

Necronomicon

The dawning of darkness


Check out the exciting
Necronomicon
on the Internet:
www.necrogame.com

Find out more about both our fun and educational products by visiting
our Internet site: www.indexplus.fr

The best place to check out all our GAMES and EDUCATIONAL TITLES,
discover the solutions to our games and take advantage of our SPECIAL OFFERS.

NECRO01-LY

INSPIRED BY THE WORK OF
H. P. LOVECRAFT

 wanadoo

WARNING TO EPILEPSY SUFFERERS

TO BE READ BEFORE THE USE OF ANY VIDEO GAME BY YOURSELF OR YOUR CHILD.

Certain persons are susceptible to epileptic fits or loss of consciousness upon viewing certain types of flashing lights or high-speed displays within their daily environment. These persons may be at risk when watching certain televised images or playing certain video games. This phenomenon can arise even when the individual concerned has no medical history of such a reaction or has never suffered an epileptic fit. If you or a member of your family have ever displayed symptoms linked to epilepsy (fits or loss of consciousness) brought about by electronic simulations, you are strongly recommended to seek medical advice before using this product. We would advise parents to closely supervise their children when they are playing video games. In the event that you or your children do display any of the following symptoms: dizziness, vision problems, contraction of eyes or muscles, loss of consciousness, problems of orientation, spasms or convulsions; you should stop playing immediately and seek medical advice.

General precautions to be taken by everyone using video games:

- Do not position yourself too close to the monitor.
- Play the game at a safe distance from the television screen, preferably as far as the length of the console lead allows.
- If possible, always play video games on a small screen.
- Avoid playing when tired or sleepy.
- Make sure you play in a well-lit room.
- Take a 10 to 15-minute break for every hour of use.

PC

Installing Installing a CD Rom /DVD Rom

- Insert the CD/DVD-Rom in the drive.
- If autorun is enabled, the installation programme will launch itself automatically when the disc is inserted. If it fails to launch, double-click on the icon representing your CD/DVD-Rom Drive and double-click on "install.exe".
- Follow the on-screen instructions.

MAC

Mac Installation

- Double-click on the "Install Necronomicon" icon. The programme will offer to copy the "Necronomicon" folder to your hard drive.
- If you do not have OpenGL installed on your machine, double-click on the "Necronomicon" icon in the "Necronomicon" file; on your hard drive.

INSTALLATION

Necronomicon

|| the essential salts of animals can be prepared and conserved in such a way that an ingenious man can possess a veritable NOAH'S ARK IN HIS CABINET ,AND BRING to Life the beautiful form of an animal from its ashes ; AND applying the same method ON the essential salts of HUMAN DUST, a PHILOSOPHER CAN, WITHOUT resorting to CRIMINAL NECROMANCY, DRAW the form of one of HIS DECEASED ANCESTORS from the ashes WHERE He was INCINERATED. ||

Borettus

the main menu screen

Accessing the menu screen.

When you launch the game, you come directly to this screen. To access the main menu screen during gameplay, press the "Esc" key. (not accessible from inter face screens).



New game

Click on this option to begin a new game.

Saving

To save a game, click on one of the available spaces. You can over write one save with another by clicking on the image of your previous save. If you want to exit the screen without saving, click on "Back".

PLEASE NOTE:

it is important to save your game at regular intervals, because certain phases of the game, some of which are time-limited, are subject to penalisation by "game over".

If you are unsuccessful, you can begin your next attempt at the point of the last save: it is therefore preferable that this is fairly recent.

Loading

To take up the game at the point where you last saved it, click on the name of the relevant game. If you want to leave the screen without loading the game, click on "Back".

Exiting

Click on "exit" to leave the game.

CONTROLS FOR

EXPLORATION AND ACTION



Icon greyed out:
No action possible



Arrow icon:
Indicates a direction
in which you can go



Back icon:
To return to the previous screen



Hand icon:
Indicates that you may pick up an
object and put it in the inventory
or writing desk



Locked icon:
Indicates that you need to use an
object from the inventory to proceed



Action icon:
Sets off an automatic action



Object icon:
Indicates that you have selected
the correct object.
Click to put it down.



Magnifying glass icon:
Allows you to zoom in on details

Left click:
Player action
(moving, picking up an object, etc)

Right click:
Access to the inventory
(CTRL + click for MAC)

Escape key:
Access to the main menu

Space bar:
Interruption of a video clip

Other icons may appear at certain
times during the game.

Clicking on a character
can set off a dialogue.

the interfaces

• Navigation keys between the various interfaces.

• Back to the game.

Accessing the interfaces

To access the interfaces, right click on your mouse (or CTRL + click on MAC). You firstly access the inventory – the place where are the objects you have picked up are stored. Four keys at the left hand corner of the screen make it possible to navigate between the different interfaces: the inventory – the writing desk – the map – the attaché case.

Picking up an object and placing it in the inventory

When the cursor changes into a hand, it means that you can put an object in your inventory. Click on the object and it will be placed in your inventory automatically. If it is a document it will appear in your writing desk.



Using the inventory

Position the cursor over an object: the cursor changes into a hand and the object appears enlarged in the centre of the window. Click on the object in order to select it: this automatically takes you back to the game screen.



Using the writing desk

Position the cursor over a document: the cursor changes into a magnifying glass. Click on the document to zoom in and read its contents.



Using the map

You have to pick up the map somewhere in the game. It will enable you to go straight to the places marked on it. New locations will appear and disappear as you progress through the game. Just click on the location you want to go to and you will be transported there. Your current location is circled on the map.



Using the attaché case

You pick up the attaché case somewhere in the game. It contains a number of objects that you are allowed to keep.

CREDITS

Game design and production

Frédéric Locca

Graphic design

Eric Ucla

Music

Laurent Parisi

3D scenery creation

Julien Cesbron
Vincent cochet
Pascal Loddò
Olivier Rousset

Creation of 3D characters

Laurent Davenet
Jérôme Combe
Stéphane Hamache
Pixel in the box

2D Graphics

Pascal Loddò
Séverine Gustin

Programming

Phillipe Bouet
Arnaud Vitte

Dialogues and assistant game designers

Annick Lemaillet

Cinematics

Stéphane Wiederkehr (Asuwant)
Mylène Bussy (Asuwant)
Sébastien Rossignol (Asuwant)
Helene Neporniachty
Olivier Rousset
Julien Cesbron

Sound effects, recording and mixing of voices: TALK OVER

Yves Barsacq – *Gregor Hershel /
Dr Egleton / Arthur Saunders*
Axel Kiener – *William Stanton*
Jean Claude Balard – *Sir Franck /
Crumb / Sherman*
Michel Barbey – *Thiedman / Precheur*
Patrick Borg – *Edgar / Gérard / Boxeur*
Michel Voccoret – *Black Fish / Kyle /
Procop*

Facial Motion capture

Actisystem
Actor : Stéphane Castang

Editorial management

Emmanuel Olivier
Bernard Tani
Eve-Lisè Blanc-Deleuze
Vincent Berlioz