

COMING
SOON
ON YOUR
PC

ADVENTURE

Morbus Gravis

DRUUNA

survive in a hostile future

Free Druuna from her sick,
claustrophobic world

PC
CD
ROM



ARTEMATICA
High Technology Digital Arts

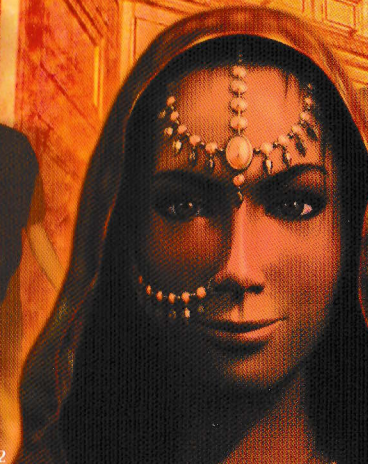


PC
CD
ROM

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ROAD TO INDIA

BETWEEN HELL AND NIRVANA



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

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 has 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 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.

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1.1 - Minimum system requirements :

Windows 95/98/Me/2000 - Processor II 266 Mhz - Video card 3D 8 Mo Ram Compatible DirectX 8/Direct3D - 64 Mo Ram - 400 Mo Free hard disk - CD-Rom 16 speed drive - Sound Card Compatible with DirectX 8 - Keyboard, mouse. indows 95/98/Me/2000

Recommended :

Processor II 350 Mhz - Video card 3D 16 Mo Compatible DirectX 8/Direct3D 128 Mo Ram - CD-Rom 24 speed drive.

1.2 - Installing the game

WARNING : close all applications running on your computer before launching the installation program. Insert the CD-ROM into the drive. If the installation program does not launch automatically, double-click on My Computer, then your CD-Rom drive, and run the program Setup.exe. Alternatively, click the Windows Start button and select Run. Type D:\SETUP in the dialogue box (remember to replace 'D' with the letter of your CD-Rom drive) and click on OK.

Once the installation program is running, follow the instructions on the screen carefully.

Road to India is installed, by default into the directory C:\PROGRAM FILES\MICROIDS\ROAD TO INDIA. You can choose another directory during the installation process.

1.3 - Launching the game

Launch the game

- by double-clicking the shortcut on your PC desktop.
- from the Windows Start menu via \Programs\Microids\Road to India.
- by double-clicking on the India.exe icon in the folder Road to India was installed to.



2 - Main Menu

After launching Road to India you are offered several options :

2.1 - New game

When you play for the first time, carefully follow the game's introduction sequence. This will help you understand the scenario better.

2.2 - Load game

Each saved game is represented by an image accompanied by the date and time the game was saved. To continue a game, click your left mouse button on its image. The icon in the centre (raised thumb) returns you to the main menu.



2.3 - Options

This menu takes you to the following options :

• Graphics quality : 16 bits or 32 bits

Modifies the quality of the textures in the game.

Decreasing the quality can improve game performance on slower machines.

• Volume : ambient sounds and music

Adjusts the volume of sounds and music. Warning: ambient sounds include character voices. The sound level for animated sequences is the same as for ambient sounds.

• Subtitles

Turns on or off the subtitles during conversation with characters.

• Mouse sensitivity

Changes the speed of rotation of your visual field. The speed of the cursor is not affected.

2.4 - Quit

Exit the game and return to Windows.



3 - How to Play

Road to India can be played entirely with the mouse.

- To carry out a movement or an action, click with the left mouse button.
- To access your Electronic Diary, check your Inventory or archives, or to save or load a game, click with the right mouse button, or press Esc.
- To skip an animated sequence, use the Space Bar or press Esc.
- To look around you, simply move your mouse in the desired direction. You can look 360° in any direction.

4 - The Icons



No action possible



Action possible in this zone



Go to / Advance



Talk to character



Zoom into zone



Take



Zoom out of zone

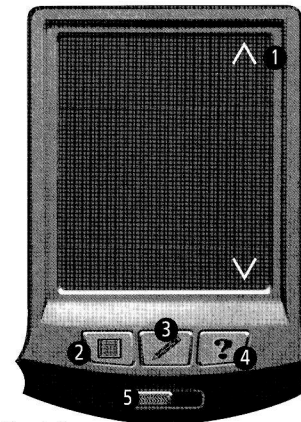


5 - Your Electronic Diary

You will need your Electronic Diary throughout your adventure. You can check it at any moment in the game with a simple right-click on your mouse.

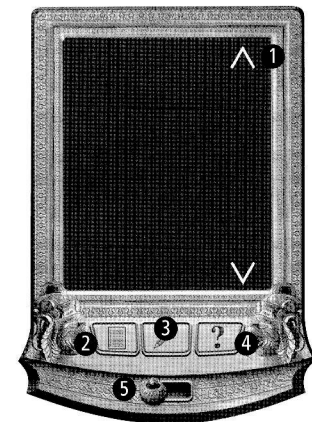
Your Diary contains three different menus: Inventory, Logbook, and Save/Load options.

Picture of Electronic Diary (Looks different in dream and reality)



Description :

- ① Arrows : these scroll the objects in the Inventory, the notes recorded in the Logbook menu, or the replies in the dialogues.
- ② Left square : Inventory menu



- ③ Central stick : Logbook menu
- ④ Right question mark : Save/Load/Quit menu
- ⑤ Bottom centre switch : close the Electronic Diary



5.1 - Inventory menu 2

To succeed in your investigation, you will need to recover certain objects. They are automatically added to your Inventory where they remain until used - once used they will be removed automatically. To select an object, click on it with the left mouse button. The mouse cursor will turn into an icon of the selected object. Right-click with the mouse to replace the object or cancel your selection. It is not necessary to exit the Diary to use an object. Move your cursor over the area (character or element of the environment) where you want to use the object. If your cursor becomes highlighted, the object can be used.

Warning : several objects might be combined into a new object. When you need to combine objects, this must be done in the Inventory menu.

5.2 - Logbook 3

This is your logbook of your travels. Day-by-day, dream-by-dream, Fred writes down his impressions and includes the documents he has found. The documents are only included to provide additional information and have no direct effect on the game. You can also use the Logbook to select an important animated sequence for replay.

5.3 - Save/Load a game 4

From this menu, you can save your current game, load a saved game or exit your game and return to the main menu.

5.4 - Dialogues 1

Your Electronic Diary is also used to display the replies you'll need to use in conversations. When you begin a conversation with a character (when the cursor turns into a "mouth", left-click to select this option), the dialogues list of the Electronic Diary is displayed automatically. From the list of sentences, choose the reply that best corresponds to the action underway or to the information you want to obtain from the character you are questioning. To end a conversation, click on the Electronic Diary switch.



6 - The Thugs and Kali

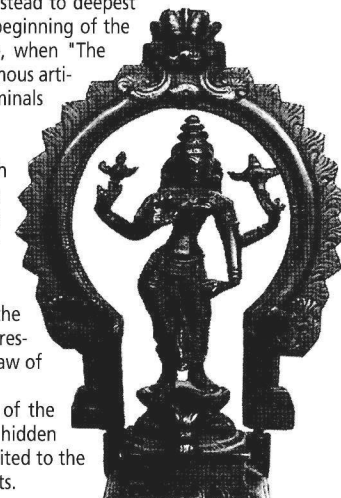
In the 19th century, India's colonial society was horrified to discover the existence of a secret sect, the Thugs. This band of murderers made a habit of strangling innocent travellers to death enacting a kind of ritual sacrifice to honour their terrible goddess Kali.

They symbolised the malignant, diabolical underbelly of Asia and went on to become a veritable myth, propagated in literature and cinema. We are a far cry from the Orient of The Arabian Nights. Welcome instead to deepest darkest India. Their discovery dates from the beginning of the 19th century, October 3rd 1830 to be precise, when "The Calcutta Literary Gazette" published an anonymous article denouncing the actions of a group of criminals called "Thugs".

The article filled its readers with terror. British colonial society could feel only horror at the discovery of these murderers that perpetrated their crimes in the name of the terrifying goddess Kali.

For the government of British India, it was the starting point of their brutal and merciless repression of the Thugs (according to the anti-Thug law of 1836).

However, in the Occident, a new perspective of the Orient was emerging - one that unveiled the hidden face of the Orient that had been until then limited to the idyllic exotic visions found in The Arabian Nights.





Who Are the Thugs?

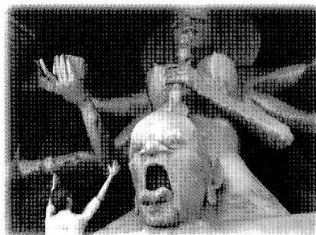
The word "Thug" comes from the Hindi "thag" meaning "liar, cheat, and thief." "Strangler" is also a secondary meaning of the word. Most of the time, the Thugs seemed to lead respectable lives, and they were often renowned artisans. Each year, however, over a period of several weeks, they consecrated their time to slaughter. They operated far from home for fear of being recognised and in groups of 10 to 15 men. They murdered their victims after first ensnaring them through cunning and treachery - accompanying a group of merchants or pilgrims, for example, then waiting for the occasion to massacre them. When the time was right, the Thugs came up behind their victim, slipped the roudal, or sacred scarf, around their neck, and pulled with all their might.

Before an expedition, the Thugs would sacrifice a sheep in front of an effigy of the goddess Kali defiled with blood and decorated with flowers. Next to the sacred image lay the weapons of the sect: noose, knife, and machete. The knife was used to mutilate the victim's body so it could not be identified.

The Thugs slashed the face and dismembered the body according to a precise ritual. The remains were then burned. The sacrifice to Kali was followed by a ceremonial funeral called Tuponee. The machete was used to dig the graves.

The number of victims revealed during the trial of the Thugs is impressive.

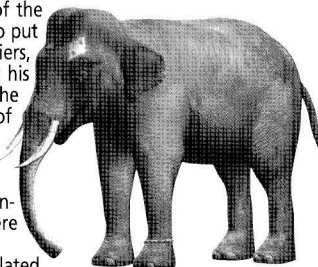
Each one of these deadly killers would murder over two hundred and fifty people in the course of their lives! The sect claimed responsibility for over forty thousand murders across the whole of India.



The end of the Thugs

In 1826 colonel William Sleeman, the administrator of the district of Jabulpur, a town in central India, decided to put an end to the Thugs. Using informers, English soldiers, Indian troops and mercenaries, he managed to work his way through the Thug network and, finally, to break the wall of silence protecting the sect. Whole bands of Thugs were heaved off to prison. The tribunals rendered swift and severe judgments: of 3,689 Thugs summoned to the court before 1840, nearly 500 were condemned to hang, and the others were sentenced to life imprisonment, the only exceptions were the 56 informers who received pardons.

In 1848, 651 more Thugs were tried. Save a few isolated incidents, the reign of terror was over. The last known Thug was hanged in 1882.



The Legend of the Thugs

The discovery and eradication of the Thugs gave rise to a media frenzy and became one of the most sensational affairs of the beginning of the 19th century.

"This strange sect is even more enigmatic than it seems. Whoever takes an interest in it comes up against an unexpected obstacle. The only available sources are the texts produced by William Sleeman himself, or by his collaborators, in their struggle against the Thugs; that is to say, the sources are colonial." For certain historians then, the Thugs are nothing more than an invention of the colonisers - a means to extend their criminal jurisdiction.

Studies of the Thugs' secret language (Ramasee), however, have proven the existence of the sect.

More information on this theme can be gathered from testimonies given prior to colonisation,

the evidence given by Thugs before English magistrates, the information added by Sleeman (who lead the anti-Thug campaign), and the famous novel Confessions of a Thug by P.M. Taylor.

Literature soon got hold of the subject, and then cinema with films like "Gunga Din" in 1939, or closer to our times, the famous Spielberg film "Indiana Jones and the Temple of Doom" in 1984.



Cult of Kali

The sect was created around the 13th century and included both Muslim and Hindu members.

All Thugs, however, claimed to have a privileged relation to the cruel Kali.

This goddess from the Hindu pantheon is known for her ferocity and excesses, her orgiastic impulses, and her taste for gambling and death.

According to Hindu myth, she once cut a demon in two with her sword, only to discover that more demons rose from each drop of its blood. Finding herself surrounded by a diabolical horde, Kali created two warriors from her own sweat and armed each with a roumal to strangle her enemies. Once the demons were slain, she bid the two Thugs to keep their roumal and to continue killing. For generations to come, they would hold back the tide of evil and assure themselves of a comfortable living by robbing their victims.

The myth explains both the killers and their weapon - a weapon that satisfies the need to kill without spilling blood.

ROAD TO INDIA

ROAD TO INDIA

Credits

BETWEEN HELL AND NIRVANA

Production Manager : Stéphane Grefford / **Technical Manager :** Didier Poulain / **Projet Manager :** Anny Paquin, Félix Dumais / **Lead Artist :** Maxime Villandré / **Lead Design :** Stéphane Brochu / **Lead Programming :** Benjamin Contant, Marc-Antoine Lussier / **Programming :** Mathieu Campagna, Gaëlec Simard, François Tétreault / **Graphic design and modeling :** Yanick Desrosiers, Anne Dubord, Sébastien Hubert, Patrick Ménard, Martin Redmond, Laleh Sahrai, Mélanie Tremblay / **Animation :** Rémi Breton, Marjolaine Philibert-Lajoie, Hugues Richer / **Q/A Manager :** Rémi Hachoud / **Motion capture manager :** Susannah Skerl / **Additional crew :** Annie Bacon, Vincent Elere, Stéphane Gaudette, Daphné Hong, Isabelle Lemay / **Tests :** Nicolas Bonin, Chantal Couture, John Dufour, Philippe Dugas, Fabio Interdonato, Martin Sattel, Allison Skerl, Veronica Vincent, Peter Yang, Eric Yorke, Seema Walla / **Coordinator France - Canada :** Catherine Peyrot / **Marketing Manager :** Virginie Collot / **Product Manager :** Frédéric Pons / **PR :** Nathalie Baule, Céline Degioanni, Claude-Isabelle Vieillard / **Thanks to,** Kaydara, Maryse Bouchard, Karine Boulianne, François Des Rochers, Yang-Hai Eakes, Nick Frate, Christian Lavoie / **Music :** Fastlane, Robert Marchand Spectrasonics / **Post-Production Audio :** Studio Digilog Inc. / **Mix & sound design :** Serge Hamel, Caboom Fx (Foley / Bruitage) / **Packaging Art and Design :** Cocoon Agency, Paris.

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Produced by Olivier Fontenay
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EVERYONE
VIOLENCE

PC
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VIDEO

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