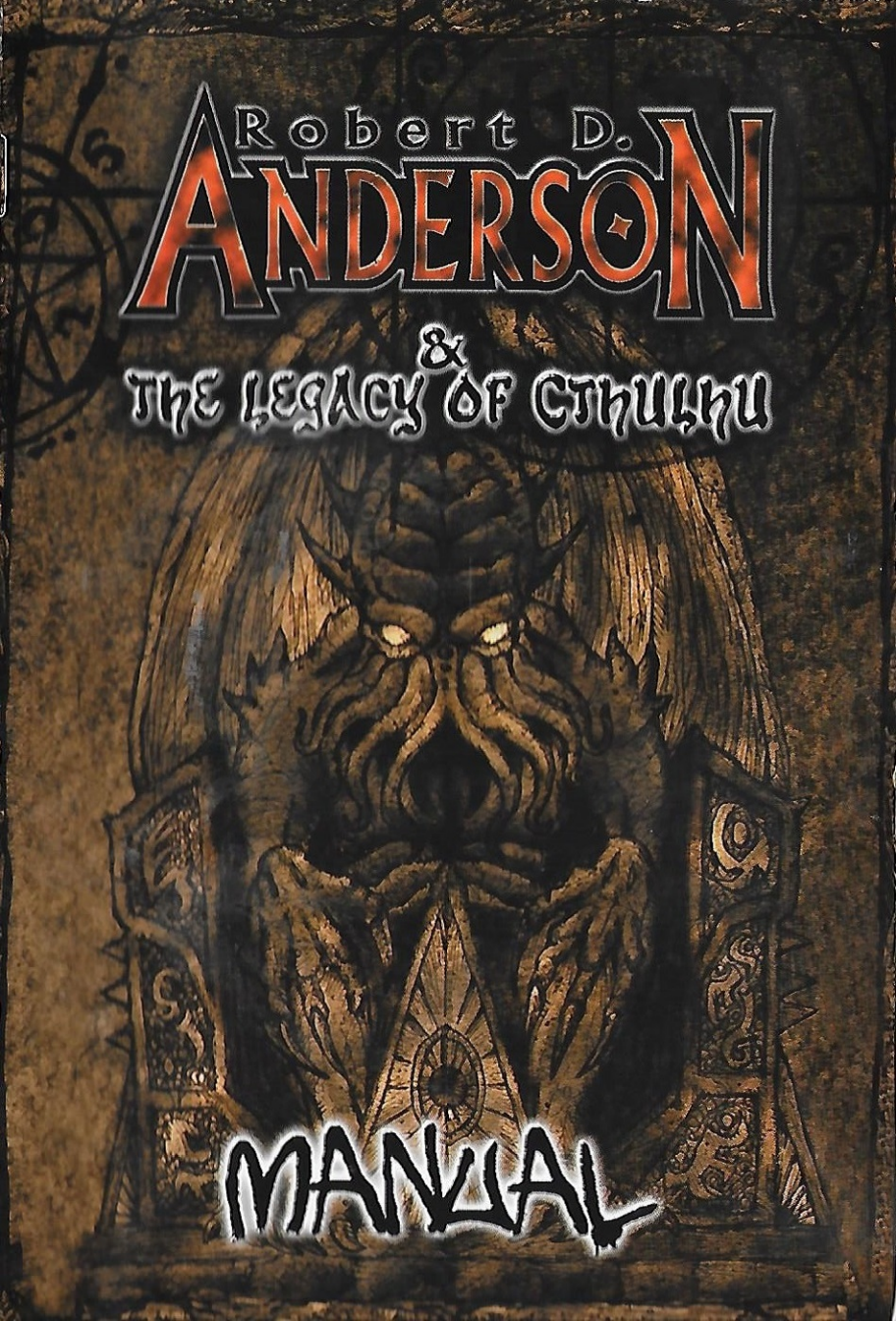

Robert D.
ANDERSON
&
THE LEGACY OF CTHULHU
MANUAL

Guide de prise en main rapide

Bienvenue dans "Anderson & the legacy of Cthulhu", la nouvelle horrifique jouable développée par Homegrown Games. Ce guide de prise en main rapide décrit les fonctions de base du logiciel et vous permet de commencer immédiatement. Pour plus de détails et d'informations sur l'histoire, veuillez lire le manuel se trouvant dans le répertoire "Manuel" dans le DVD du jeu.

Configuration :

Minimum :
Athlon 2400+ / Pentium 4 2.4 GHZ ou supérieur, 512Mo de RAM, carte graphique 64Mo DirectX 9.0, Windows XP, carte son / chipset son

Recommandée :
Core2Duo or AMD X2, 1024MB RAM, carte son 256Mo DirectX 9.0 (Geforce 6600 / Radeon X1600 ou supérieure), Windows XP, carte son / chipset son

Remarque :

- La vitesse de l'ordinateur est le facteur le plus important pour jouer à Anderson
- Les parties en mode multijoueur exigent plus de performance.
- "Anderson & the legacy of Cthulhu" nécessite la dernière mise à jour de DirectX et l'installation de DivX Codec. Les deux peuvent se trouver sur le DVD du jeu.

Introduction :

Choisissez le chapitre dans lequel vous voulez jouer à partir du "livre virtuel". Dans "l'épilogue", vous trouverez des liens permettant d'accéder aux séquences cinématiques déjà débloquées, ainsi que de nombreux bonus. Une fois que vous avez choisi un chapitre et réglé vos graphismes, vous accédez au

menu du jeu :

Commencer le chapitre : Commence le chapitre au début
Charger la partie : Charge une partie sauvegardée du chapitre en cours
Quitter le chapitre : Ferme le chapitre en cours et revient au livre.

Commandes :

Z : ..... se déplacer en avant
S : ..... se déplacer en arrière
Q : ..... avancer à gauche
D : ..... avancer à droite
A : ..... atteindre la gauche
E : ..... atteindre la droite
C : ..... s'accroupir
Maj. : ..... courir
Barre d'espacement ..... sauter
F6 : ..... sauvegarde rapide
F9 : ..... chargement rapide
Souris : ..... position de la caméra
Bouton gauche de la souris : ..... attaquer
Bouton droit de la souris : ..... alterner l'attaque
Molette de la souris : ..... sélectionner l'arme / sort activé
Entrée : ..... utiliser / combiner
Touches 1-9 : ..... armes / sorts
Échap : ..... menu
Pavé numérique : ..... nombre d'énigmes

Affichage du jeu (HUD) :

En haut à gauche :
Vie (Anderson n'en a qu'une), points de santé (maximum 100)

En haut à droite :
Arme / sort, munitions dans le chargeur, toutes les munitions / Mana

Conseils généraux pour commencer :

- Écoutez les suggestions des PNJ et d'Anderson lui-même !
- Évitez les combats s'il y a d'autres solutions possibles.
- Les civils non armés ainsi que les personnages neutres ou alliés ne peuvent pas être tués.
- Les ennemis morts-vivants tués peuvent envoyer une vague d'énergie destructrice. Gardez vos distances !

Bonne partie et... „...l-äh! l-äh! Cthulhu fthagn!"

Credits

Anderson & The Legacy of Cthulhu

written by Samuel Miller & Ivan Ertlov

adapted by Sam Miller & Homegrown Games

Head of Developement:
Johann "Ivan Ertlov" Ertl

Game & Level Design:
Ivan Ertlov, Samuel Miller, Community Input

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3D Artists:
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George Pettérson III
Butter fingers

2D Artists:
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Lectorship:
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TGC Community Assets:
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Rolfy
Butter fingers
Kevin Dargel (Helix)
Dominik Goblirsch (Helix)

...and many more!

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58th Wildcards

Soundtrack:
Advocatus Diaboli
(www.sonorium.de)
Musica Cthulhiana
(www.fourthcycle.de)
Cryptkeeper
Encephalin
Blitzfeuer
Atargatis
58th Wildcards

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Thomas Jäkel
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Martin Bachinger
Chriz
Osch
Markus Reutner
Daniel Essletzbichler
Marion Enne

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Stefan Albers - Daniel Essletzbichler
Prof. Merens - Christoph Ebner
Dr. Merens - Michael Ebner
Heinrich Himmler - Harald Jungwirth
Wehrmacht #1 - Peter Eder
SS #1 - Markus Reutner
Gangster #1 - Peter Siedl
Gangster #2 - Markus Reutner

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producer/director:
Gerhard Daurer

Assistant Director:
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dop:
jochen graf

key grip:
robert hack

set decorator:
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make-up artist:
tanja wallisch

production sound mixer:
chris haumer

set runner:
markus reutner

film editor:
gerhard daurer

post production:
gerhard daurer with help by

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thomas zalud (sound mix)
martin wöhrer (sound design)
eva hausberger (editing)

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Markus Reutner

Public Relations:
Tamara Berger

Marketing:
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Lead Graphic Artist:
Sabine Schmid

Web:
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Community:
Johann Ertl

Special Thanks:

Burgruine Reinsberg (Karl Prüller)
Burg Plankenstein
Stadtgemeinde Ybbs
Francisco-Josephinum
Klaus Gröbner
gerhard und Elisabeth daurer
licht und grip dopplinger
zone wien
Pegasus Press
Cthulhoide Welten

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