

Post Mortem

One man's vision
Is another man's nightmare...

In the roaring 20's madness
is loose in Paris...

An Adventure game
Coming Fall 2002

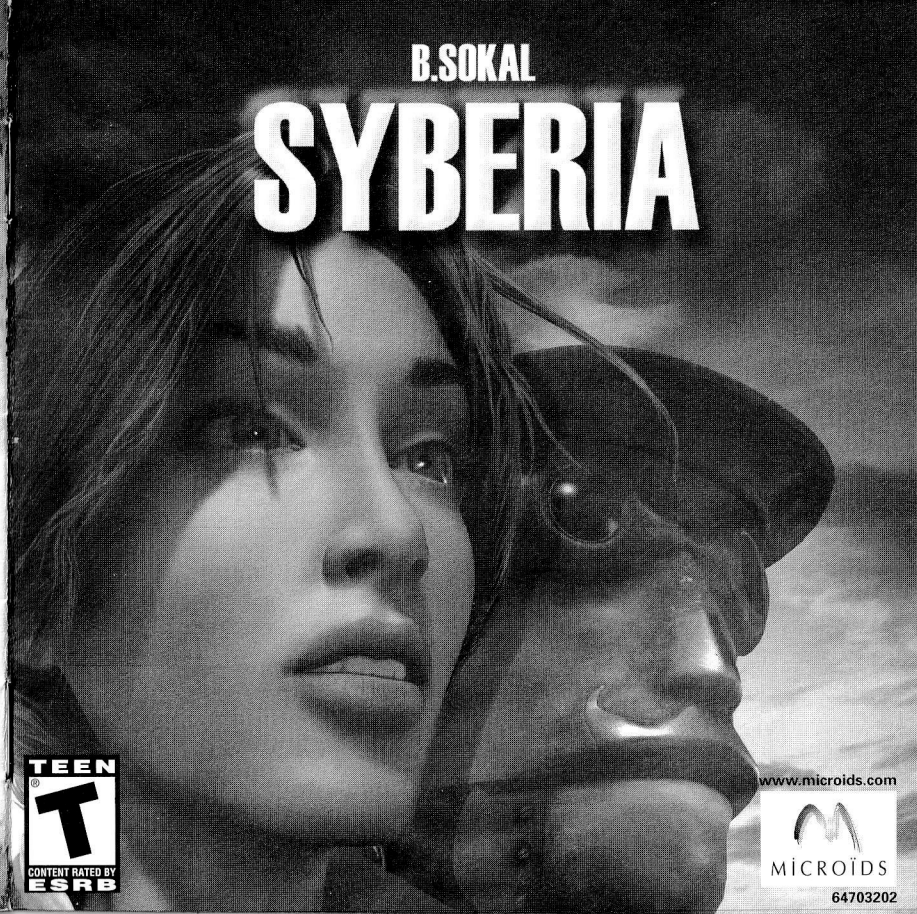


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B.SOKAL SYBERIA



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.

Syberia

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Microids Distribution Inc.

87 Prince Street, Suite 140, Montreal, Quebec, Canada H3C 2M7

Contents

1- Installation

1.1 - Minimum system requirements:

- ✓ Windows 95/98/Me/2000/XP
- ✓ Pentium II 350 MHz processor
- ✓ 16 MB compatible Direct3D (DirectX 7) 3D graphics card
- ✓ 64 MB RAM
- ✓ 400 MB free on hard disk
- ✓ 16X CD-Rom drive
- ✓ DirectX 7 compatible sound card

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Syberia

Recommended system requirements:

- ✓ Pentium III 500 MHz processor
- ✓ 32 MB compatible Direct3D (DirectX 7) 3D graphics card
- ✓ 128 MB RAM
- ✓ CD-Rom 24X

1.2 - Installing the game

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

Place CD-ROM 1 in your CD player. If set-up does not run immediately, double click on "My Computer", then on the CD-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 dialogue box (if "D" is the letter representing your CD-ROM player) and click on "OK".

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

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

1.3 - Starting the game

You may start the game by:

- ✓ Double clicking on the game icon on your PC desktop;
- ✓ Clicking on the Windows Start menu, and selecting \Programs\Microids\Syberia\;
- ✓ Double clicking on the **Syberia.exe** icon in the directory where Syberia has been installed

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Syberia

2 - The Main Menu

At the start of *Syberia* you have several options:

2.1 - New game

When you play for the first time, a cutscene is launched automatically explaining the context at the start of the adventure.

2.2 - Load game

Each saved game is represented by a picture and is dated the day and hour of saving. To resume a saved game, click with your left mouse button on the corresponding image.

2.3 - Cutscene

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

2.4 - Credits

This option displays the game's credits.

2.5 - Options

This sub-menu enables you to adjust the various graphics and sound options of the game.

2.6 - Quit

This option halts the game and returns you to Windows.

3 - Options

3.1 - Sub-titles (Yes / No):

To display (or not) the game's sub-titles at the bottom of the screen.

3.2 - Level of detail (High / Low):

Use this option to adjust the graphic quality of the game according to your computer's performance. Setting Level of detail 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.

3.3 - Screen 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 therefore the display will be optimal. 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.

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

3.4 - Anti-aliasing (Yes / No):

This option enables you to soften the characters' contours and enhance their graphics. We recommend that you do not activate this option if your computer has limited capacities, as this may be detrimental to performances.

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

3.5 - Sound volume:

This menu enables you to adjust the volume of sound effects and voices.

3.6 - Music volume:

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

4 - How to play

It is possible to play Syberia entirely with your mouse.

- ✓ Left click for movement and actions.
- ✓ Right click to view the game menu, use an object from the inventory, consult documents or use your cell phone.
- ✓ To jump a cutscene or a line in the dialogue, press the Esc button or right click with your mouse.
- ✓ To run, double click on the left mouse button.

5 - The game icons



No action possible



Action possible in this zone



Move to this point



Change frame



Talk to character



Zoom in on a zone



Grab



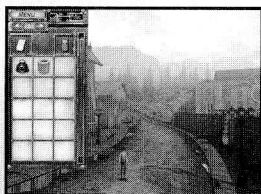
Zoom out
(of close up or reading of document)



Turn the pages of a document

6 - Menus and controls

6.1 - 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 to access your inventory.

To select an object, click on it with the left mouse button. The object selected will appear on the bottom left of the screen. To leave the inventory without selecting an object, right click on it with your mouse.

To use an object, select it then click on the zone or the character on which you wish to use it. If the object selected cannot be used, the No Action Possible icon will appear.

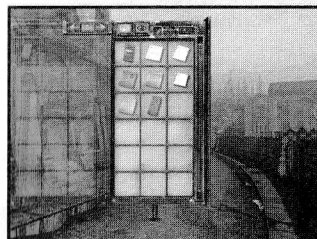
6.2 - The cell phone



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

To call someone, click on the telephone icon in your inventory. The cell phone interface will open. Dial the 8 figure telephone number of the character to whom you wish to speak. There are also numbers in the telephone's repertoire that you may consult by clicking on the up and down arrows. When the 8 numbers have been entered or you have selected a number in the inventory, press the Call/Answer button. When you have finished your call and you do not want to make any others, click on the Off button.

6.3 - Documents

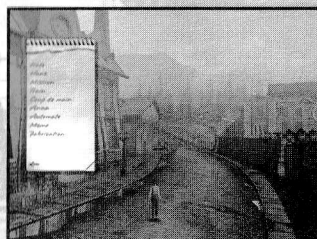


To consult or use your documents, click on the Documents icon of your inventory.

To consult a document, click on the icon, then click on the document of your choice.

To use a document, click on the hand icon, then click on the document of your choice. Documents are accessed in the same way as objects.

6.4 - Dialogues



If you direct the pointer at a character and it turns into a "Talk to character" icon, you can converse with the character. To engage in conversation with a character, click on the left button of your mouse. Some characters have more to say than others.

You can structure your conversations using the Dialogue notebook that appears on the left of the screen. There are various themes in the notebook. You can thus tackle themes relevant to your progression by clicking on them in the Dialogue notebook.

When you want to bring the conversation to a close, click on the arrow at the bottom of your notebook.

New and different themes 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, which will appear for several seconds at the bottom left of the screen.

7. Credits

Author and Art Director
Benoit Sokal

Production Manager
Stéphane Grefford

Technical Manager
Didier Poulain

Project Manager
Marie-Sol Beaudry

Lead Modeler
Nicolas Cantin

Lead Animator
Frédéric Gagné

Lead Programmer
Rémi Veilleux

Lead Integrator
Marc-Antoine Lussier

France-Canada Coordinator
Catherine Peyrot

Game Designers
Dominic Mercure, Patrik Méthé

Editor
Catherine Peyrot

Set Design
Alex Touikan

Modeling and Texture Art
Mathieu Aerni
Steve Beaudoin
Johanne Drolet
Maxime Pelletier
Mélanie Tremblay

Characters
Jean-François Carrier
Yanick Cloutier

Animation Cutscenes
Rifaat Dagher
Patrick Gosselin
Jean-René Trudel

In-game Animation
Luc Lanteigne
Marc Lepage
Richard Néron

Programming
Benjamin Contant
Luc Tremblay

Integration
Stéphane Cyr
Israel Duschene
Vincent Lamarche
David L'Heureux
Éric Martel
Gaëlec Simard

Mo-Cap Director
Susannah Skerl

Mo-cap Actors
Geneviève Bélisle
Joël Melançon

Q/A Manager
Rémi Hachoud

Testers
Renaud Léonard
Frédéric Richard
Vincent Roy

Additional Crew
Jean-Sébastien Brazeau
Rémi Breton
Michel Cadieux
David Chapados
Olivier Décarie
Stéphane Gaudette
Sébastien Jean

Patrick Ménard
Marjolaine Phillibert-Lajoie
Pascal Sauvigneau
Frédéric Simard
François Tétreault
Johannes Thé

Focus group
Martin Poirier
Angelos Vernucci
Marie-Eve Dufour
Patrick Collas

**Audio Production / Sound Design /
Music / Recordings / Localizations**
KBP - Paris

**Artistic Direction, Cast &
Production (KBP)**
Dimitri Bodiansky

**Sound design & lead sound
engineer**
Bruno Guéracague

Music
Nick Varley
Dimitri Bodiansky

Production Assistant
Ariane Lacroix

Audio Post production
Karoll Cafardy
Nick Varley
Christophe Grémot
Bruno Guéracague

Voice talents (FR)
Françoise Cadol; Luc Gentil;
Caroline Daparo; Danielle
Hazan; Marie Vincent; Claire
Guyot; Céline Monsarrat; Cédric
Dumond; Manu Garijo; Marc
Moro; Christian Fisher-Naudin;
Hubert Drac; Nick Mead; Michel
Barbey; Jackie Berger; Stéphane
Godin; Jean-Louis Faure.

Localization Team Manager
Véronique Nègre

Localization Manager
Véronique Nègre
Julia Lenze
Nick Underwood
Giorgio Papetti (Jingle Bell)
Alessandra Neve (Jingle Bell)

Product Manager
Frédéric Pons

VP Marketing
Michel Bams

Packaging & Printed
Eric Royou

Network administration
Elliot Gozansky, Rami Darwish.

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Chantal Couture, Martine Sokal,
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Cabrita, Vincent Brisebois, Josée
Bellehumeur, Karine Boulianne,
Maryse Bouchard, Jeff Roberts.

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Produced by
Olivier Fontenay
Microïds Canada inc.

7. Credits

Microïds North America

General Manager

Marc Robert

Marketing Director

François Picard

Product Manager

Sylvain Awad

PR Manager

Cédric Orvoine

Logistic

Mélanie Normandin

Sales Director-Canada

Kurt Ramcharan

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