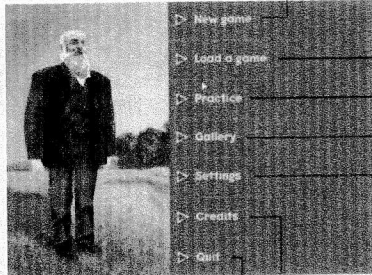
NB : it is important that you save your turn at regular intervals as certain parts of the game are played against the clock. If you lose, you can start your turn again from the last saved point : it is obviously better if this is a recent one.

Main Menu

Lets you start a game from the beginning.

Lets you continue a previously saved game.

Have a practice go
(Moving in RealTime 3D
and using the inventory).



Access the information sheets
on Monet's most famous
paintings, used in creating the
3D models for this CD-Rom.

You can :

- Look at the canvases
through the magnifying glass
- Discover their real
dimensions
- Learn when they were
created and in which
museum they are preserved.
- Wander around in the 3D-
modelled pictures.

Lets you exit the CD-ROM.

Lets you see the
credits list for the
CD-ROM.

Lets you adjust the sound level of
your game.

Move about and investigate



Go straight ahead



Turn left



Go back



Turn right



Look up



Look down



Jump



Run



Talk with the characters

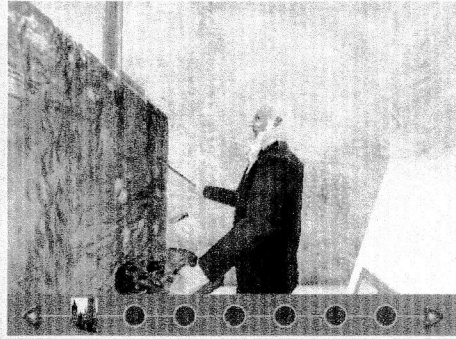


Make something happen
NB : you can click on the
pictures in the scenes to see
them in close-up and hear
Monet talk about them




Leave a scene and return to
the main menu

Using the inventory



In the various scenes you will discover objects that you must collect and place in your inventory to be used advisedly later on to get you out of situations.

When your cursor turns into a  over an object, click on that object. The inventory will appear automatically and you can drag the object you have picked up into it, keeping your left mouse button pressed down.

When the cursor turns into an  you must drop an object there :

- pressing the space bar on your keyboard will bring up the inventory
- click on the object you think is the most appropriate and drag it to the spot where the cursor is, keeping your left mouse button down. If the object flashes, drop it by releasing your left mouse button. If it doesn't, try again with another item.



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