



DRILLET

TEEN (13+)

Alcoholic Reference
Suggestive Themes
Violence

BTC374BK

SALAMMBO

BATTLE FOR CARTHAGE



DRILLET

EXCLUSIVE RELEASE
IMPORT
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SALAMMBO™

BATTLE FOR CARTHAGE

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The Story

You are Spendius, a slave in the ancient city of Carthage. Salamambo, the most beautiful girl in the town, surprises you as you are trying to escape. Instead of calling the guards, she agrees to help you get away — provided that you deliver a message to Matho, the leader of an army of mercenaries camping outside the ramparts.

And so begins an adventure in which in a brief span of time, starting as a fugitive, you will become a general. It's up to you to influence the story by leading your troops to victory!

The Sources

- **The 3rd Century BC:** Carthage is battling against its mercenaries who have revolted against it. The Greek historian Polybus devotes a book to the "unforgivable war" of unparalleled brutality. It is through him that we know the characters Spendius and Matho.
- **The 19th Century AD:** Gustave Flaubert draws inspiration from Polybus' text to write his novel 'Salamambo.' He creates the character which gives the novel its title.
- **The 20th Century AD:** Philippe Druillet publishes a comic strip which translates the plot of Salamambo into his personal universe, a tormented world in which fantasy mingles with history.

- **The 21st Century AD:** the shadows and purples of Carthage come alive: Druillet's comic strip becomes a game of adventure, suspense, and intrigue.

System Requirements

	MINIMUM	RECOMMENDED
OS:	Windows® 98/2000/ME/XP	Windows® 98/2000/ME/XP
CPU:	Pentium® II 333 MHz or Equivalent Processor	Pentium® II 450 MHz or Equivalent Processor
RAM:	64 MB RAM	128 MB RAM
CD-ROM:	8x CD-ROM Drive	12x CD-ROM Drive
Video:	DirectX® 7 Compatible Video Card	DirectX® 7 Compatible Video Card
Sound:	DirectX® 7 Compatible Sound Card	DirectX® 7 Compatible Sound Card
Input:	Mouse	Mouse

How To Install The Game

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

- Insert the Salammbo CD 1 into your drive.
- The installation program starts automatically.

If the program does not start, browse through the contents of the CD using your Windows® explorer and double click on the Setup.exe file.

- Follow the instructions displayed on the screen.

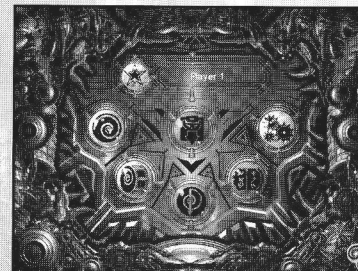
How To Start A Game

From the Start: Program menu, select Salammbo.

If you choose to have the shortcut created on your desktop, you may double-click this shortcut to launch the game.

On the welcome screen, select your player's gameplay slot by clicking on one of the five pictograms shown: star, crescent, globe, snake or bull. Up to five players may play the same installed game.

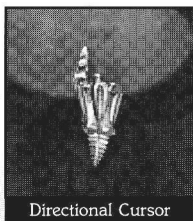
On the next screen, click on the button labelled "Start A New Game."



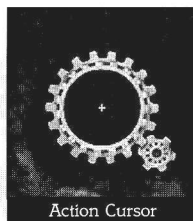
Observe And Act

In the game world, move the mouse to alter your angle of vision. A cursor, always located in the center of the screen, indicates the direction in which you are looking. The cursor comes to life and changes shape whenever it passes over a zone where an action is possible.

The cursor changes into the **Directional Cursor** whenever you can move forward in the direction indicated. The cursor changes into the **Action Cursor** when it designates an object that you can use or a character to whom you can speak.



Directional Cursor



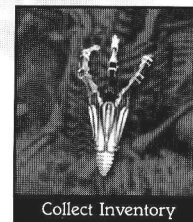
Action Cursor

Dialogue

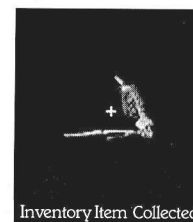
When you speak to a character, a choice of dialogues is displayed on the screen. Click on the one you think is appropriate to continue the dialogue. Certain dialogues finish on the initiative of the character you are speaking to, others finish when you choose to take your leave by selecting the appropriate reply.

How To Pick Up And Use An Object

The cursor is shaped like an animated claw when it is indicating an object that you can pick up.



Collect Inventory



Inventory Item Collected

If you pick up an object, the cursor becomes the image of this object (here, a large bone). Right-click to open the inventory menu and left-click in an empty slot to deposit the inventory item into inventory.

When you need to select an item from inventory, right-click to access the inventory menu, left-click on the inventory item you wish to select, and right-click to close the inventory menu again. The inventory item will appear inside the action cursor.



Use Inventory

How To Access The Interface



The interface is accessed and hidden by pressing on the right button of the mouse.

Inventory Slots: the boxes of the inventory are used to store the objects you have picked up and which you do not need immediately. Click on the right-mouse button to store in the inventory an object you are holding. To pick it up again, open the interface with a right-mouse click, select the object from the inventory with a left-mouse click, then close the interface down again with a right-mouse click.

Arrows: these buttons scroll through the objects in the inventory whenever there are too many to be displayed on the screen at the same time.

Menu: this button gives access to the general menu in order to save or load a game, adjust the options, or leave the game.

Map: shaded at the beginning of the game, this button becomes active later. It displays a map which is useful for seeing where you are in the game world.

Your Character: this button shows an image of Spendius, the character that you play. At certain moments of the game you will have to get dressed or eat. To do so, select the appropriate object from your inventory (item of clothing, food or drink), drag this object onto the image of your character and left-mouse click.

Logbook: this button gives access to your logbook, a comic strip which shows all the important events that have occurred since the beginning of the game. Consult it regularly as it will remind you of vital information to complete the adventure.

Menu

The menu is accessed from the interface.

Load A Game: this button gives you access to the Load Menu.

Save the Current Game: used to make a manual save at any moment of the game.

Options: used to adjust the sounds and the graphics display.

Resume: resume the current game.

Quit: returns you to the welcome screen. From the welcome screen, click once again on "Quit" if you wish to quit out of the game.

Options

Colors: this button allows you to toggle between the 16 bits (65,000 colors) mode and the 32 bits (16 million colors) mode.

Resolution: used to choose between the three resolutions proposed.

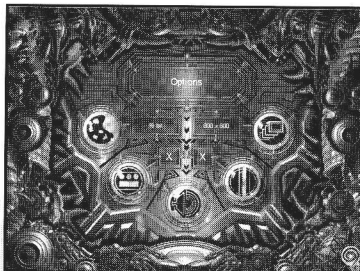
Subtitles: enables or disables the display of the subtitles.

(The presence of an "X" in the box associated with the button means that it is active.)

Hinting: enables or disables the "dejagging" process which improves the quality of the image.

Sound Options: opens a screen used to adjust the volume of the voices, the music and the sound effects.

Return: returns you to the main menu.



Note:

For lower end computers, adjust the graphic options to use fewer resources:

1. First, disable the dejagging.
2. If that is not enough, select the smallest resolution (640x480).
3. Select 16 bits mode.

How To Save A Game

The "Save" screen is accessed from the interface menu.

To save a game:

1. Select a free space in the right column.
2. Press on the "Save current game" button.

Note: You can also make a 'quick' save without quitting the game by pressing the F5 key. Your game in progress will be saved as you continue gameplay.

How To Load A Game

The "Load" screen is accessed from the menu. In the right column all the saved games are shown. From top to bottom:

- your 'quick' save;
- an automatic save made at key times during the game;
- your manual saves.

Saved games are referenced by date. When you select one, the image of the place where the save was made appears in the vignette on the left.

To load a saved game, select it and click on the "Load a saved game" button.

Note: You can also make a 'quick' load without quitting the game by pressing the F9 key.

Credits

ONTARIO EUROPE

Chairman
Olivier Pierre

Production Directors
Eric Mallet
Nils Veaux

Marketing Director
Matthieu Saint-Denis

Assistants To Marketing Director
Marilyne Perrier

Brand Manager
Simon Vivien

Communication Manager
Nicolas Swiatek

Marketing Artistic Manager
Odile Mousseau

Sales Director
Alain Briand

Export Managers
Ghislain Pages
Philippe Rinckenberger

Manufacturing Manager
Bastien Lepetit

Localisation
Christine Gervillié
Yann Tisseyre

Sales Coordination
Frédérique Barkoff

Legal and Licensing Manager
François Breuillier

Test
Jean-Luc Hadi

SALAMMBO TEAM

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Philippe Druillet

Operational Artistic Direction

Grégoire Valayer

Lead Programmer

Jérôme Bignon

Lead Game Designer

Alexis Lang

Game Design & Dialogs

Alexis Lang

Storyboards

Nicolas Hess

Designers

Angel Bautista

Nicolas Hess

Alexandre Tuis

Denis Valentin

Lead Programmer

Jérôme Bignon

Programmers

Guillaume Mirey

Nicolas Pinon

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Grégoire Valayer

Artists

Thierry Carado

Lakow Cassety

Jérôme Denjean

Géraud Deshayes

Emilie Feret

José Garcia

Gabriel Kerlidou

Thomas Lefèvre

Wladimir Litchinko

Alexandre Litchinko

Patrice Peyronnet

Franck Sitbon

Daniel Tecquert

Sohor Ty

Mathieu Vaneeckhout

Olivier Vernay

Sound Studio Manager

Jean-Baptiste Merland

Sound Studio Operator

Sébastien Gaillard

Voices

Christian Erickson

David Gasman

Matthew Geczy

Barbara Weber Scaff

Allan Wenger

François Carreras

Pierre Alain De Garrigues

Christian Fischer

Karine Martin

Patrice Melennec

Acknowledgements

Anne-Béatrice Berenguer

Nicolas Bonvalet

Frédérique Faucher

Jean-Martial Lefranc

Laurent Paigne

Bruno Martin

Philippe Ulrich

Pascal Urro



Phillippe Druillet.

Photographer, set designer, director, writer, sculptor and actor, Druillet then discovered the art of drawing and with his creative brilliance has since revolutionized the comic strip genre, taking it to heights never before attained.

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