

MANUAL



CHRONICLES OF MYSTERY

THE SCORPIO RITUAL



16+

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1. INTRODUCTION

Welcome to Chronicles of Mystery: The Scorpio Ritual game

We wish to invite you take part in a great adventure.

Put yourself in the shoes of a young archeologist, Sylvie Leroux, and get immersed in

solving a mystery that dates back to biblical times. Embark on a journey which will take you to Malta, Rome and other fascinating places in the Mediterranean.

Win allies and outsmart your foes. Get down to work!

2. SYLVIE'S BIO

Born:
June 11, 1983. Paris.

Marital status:
Single

Distinguishing marks:
None

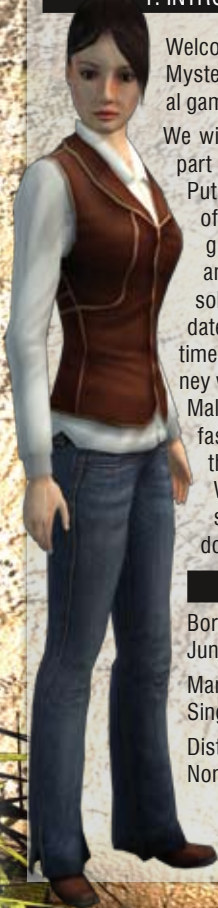
BIOGRAPHY

Sylvie Leroux is a young archeologist, graduate of the Archeology Department at the Sorbonne University in Paris. She is French, was born in Paris where she is living now.

Her parents, ethnographers, used to work for many a year in difficult conditions on the Pacific islands. This is why young Sylvie would spend her childhood holidays on Malta - at her uncle's, a renowned archeologist. In between reckless hours spent on hanging around with other kids on the streets of La Valletta, she would help her uncle in excavation work. It was him who struck up interest in archeology in young girl's mind. Hence, her current field of expertise. When she graduated, Sylvie sat down to write a dissertation on the methods of searching for archeological evidence verifying historical and mythological tales, which are part of our cultural heritage.

This is how her supervisor described Sylvie in the opinion attached to the scholarship application form: „She is a promising representative of a generation of young scholars, who keep the methodological rigour and academic standards in place, and borrow the best from their masters. At the same time, they will not hesitate to choose difficult topics and the means of processing them, utilizing any technology that they find fitting for the purpose.”

Energetic and ambitious, fascinated with history, Sylvie likes risky ventures. This girl filled her head with dreams of amazing discoveries and thrilling adventures. Apart from that, she is into ethnic music, Neil Gaiman's and Dan Simmons' books, the Asterix movies, good wine, driving her scooter fast, and sailing.



3. CHARACTERS



HENRI SIMON
Archeologist



JAMES ANDERSON
Linguist



STEFANO KAWLAT
the shop owner,
a DIY sort of guy



TORE KAWLAT
a retired sailor



FEMALE POLICE OFFICER
serving in the
Maltese police



INSPECTOR GRANC
Police inspector
on Malta



GUARD
securing
the gallery



ELDERLY MAN
a citizen of La Valletta



**KNIGHTS
HOSPITALLER**



ANGELA
aged parrot

AMERICAN TOURIST
a bounty hunter
on holiday



FAINA FLATOW
the gallery owner

OLIVIER LEROUX
professor of archeology
and Sylvie's uncle



RICKSHAW OWNER
riding his rickshaw
in Istanbul

TAXI DRIVER
driving his taxi
in Rome



TRADER
running his business
in Istanbul

BODYGUARD
protecting the cardinal



CARDINAL
the curator of secret
collections in Vatican



4. SYSTEM REQUIREMENTS

- Windows XP/Vista, DirectX 9
- CPU 1.5 GHz, 512 RAM
- NVIDIA GeForce or ATI Radeon 64 MB RAM, compatible with DirectX 9
- 1 GB of free HDD space
- DVD-ROM, mouse, keyboard, sound card compatible with DirectX

5. INSTALLATION

Insert the Chronicles of Mystery: The Scorpio Ritual game disc into the DVD drive.

Follow the instructions appearing on the screen.

If they installation screen fails to initiate, take the following steps:

METHOD 1

1. Click START.
2. Click RUN.
3. Type in D:\SETUP.EXE (where 'D' stands for the letter assigned to your DVD drive)
4. Click the 'OK' button.
5. Follow instructions appearing on the screen.

METHOD 2

1. Select the DVD ROM drive by double-clicking its icon.
2. Double-click the setup.exe file.
3. Follow instructions appearing on the screen.

Prior to the installation of Chronicles of Mystery: The Scorpio Ritual make sure that all other applications (antivirus, mailbox, messengers, browsers, FTP) have been closed. This way you will avoid the bulk of possible problems when installing the game.

LAUNCHING THE GAME

When the installation ends, the game may be launched from the Desktop or from the Start Menu: Start->Programs ->City Interactive ->Chronicles of Mystery: The Scorpio Ritual -> Chronicles of Mystery: The Scorpio Ritual

Running the game requires keeping the original game disc in the DVD drive.

UNINSTALLING THE GAME

If you wish to uninstall the game, choose the following from the Start Menu: Start->Programs ->City Interactive ->Chronicles of Mystery: The Scorpio Ritual -> Uninstall Chronicles of Mystery: The Scorpio Ritual

6. MAIN MENU

In order to launch a new game, you need to choose **NEW GAME** from the Main Menu.



If you want to load a previously saved game, simply choose **LOAD GAME** and click the savegame you wish to run.



You can change the settings of the game by selecting **GRAPHICS OPTIONS** and **SOUND OPTIONS**. In **SOUND OPTIONS** you can adjust the volume level of music, effects and dialogues in the game. The **GLOBAL** slider changes all the settings at the same time. In **GRAPHICS OPTIONS** you can switch on/off the shadows, special effects and background animations. It is also possible to switch off the ingame subtitles.



In order to watch a given cutscene once again, you need to enter **MOVIES** and click the corresponding window.

If you wish to learn more about the creators of the game, select **CREDITS**.

You can exit to Windows by click the **EXIT** button.

You can safely move to the **MAIN MENU** from the gameplay as in that case an additional button - **RETURN TO GAME** - will show up.

TOP MENU

TOP MENU is found at the top of the screen and is activated when you move the mouse cursor over the dark top strip.

The **MAIN MENU** tab in **TOP MENU** allows you to move to the Main Menu.

To save the current progress, select **SAVE GAME** and click an empty slot. If you left-click an occupied slot, this save-

game will be overwritten. By right-clicking an occupied slot, you will delete a given savegame.

The Top Menu enables you to load a game as well. Select **LOAD GAME** and click the savegame you wish to load.

Should you want to change the game settings, select **OPTIONS** and you will be able to change the volume of music, effects and dialogues in the game. The **GLOBAL** slider will change all the settings at the same time.

You can check the content of previous dialogues, the main character's diary or the documents acquired throughout the game. To do that, select **NOTES**. The **DIALOGUES** tab shows the conversations you have had so far. **JOURNAL** collects personal notes by Sylvie - they show up towards the end of all the game stages. The last tab - **DOCUMENTS** - gives you access to every document you have collected while playing the game.

7. CONTROLS

Mouse - You can move in the game with the use of a mouse only. Interaction with the environment comes with a click on a given object on the screen. Moving the mouse cursor over an item activates the items and characters description on the strip at the top of the screen.

Left Mouse Button - It initiates the interaction with characters and items (including the ones located in the pocket or a large panel); it also directs Sylvie's movements. Double-clicking will result in Sylvie running

Right Mouse Button - Used on an item in the pocket will switch on the large panel, which enables the player to have a closer look at the item.

MOUSE ICON



Normal - it means that the cursor is not placed on any object that could be investigated. Clicking will make the main character move to a desired place.



The taking icon - it shows up when a given item can be taken.



The action icon - it means that an object can be used in the pocket or on the game screen.



The observation icon - it flashes when you can learn more about a given item.



The conversation icon - you will see it when Sylvie can talk to the person she has met.



The icon of moving to the next location - this will take you to another game screen.



The close-up icon - this one is depicted when a given map area can be showed in a close-up.



The stand-by icon - it is present when data is being loaded or a cut-scene is being played.



The aiming icon - it shows up when you need to aim at a given map area with precision.



The relocation icon - it means that an object can be moved in a direction showed by the icon.

KEYBOARD SHORTCUTS

The **ESC** button will bring up the Main Menu screen and will stop the cinematics.

Pressing the **CTRL+S** will save the game progress. Similar function is assigned to **F5** button.

F1 activates the hints.

F2 brings up the save game screen.

F3 brings up the load game screen.

F4 will give you access to the notes screen.

Pocket - It is located at the bottom of the screen and includes all the items that Sylvie has found on her journey. The items from the pocket can be combined with one another or with other items on the game screen.

When the pocket is fully loaded with items, you can browse them by clicking the arrows placed on the sides of the screen.

Question Mark - When you click the question mark, you will activate the hints system. All over the screen, small question marks will show up - their role is to indicate the active map areas and exits to other game screens.

Large item panel - This is the panel which shows up when you right-click on any item placed in your pocket. It zooms in on the item and is mainly used to read documents or for close investigations of the items.

You can interact with items when this panel is activated. To do that, you need to left-click on a selected item. The left-click action is also used to close the large panel.

Dialogues - Dialogues appear in the form of subtitles that give you conversation options. You can left-click your mouse to fast-forward dialogues. The lines spoken by Sylvie and other characters come in distinguishable colours. All the finished conversations and important remarks or commentaries are added to the Notes tab

8. SUPPORT

Visit the game's homepage at <http://www.chroniclesofmysterygame.com/>
Support can be found Online by visiting our web site:

<http://www.city-interactive.com/>
or via e-mail:
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9. CREDITS

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