

StillLife

USER MANUAL

www.stilllife-game.com



microïds



EPILEPSY WARNING

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain visual images, such as flashing lights or light patterns. These people may experience seizures while simply watching TV or playing a video game. This may happen even to individuals with no previous history of seizures or epilepsy. The following symptoms may occur during a seizure: blurred vision, facial or eye twitching, involuntary arm or leg movements, disorientation, confusion or loss of awareness.

During an epileptic seizure, the person may lose consciousness or suffer convulsions, which may cause serious accidents in case of falling. If you experience any of these symptoms, stop playing immediately. We strongly advise parents to watch their children when playing video games, since children and teenagers are more susceptible to epilepsy than adults.

If such symptoms appear, DISCONTINUE PLAYING IMMEDIATELY AND CONSULT A DOCTOR. Parents and guardians should monitor the children or ask them if they have experienced one or all of the above symptoms. Children and teenagers are more likely than adults to experience seizures linked to the use of video games.

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

OPERATING SYSTEM :

© Windows XP/Vista

PROCESSOR :

© Intel Pentium IV 1,5 Ghz, AMD Athlon 1800+
[© Intel Pentium IV 2,5 Ghz, AMD Athlon 3000+ recommended]

RAM :

512 Mo minimum [1024 Mo recommended]

AVAILABLE HARD DRIVE SPACE :

5 GO minimum

DVD-ROM DRIVE :

4x [16x recommended]

VIDEO CARD :

3D Compatible ©DirectX 9.0c, Pixel shaders 2,0
128 Mo vram
Nvidia FX5200, ATI Radeon 9600, Intel GMA 950 minimum

SOUND CARD :

Compatible DirectX® 9

PERIPHERALS :

DirectX® 9 compatible mouse and keyboard

INSTALLATION INSTRUCTIONS

It is strongly recommended that all non essential programs be closed prior to launching the software installation on your computer. This includes screen savers and all anti-virus software, which may interfere with the game installation program.

1 - Insert the "**STILL LIFE 2**" disk in your DVD-ROM drive. If the auto-run mode is activated on your computer, the installation will begin automatically after the disk has been inserted in the drive. Proceed by following the instructions on the screen.

2 - If the auto-run mode is not activated on your computer, proceed as follows: click "Start," select "Run" and type in the corresponding letter for your DVD-ROM drive, followed by INSTALL.EXE (example: D:\Install.exe).

Another solution : double click on "My Computer." Right click on the DVD-ROM drive containing the "**STILL LIFE 2**" DVD, then select "Open" to access the contents of the DVD-ROM drive. Double click on the "INSTALL.EXE" file to launch the installation.

3 - Read and accept the final user license agreement, then follow the instructions on the screen.

Attention : in order to work, the game STILL LIFE 2 requires installation of ©DirectX 9c, even on Windows Vista configurations featuring ©DirectX 10.

4 - The installation will automatically create a group of icons for the program and a rapid launch option in your Windows® "Start" menu.

5 - To launch the game from the Windows® desktop, select:

Start > Programs > Microïds > STILL LIFE 2 > Still Life 2

UNINSTALLATION INSTRUCTIONS

To uninstall "**STILL LIFE 2**", proceed as follows: in Windows®, select:

Start > Programs > Microïds > STILL LIFE 2 > Uninstall Still Life 2

From this Start Menu, you may also reach various services available on the Internet.

- Microïds > Microïds & You
 - > Microïds Store
 - > Still Life 2
 - > Still Life 2 (game launch)
 - > Game Manual
 - > ReadMe
 - > Game Web site
 - > Winning video of the contest
 - > Uninstall Still Life 2

THE STORY

JANUARY 2005, special Agent Victoria McPherson has resigned from the FBI in order to be able to freely pursue the investigation of the case of the serial killer nicknamed Mr. X. She is very determined to find out at any cost who is hiding behind this mask of sadism and thus avenge the indignity suffered by her grandfather.

OCTOBER 2008, three years have passed and Vic has returned to the Chicago bureau of the FBI. Over several months, she has been tracking without success an elusive serial killer, the East Coast Killer. A new victim has been discovered in Maine.

The East Coast Killer is a formidable foe. From the beginning of the investigation, he has not made a single mistake. He had already begun killing in 2006, but after ten murders he didn't give any other sign of himself... He started killing again in January 2008.

Agent McPherson must also cope with pressure from the media, sustained by messages sent by the Killer. One journalist, Paloma Hernandez, who is the main recipient of these messages, assails Vic with questions daily.

One evening, taking advantage of the fact that they are staying in the same motel in Jackman, Paloma requests a meeting with Vic. The journalist claims to possess crucial information on the serial killer. But Vic decides not to go to the meeting... A few moments later, Paloma is abducted by the East Coast Killer!

Vic sets out on a police chase that is haunted by demons from the past...

MAIN MENU



MAIN MENU

From this screen, you have a choice between:

- NEW GAME : start a new game.
- LOAD A GAME : continue a previously saved game.
Not available at startup
- OPTIONS : modify general game options.
- CUT SCENES : visualize cut scenes from various stages of the game.
Not available at startup / is gradually updated as the story progresses.
- CREDITS : go to game credits.
- QUIT GAME : exit game and return to Windows®.

GAME MENU

From this game screen, you have a choice between :

- RESUME GAME : continue current game.
- SAVE : save current game.
- LOAD GAME : resume previously saved game.
- OPTIONS : modify general game options.
- QUIT GAME : exit game and return to Main Menu.

LOAD / SAVE SCREENS

LOAD

You may load a previously saved game at any time. To do this, you must simply select the game from the dropdown menu. Each saved version is represented by its date, time, name of the player character and a visual of the place where the save occurred.

If you have more saved games than your screen is able to display, use the up and down arrows on the scroll bar in order to make them appear.

The saved game marked with a small “computer” icon is an automatically generated save performed by the game at key moments in the story.



SAVE

Once you begin playing, you may save your game at any moment. To do this, open the inventory by right-clicking the mouse, then select the “Menu” button represented by a small white computer in the left lower portion of the screen. All you have to do now is select the “Save” menu to enter the save screen.

To create a new save, select the “empty” field.

OPTIONS SCREENS

You may access the Options menu from the main menu and the game menu. This screen, divided into three sub-menus, allows you to set certain game parameters in order to optimize the performance of Still Life 2 according to your computer:



DISPLAY

Texture Quality

(low / medium / high)

Anti-aliasing (off, x2, x4)

Shadow Quality

(low / medium / high)



SOUND

General Volume

enables the player to simultaneously adjust the sound level of music, sound effects and voices.

Music Volume

enables the player to adjust the music sound level.

Sound Effects Volume

enables the player to adjust the sound level of sound effects.

Voice Volume

enables the player to adjust the sound level of voices (hold down the left button of the mouse to hear the test sentence in its entirety).



GAME

Subtitles (yes / no) :

choose to display or hide the texts of the dialogues.

Help System Activated (yes / no) :

enables the player to access additional instructions through Vic's Smartphone or Paloma's voice recorder, in the Objectives tab (clues are symbolized by a small light bulb).

CONTROLS AND CURSORS

All of the game's actions are performed with the mouse according to the "point and click" principle. The game must be played with a two-button mouse: all the interactions are performed by clicking on the left or right button.

Left button: action, confirmation, player character movement. A double click enables the player to make the character run.

Right button: display inventory menu and release the cursor if holding an item (the item will be arranged in the inventory). The right click can also be used to perform a "return" action in order to close a window or a document.

CURSOR EXPLANATIONS



« Neutral » Cursor :

it appears by default and may mean a possible movement.



« Go » Cursor :

it indicates a special type of movement (e.g., climbing stairs).



« Talk » Cursor :

it indicates a special type of movement (e.g., climbing stairs).



« Use » Cursor :

it indicates that an action requiring an object is possible in the interactive area.



« Action » Cursor:

it indicates that an action is possible in the interactive area.



« Observe » Cursor :

it enables the player to obtain information that is not directly readable in the game.



« Reveal » Cursor (blue) :

Observe function associated to FBI Kit



« Take » Cursor :

it indicates that the item on which you placed your cursor can be collected and will be placed in your inventory.



« Collect Sample » Cursor (blue) :

collection function linked to a tool from the FBI kit



« Magnifying Glass » Cursor

it indicates that some information is available in that area; it usually performs a zoom



« **Storage** » **Cursor** :
it indicates a storage area.



« **Use Smartphone / Voice Recorder** » **Smartphone Cursor** :
it represents the use of an item linked to the Lock Picking skill



« **Demolition** » **Cursor** :
it represents the use of an item linked to the Demolish skill



« **Lock Picking** » **Cursor** :
it represents the use of an item linked to the Lock Picking skill



« **Handgun** » **Cursor** :
it represents the use of the Handgun skill



« **Handgun** » **Cursor** :
it indicates that an action requiring the metal detector is possible in the interactive area.

GENERAL INVENTORY

IMPORTANT : it is possible to switch from the game to the general inventory at any moment by simply right-clicking the mouse; perform the same action to return to the game.

The general inventory allows the player to reach different interfaces depending on the player character:

- For Vic, **the items inventory, the Smartphone and the CSIA kit**
- For Paloma, **the items inventory and the voice recorder**

For Paloma, the items inventory and the voice recorder :

Menu Button (bottom left icon): appelle le Menu du jeu.

Exit / Return Button (bottom right icon) :

allows the player to return to the game; equivalent to a right click with the mouse.

THE ITEMS INVENTORY

LIMITED INVENTORY AND STORAGE AREA

The space of the inventory is limited. Each collected item occupies a predetermined number of boxes and is labeled with its name.

Occasionally, the player must move items to free up the required number of boxes. Otherwise, certain items must be removed and placed in storage areas arranged in different parts of the house. Attention: to move items by more than one box in the inventory or storage areas, you must click in the upper left corner.



To select an item in order to use it, click on it with the left button of the mouse, then return to the game with a right mouse click or by clicking on the Return icon (red cross.)

SKILL ICONS

Certain items unlock skills that enable the player to perform specific actions. When an item is linked to a skill, the skill's icon is highlighted. To use a skill, it is enough to use an object that is associated to it.

Lock Picking Skill : enables the player to pick locks by using appropriate tools

Demolish Skill : enables the player to knock down doors or obstacles

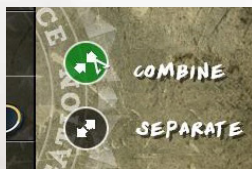
Treat Skill : enables the player to treat the character if it is hurt or poisoned

Treat Skill (available only for Vic) : enables the player to draw out a handgun: this skill is not linked to an inventory item, but it is active when Vic has a loaded handgun.

IDENTITY CARD VIGNETTE

Vic or Paloma's identity cards are active when either one of them must be treated: slide the first-aid kit or the antidote over the card to render the treatment effective.

COMBINE / SEPARATE ICONS



Sometimes it will be necessary to combine two items in order to create a new item. The player must then select the first item, click on the Combine icon, then select the second item. The new item will be displayed. Conversely, to separate an item into several items, select the item, then click on the Separate icon.

MULTIPLE-LOAD ITEMS

Certain items, such as the first aid kits, can be used more than once. In this case, the number of loads the item has is displayed at the top, to the left of the item's icon in the inventory.

THE VOICE RECORDER / THE SMARTPHONE



Paloma's voice recorder and Vic's Smartphone let the characters record and save information. They contain several types of data. When new information is added, the icons briefly appear in the upper left side of the screen.

Documents : all the documents (texts, recordings or photos) are scanned by the voice recorder or the smartphone. They may be reviewed again in this interface.

Objectives : au fur et à mesure de la progression des deux héroïnes, leurs objectifs s'affichent dans leur téléphone/dictaphone. Ils se cochent d'une validation verte quand ils sont résolus.

By clicking on the notebook icon, you can obtain a comment from Vic or Paloma, which clarifies the objective.

If the "Help System" option is active in the Options menu, you can click on the small "light bulb" icon to obtain a help comment. Please note that Vic has access to all objectives, her own and those of Paloma, whereas Paloma can access only her own objectives.

Messages & contacts : Vic can receive phone calls, as well as SMS messages (text and audio) containing important clues for her investigation. Certain icons also make it possible for Vic to call back a contact whose number she memorized.




THE FBI CSIA KIT

Available only with Vic.

As an FBI special agent, Vic has in her possession a case with instruments that allow her to run preliminary scientific tests in the field: the CSIA (Crime Scene Investigation & Analysis) kit. For more precise tests, Vic must request the assistance of coroner Claire Ashby, her friend.



Vic can run three types of tests:

- **Computer** 
- **Chemical** 
- **Database Matching** 

For every clue, a percentage indicates whether tests are still possible. Thus, a clue with a 50% resolution indicates that half of the possible tests have been performed on the clue.

Instruments available in the kit:

1. Revealers spray (used to reveal invisible stains)
2. 3D scanner (used to collect fingerprints)
3. Electronic nose (used to collect scents)
4. Computer key (used to record or decrypt computer data)
5. Sampling swabs (used to collect blood)
6. Sampling tweezers (used to collect hairs or fibers)
7. Fingerprint powder (used to reveal digital fingerprints)
8. Digital microscope (used to enlarge very small clues)

Transfer : thanks to her smartphone, Vic can take photos or record a voice. If any of these clues need to be tested with the help of the CSIA Kit, you can transfer them automatically by clicking on the small "smartphone" icon in the upper left when the icon appears in a red frame.

GAME OVER – LIMITED TIME AND WOUNDS

During the adventure, the characters are faced with dangers that can have a fatal outcome. If one of the characters dies, you will find yourself in a game over situation. At that point, you will have to reload a save to continue the current game.

Limited time : certain problems must be solved within a limited amount of time. These gameplay situations are indicated by a round meter and a heartbeat sound. If you do not manage to solve the problem before the allotted time runs out, this will result in game over.

Note: the limited time function is paused when one of the general inventory's interfaces is open.

Wounds : certain problems must be solved within a limited amount of time. These gameplay situations are indicated by a round meter and a heartbeat sound. If you do not manage to solve the problem before the allotted time runs out, this will result in game over.

DIALOGUES

Dialogues are interactive through the discussion subject choices that you have to make. The switch to dialogue mode is done by clicking on a character.

In this mode, other types of interaction are frozen. Depending on the case, the character addresses the hero directly or suggests a choice of discussion subjects identified by a few words. The choice of a discussion subject, made with a left click of the mouse, launches the corresponding dialogue. A character has a limited number of discussion subjects at a given time, but new interactions may increase the number of these subjects. Do not hesitate to go back and visit a character, who may have become more talkative in light of new developments.

Dialogue mode can be exited either automatically, or by choosing an "end of conversation" type subject.

Give an item to a character : on occasion, you will be led to give one of the items found by the main hero to a character that may need it. In this case, you will not have to go get the item from the inventory: a discussion subject regarding this item will appear in the list of subjects.

Note : It is possible to skip dialogues and pre-calculated cut scenes by clicking the "Space" bar on the keyboard.

STILL LIFE 2

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GAMECO STUDIOS www.gamecostudios.com

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