



A movie poster for the film 'Still Life'. The background is a dark, moody scene with a strong red color cast. In the foreground, a woman with dark hair and a serious expression is holding a handgun, looking directly at the viewer. In the background, a man's face is visible, looking upwards. A bright red laser beam or light streak cuts across the center of the image, passing through the man's face. The title 'Still Life' is written in a white, serif font across the middle of the image.

Still Life

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

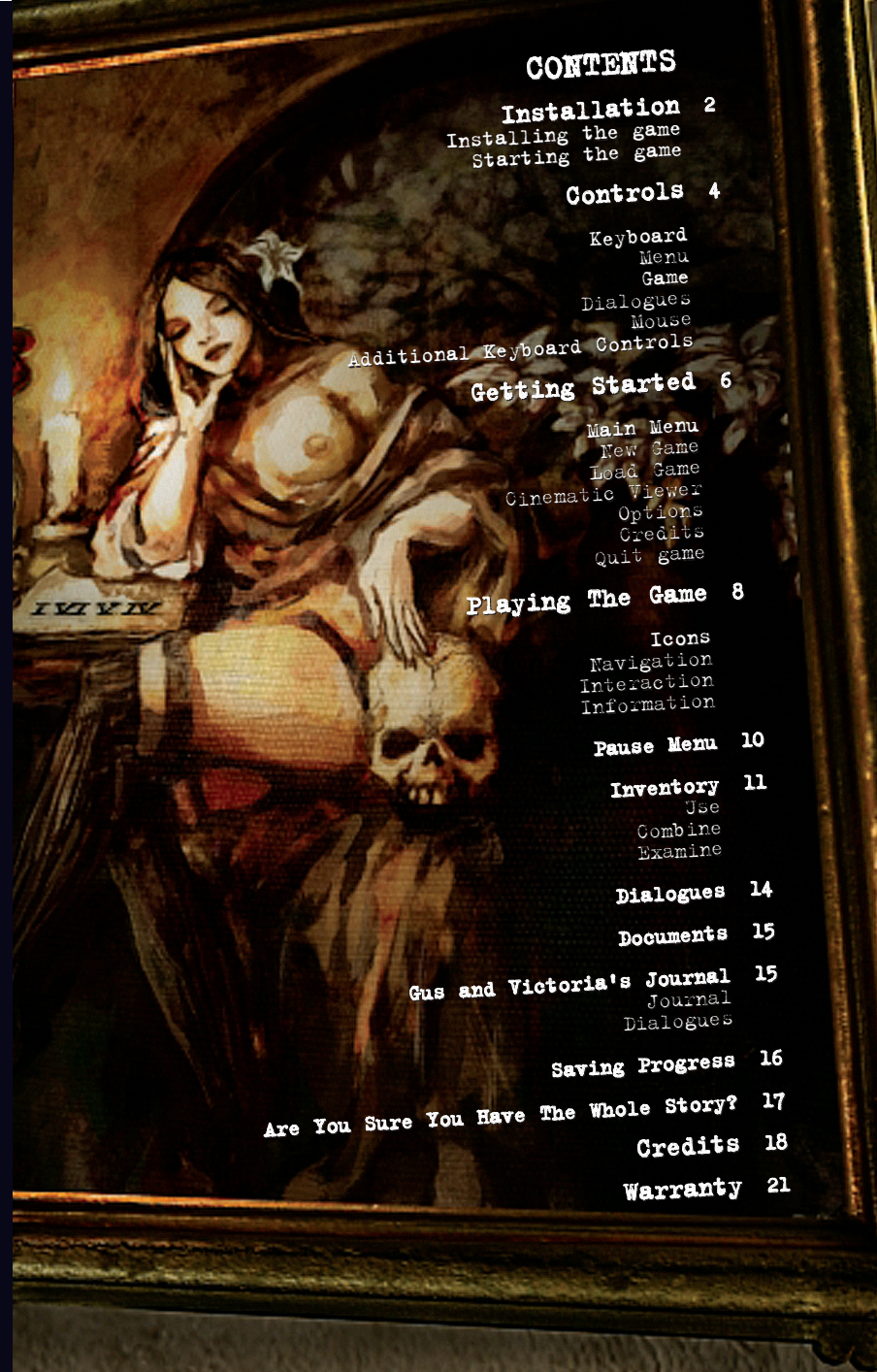
When subject to certain types of light effects, some people are prone to epilepsy attacks, leading to loss of consciousness. This may be due to images flashing up in quick succession, simple geometric figures in repetitive movement, or lightning and explosion flashes. Such attacks can occur without warning 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 lightning 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.

Software Piracy

Any non-authorized reproduction of this product, be it total or partial, is a crime. Software pirating harms consumers, developers, publishers and the legitimate distributors of this product. If you think this product is an illegal copy, or you have information about pirated products, please contact our Consumer Service.



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Installation

Minimum System Requirements

Windows 98 / ME / 2000 / XP

Pentium III 800 Mhz

32 MB DirectX 8.1 compatible 3D video card

128 MB RAM

600 MB Free Hard Disk Space

16X CD-Rom Drive

DirectX Compatible Sound Card

Recommended System Requirements

Pentium III 1.0 Ghz

NVidia GeForce series or ATI Radeon series video card
(or equivalent)

256 MB RAM

1200 MB Free Hard Disk Space

24X CD-Rom Drive

DirectX Compatible Sound Card

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 dialog box (if "D" is the letter attributed to your CD-ROM drive) and click on "OK".

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

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

Starting the game

You may start the game by:

- Double clicking the game icon on your PC desktop;
- Clicking on the Windows Start menu, and selecting
 \Programs\Microids\StillLife\StillLife;
- Double clicking on the StillLife.exe icon in the directory where StillLife is installed.

controls

keyboard


Menu

Arrow Keys	↓/↑	Move Highlight Up or Down
Arrow Keys	←/→	Move Highlight Left or Right
Key	ENTER	Accepts or Activates Highlighted Item
Key	ESC	Cancel

Game

Arrow Key	↑	Moves Character Forward
Arrow Key	↓	Turns Character 180 Degrees
Arrow Keys	←/→	Moves Character Left or Right
Key	"I"	Activates Inventory
Key	ESC	Cancel
Key	ENTER	Activates Interactive Zones (Objects, Dialogue, Play Lines and Mechanisms)
Key	Space Bar	Skips Play Line

Dialogues

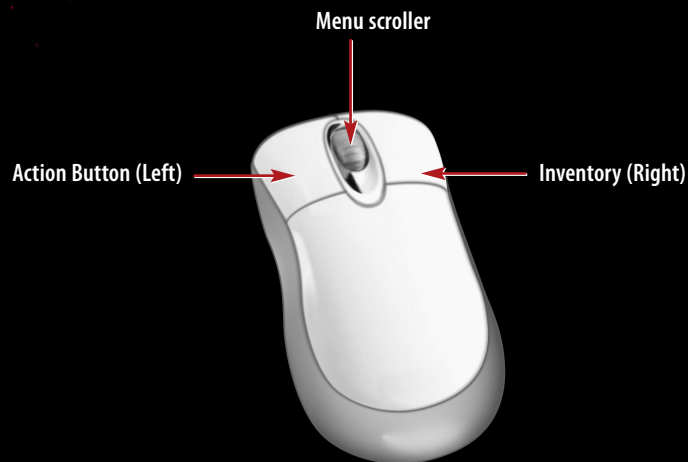
Arrow Key	←	Activates work related subject matter
Arrow Key	→	Activates personal or off beat subject matter
Key / Icon	ENTER 	Quit dialogue
Key	Space Bar	Skips Dialogue Line

Additional Keyboard Controls

Key	"I"	Activates Inventory
Key	ESC	Activates In Game menu
Key	ENTER	Activates Interactive Zones (Objects, Dialogue, Play Lines and Mechanisms)
Key	Space Bar	Skips Play Line and Skips Dialogue Line

mouse

Using the mouse in Still Life is very simple. You can use the right or left mouse button depending on which action you want Victoria or Gus to perform.



Left Mouse Button or Action Button	Activates Interactive Zones (Objects, Dialogue, Play Lines and Mechanisms)
Right Mouse Button	Activates Inventory
Mouse Wheel	Activates In Game menu

Getting Started



Main Menu

This is the first screen you will see after starting the game. From here you can access all the different Still Life options to help better your Still Life experience.

New Game

This option launches a new game. If this is your first Still Life experience, the design team strongly suggests playing in a dimly lit and quiet environment. We hope you enjoy the game.



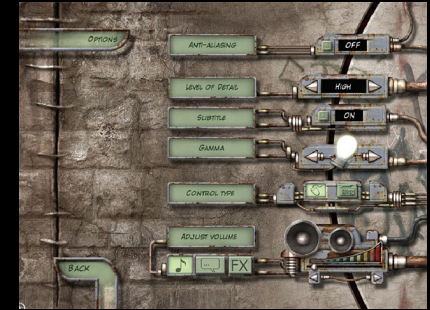
Load Game

This option helps you return to a previously saved game. Simply highlight the saved game and activate it by left clicking or by pressing enter key.



Cinematic Viewer

As you progress in the Still Life experience, you will see some cinematic cut scenes. If you wish to view them again you can by activating this option. Simply move the highlight over the desired cinematic and press the left click or the enter key to launch it. As you move further in Still Life more cinematics will become available in the viewer.



Options

This is the options page where you may choose from a variety of different sound and graphic options along with a choice of control schemes.

Anti-Aliasing: When this option is turned on it only affects the main character. This will smooth out the outer layers of the character depending of your graphic card's anti-aliasing capabilities..

Level of Detail: Depending on the level (low, med and high) it will change graphical details to heighten the general performance of your PC.

Subtitles (on/off): Turns caption on or off.

Gamma: This allows you to adjust the brightness of the game

Control Type: You may choose between either the keyboard controls or the mouse controls.

Adjust Volume: Allows you to adjust the volume of the characters (voices), the volume of the music and the volume of the sound FX of the game.

Credits

Rolls the credits of the game. Who are the psychos that came up with this very dark story? Find out by clicking on this option!

Quit Game

Click on this option and the Still Life experience ends. It's now the Windows experience and your lovely desktop.

Playing the Game

Icons

The mouse cursor in Still Life will take on different shapes depending on the action you can have Victoria or Gus perform. We've separated the different icon into two categories: Navigation and Interaction.

Navigation



These icons usually appear at the extremity of a shot or in a doorway leading to another shot. When these icons appear it simply means that when you left click or press enter you can move Victoria or Gus to another shot.



This is the in-game mouse cursor at its neutral state. Neutral doesn't mean you can't do anything. By left clicking the mouse you can make Victoria or Gus move around in one shot.



This is the same cursor however it's highlighted. This means you can interact with something.

Interaction

There are many different interaction icons in Still Life.



This is the action icon. When this appears it means that you can interact with something or have Victoria or Gus pass a comment on their surroundings.



This is the dialogue icon. It appears when you put the mouse cursor over a non-player character. Left click or press enter to talk with the different characters of Still Life.



This icon means you can have a closer look. You will have the first person view when you left click or press enter when this icon is present.



When this appears as the mouse cursor it simply means you can pick up an object and put it in your inventory.



This is the use icon. When this icon is the mouse cursor it means you may use an object selected in your inventory with another object in the game.



This icon will activate the navigation map so you may leave an area of the game.

Information

These icons appear only in the top right part of your screen. It indicates new information is available either in your inventory or on your map.



This icon appears when there is a new entry in either Gus's or Victoria's journal.



These icons appear when there is a new location on the map not yet seen in the game.



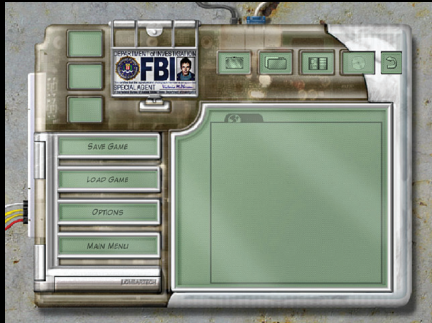
This icon appears when a new document has been acquired.

Inventory

To access the inventory simply right click or press the "I" key.

Use

Using an object in Still Life is very simple. Activate your inventory by pressing the "I" key on your keyboard or by right clicking the mouse. Highlight an item you wish to use and press the use button.



Pause Menu

Save Game: This option is to save your progress.

Load Game: Loads a previously saved game.

Options: You can adjust the Still Life options such as sound and graphics.

Main Menu: Returns you to Still Life's Main Menu page. Make sure to save your game before choosing this option.



Here we want to use the tweezers. Move the highlight over the tweezers and select them. Then press the use button.



After pressing the use button, we return to the game. At the top left of the screen is the picture of the object selected to show us which object is in use. To use the object, simply move the cursor over the desired area and left click the mouse button or press enter.

Combine



Some objects found during your adventure can be combined with another object. As an example, we will be using the camera and film.



First, highlight the camera by selecting it in the inventory. Now press on the combine button at the top left of the screen.



Now that the camera is selected, move the highlight over the film. Press the left mouse button or the enter key.



You now have a camera loaded with film.

Examine



During your Still Life adventure, it is important that you examine certain items in your inventory. It may give you important clues. To examine an item in the inventory simply move the highlight over and select the object. Once selected press on the examine icon. This will bring up the examine window.



The examine window lets you look at an object in 3D. Use the arrows on each side of the window to turn and twist the object to give you a better look. You might find something of interest. To give you an even better view, on the bottom right there are a zoom in and zoom out.

Also in the bottom right of the examine window is the check button. This option will give you additional information about the item but remember that not all the objects give additional information.





Dialogues



When you see this icon appear over a character, it means you can talk to him or her. Simply left click or press the enter key and the dialogue will begin. To every dialogue there is a small introduction; both characters exchange a few lines and then it stops. To continue the dialogue you have two choices of conversations: business or off topic.

Left and Right Click



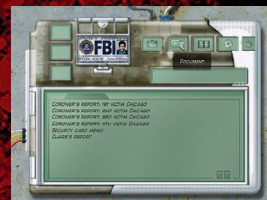
The left click button of your mouse or the left arrow key on your keyboard activates a “business” strand type conversation. These conversations tend to go straight to the point by asking relevant questions about the situation.



The right click button of your mouse or the right arrow key on your keyboard activates an “off topic” strand type conversation. These conversations lead into other subjects such as personal views, the weather, personal problems, up coming promotions and others. These conversations are designed to add flavor and depth to the game, while not being essential to your progress.



This icon appears at the bottom right of the screen when you’ve got enough information to continue the investigation. You can then leave a conversation without finishing it. Again, it will not hinder your progress in the game if you do so.



Documents

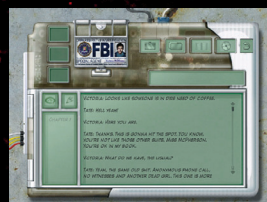
During your adventure you will find documents that will aid you in your investigation. This icon activates the document list so you may consult them at any time during the game. Simply click on the document in the list to activate it. Some documents add interesting details to the Still Life experience and others are necessary for the progress of the game. Be sure to read documents found in the game.

Gus and Victoria's Journal



During the adventure this icon will appear at the top right of the screen from time to time. It simply means that Victoria or Gus has updated their personal journals.

Journal



By pressing this icon, you access the personal journals of the main characters. The more you progress in the game, the more you unravel the thoughts of Gus or Victoria. The journals are sectioned by chapters. Simply highlight the chapter and use the scroller to read further down. The journals are there to help you better understand certain things not tackled by a conversation or a document found in the game. The journals provide additional information about the main characters and they may help you find your way.

Dialogues



Every line of dialogue spoken in Still Life is recorded. If you miss what is said or have forgotten important information, you may read the script. When in the journal menu page choose the dialogue icon to bring up the entire script. The dialogues are separated by chapter. Choose a chapter and use the scroller to find the conversation.



Saving Progress



By pressing on this icon, you can bring up the in game menu. To save your game simply press on the New Save Game window. If you do not use the New Save Game window you will overwrite an existing saved game.

Save Game: To save your game, move the highlight over to Save Game, and then move the highlight to the New Save Game window. Press enter to save. If you do not use the New Save Game window, you will be prompted if you want to overwrite the highlighted saved game or not.

Load Game: To load a game, move the highlight over to Load Game, and then move the highlight to the saved game you want to load. Press enter to load the selected game.

Options: You can adjust the Still Life options such as sound and graphic. (For more information on Options, see Options on page 7)

Main Menu: Returns you to Still Life's Main Menu page. Make sure to save your game before choosing this option. (For more information on Main Menu, see Getting Started on page 6)

Are you sure
you have the
whole story ?

In the world of Still Life, nothing is exactly what it seems. Everybody has a secret, everyone is trying to uncover what's hidden, and finding the answers just creates more questions.

The full story of Still Life continues online, with a Web-based adventure in which you will delve a little bit deeper into the secrets of Still Life, secrets which certain people are trying very hard to keep hidden.

The mystery continues online at
www.stilllife-game.com

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Sven Erickson: *Gustav McPherson*
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Arthur Holden: *David Miller, Mark Ackerman, The Crow Man*
Marcel Jeannin: *Kazimir Stasek, Richard Valdez, Patrick Bell*
Sarah Leger: *Victoria McPherson, Ida Skalickova*
Pauline Little: *Claire Ashby*
Terrence Scammel: *William Tate, Todd Browning, Bouncer Mr. Zero, Petr Jesensky, Roman Jesensky*
Jennifer Seguin: *Mia Holmes, Apolina*
Harry Standjofski: *Vadav Kolar, Otakar Kubina*

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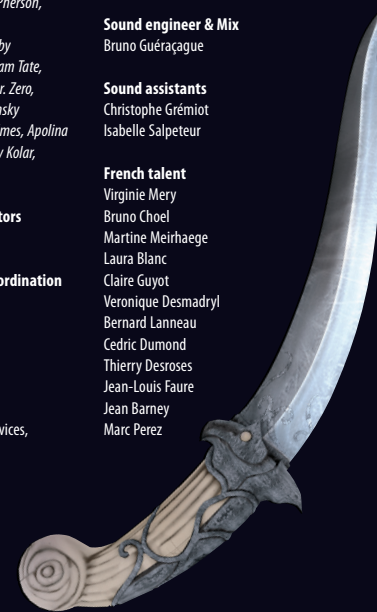
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THE SONG "PREMONITIONS"

Performed by Sequence

(www.sequencemusic.net)

Music By Jacques Marcoux,
Lyrics By Dominic Nudo,
Additional Vocals by Maryse Lefebvre.
Copyrights Sequence music 2004

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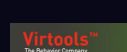
Warranty

90-Day Limited Warranty

MC2 warrants to the original purchaser of this product that the physical medium on which the software program in this product is recorded will under normal use and conditions be free from material defects in materials and workmanship for a period of ninety (90) days from the date of purchase. The entire liability of MC2 under the limited warranty set out above will be at its sole option either to repair or to replace free of charge the product provided you return it in its original condition to the point of purchase with a copy of your receipt.

Customer support

www.mc2-europe.com



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