

MANUAL



ALTERNATIVA

MURDER OF ONE . POWER OF SOME . BETRAYAL OF EVERYONE

System requirements

Minimal:

- Intel Pentium IV® 1.6 GHz or compatible
- 1 GB RAM
- graphic card with 128 MB RAM (Shader 2.0 compatible)
- DirectX 9.0c® compatible sound card
- Windows XP® nebo Windows ®Vista
- DVD-ROM drive
- keyboard, mouse

Recommended:

- Intel Pentium IV® 2.0 GHz or compatible
- 2 GB RAM
- graphic card with 512 MB RAM (Shader 2.0 compatible)
- DirectX 9.0c® compatible sound card
- Windows XP® nebo Windows ®Vista
- DVD-ROM drive
- keyboard, mouse

What is AlternativA?

AlternativA is a story that will take you to a world much different to what you'd expect in 2045. To a world destroyed by war and revolutions, a world led by an oppressive and cruel dictatorship. Richard Boček lives in this world with just one goal – not to stand out and survive. It seemed fairly possible before the construction of a new Endora corporation center where he worked, was mysteriously canceled. He refuses to submit anymore and seeks the Resistance. People who dare to disagree like he does. Unfortunately nothing is as straightforward as it seems at first and Richard is faced with a murder charge when he meets the Resistance for the first time...

AlternativA tells a story about people who were not fortunate. About the powerful wanting more and more power, refusing to respect anyone and anything around them. Well, everyone has a chance and it's up to him how he uses it!

Murder of one, power of a few, betrayal of all.
AlternativA



Features

- Classic point&click adventure game
- More than 120 backgrounds modeled in detail
- Play as up to 4 different characters in the story
- Original sci-fi story in an elaborate world
- Simple and easy controls using just a mouse
- Rendered video sequences
- 2 levels of difficulty
- Interactive dialogues with choices
- Original soundtrack

Main menu

Continue – loads the last saved game.

New chance – starts a new game with difficulty selection. The high difficulty limits game loading after you die. During the game you are not able to use the help view of interactive items in the scene and PDA help with the higher difficulty.

Load chance – opens the load game dialog.

Change Wits – game, sound and visual settings.

System Creators – authors of the game.

Forgo all hope – quits the game.

Bonus – after you finish the game the bonus material appears here.

Change wits (settings)

Music, sound and dialogue volume – allows you to set the desired volume. Music, sound and dialogues create the atmosphere of the game and enhance your experience. We do not recommend turning it off completely.

3D sound – sets the HW acceleration on your sound card.

Higher sound quality – we recommended not to turn this off.

Mouse sensitivity – sets the sensitivity of the mouse input.

Subtitles – turned on by default, but if they disturb you, just turn them off.

Antialiasing – you may set the antialiasing feature here if your card supports it. WARNING! This setting can influence the game speed.

Texture filtering, Mipmapping, Dynamic shadows, Shader quality – if you have trouble with the frame rate, try reducing the picture quality or

graphical effects.

Vertical synchronization – synchronizes the output image on your monitor with its current vertical frequency.

Game menu


Continue – go back to the game.

Load Chance – loads a previously saved game.

Save Chance – saves your current game.

Give Up The Fight – return to the main menu.

Game controls

The game is controlled with the mouse. The exception is the ESC key, used to bring up the game menu or to close the active dialog. In the low difficulty mode the TAB key is used as help (selects all interactive objects in the scene with a bulb icon: ).

Cursors

There are several cursor types in the game indicating your current possibilities:



Interactive cursor – single mouse click sends the character to a particular spot. Double click makes the movement quicker (the character runs).



Passive cursor – the game cannot be controlled right now, because a dialog is being played for example. You can skip the dialog by clicking the left mouse button.



Active cursor – left mouse button click performs an action with the selected object in the scene. If more than one action is possible, an action menu is displayed, where you select one of the items.



View detail – your character examines the selected object more closely. The object is displayed over the whole scene.



Move to another scene – the character moves to another scene. Double click makes the transition faster.



Action menu

If there are more actions available for one object, the action menu is brought up for you to specify the appropriate action. Possible actions are as follows:



Examine – your character closely examines the object.



Take/use – your character takes or uses the object.



Talk – your character starts a dialog with another character in the scene.

Inventory

Your inventory stores items you pick up, documents and your PDA (only the main character – Richard Boček). The inventory is displayed after you move the cursor to the upper part of the scene. Items may be combined together or used directly in the scene. Select and use/combine the item using left mouse click, put the item back using right mouse click. If you double click on an item in your inventory, you will examine it, view it in the PDA or perform another action assigned to it.

Working with the PDA

The main character Richard Boček owns a PDA, that can be used to obtain valuable information or for solving difficult tasks.

The PDA is displayed using a right mouse click on its icon in the inventory. You may then examine another item in you inventory by right clicking on another inventory item. You may also combine the PDA with the TVD disc in the same way – the disk is stored and launched automatically.

You may use the PDA with your inventory which is active when working with the PDA. It's possible to switch examined items or go to the PDA's main menu (using right mouse click on the PDA icon).

The PDA main menu contains Richards's notes, a knowledge base and TVD disc and music player.

The PDA/inventory contents are expanded during the game. Following icons in the top left corner of the scene indicate new items:



A new item added to your inventory.



A new article added to the knowledge base.



Richard made a new note.



Authors

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Miloš Jeřábek

Jan Pilný

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Published by IDEA Games a.s.



Notes





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