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Mature Sexual Themes  
Violence

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JC838920

From the Developers of the  
Award Winning Adventure Game  
*Syberia™*



# POST MORTEM™

"... another instant adventure classic."

JustAdventure

"... one of the most engaging adventures available ..."

Gamers.com



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# POST MORTEM™

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## Introduction

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Paris...

A frightening ritualistic murder has taken place in an upscale hotel. Enter Gus MacPherson, a former American private detective, now hired by a mysterious and sensuous woman, Sophia Blake, to find out who murdered her beloved sister and brother-in-law, the well-to-do Whytes. The police are not handling the case to her satisfaction, causing her to seek out MacPherson's help.

Take on the role of Gus MacPherson, a no-nonsense detective, with a clairvoyant gift, and investigate this thrilling and suspenseful case, interact with the many interesting characters, and immerse yourself in the dark, moody and sensational atmosphere.

Post Mortem: a rich and intriguing adventure in a world where murders are committed according to ancestral mystic beliefs...

...where nothing will be the same again.



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## System Requirements

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Minimum:

Windows® 98/2000/ME/XP  
Pentium® II 350 MHz or Equivalent Processor  
64MB RAM  
16MB DirectX® 7 Compatible Video Card  
DirectX® 7 Compatible Sound Card  
16x CD-ROM Drive

Recommended:

Windows® 98/2000/ME/XP  
Pentium® III 500 MHz or Equivalent Processor  
128MB RAM  
32MB DirectX® 7 Compatible Video Card  
DirectX® 7 Compatible Sound Card  
24x CD-ROM Drive

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## Installation Instructions

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It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert the *Post Mortem* CD1 into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.

If the auto-run mode on your computer is disabled, input the following:

- a) At the Windows® desktop, click on 'Start.'
- b) Select 'Run' and type the letter of your CD-ROM drive and Setup.exe (i.e.: D:\Setup.exe)

Or

- a) Double-click on 'My Computer.'
- b) Right-click on the CD-ROM drive with the *Post Mortem* CD1 and select 'Open' to access the contents of the CD.
- c) Double-click on the 'Setup' file to launch the installation.

3. Read and click-to-accept the 'End User License Agreement,' then follow the on-screen instructions.

4. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu.

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

Start -> Programs -> Post Mortem -> Post Mortem

## Uninstall Instructions

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To uninstall *Post Mortem*, complete the following actions:

At the Windows® desktop, select:

Start -> Programs -> Post Mortem -> Uninstall Post Mortem

## The Main Menu

When you launch *Post Mortem*, you will be taken to the Main Menu where you may access the following:

- New Game:** Begin a new game
- Load Game:** Load a previously saved game
- Cinematics:** View the cut scenes of the game
- Options:** Adjust the various graphic and sound options
- Credits:** A list of all the people who made the game
- Quit:** Exit out of the game



## Options Menu

In the Options Menu, the following is available:

**SFX Volume:** Adjust the volume of the in-game sound effects

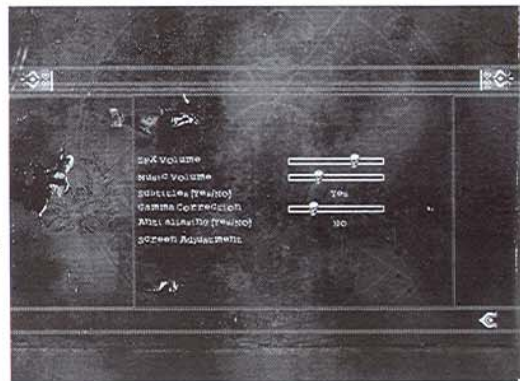
**Music Volume:** Adjust the volume of the in-game atmospheric music

**Subtitles:** Select to have the subtitles visible or hidden during gameplay

**Gamma Correction:** Adjust the color brightness of the game

**Anti Aliasing:** When this option is activated, there will be higher graphical definition. However, we do not recommend you activate the anti-alias on a lower end PC, as this could lead to a significant decrease in performance.

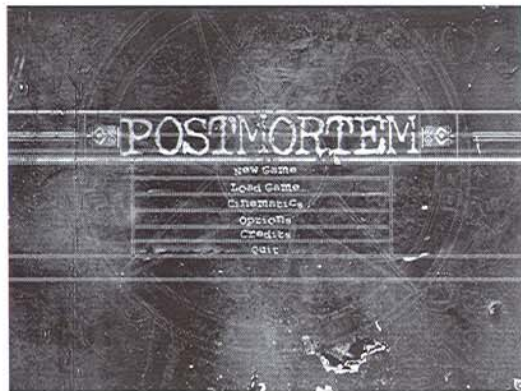
**Screen Adjustment:** Adjust the lighting of your monitor.



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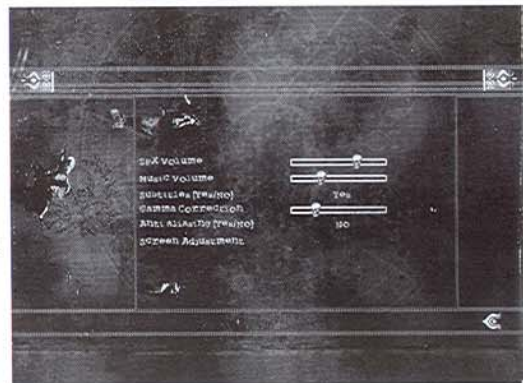
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**Gamma Correction:** Adjust the color brightness of the game

**Anti Aliasing:** When this option is activated, there will be higher graphical definition. However, we do not recommend you activate the anti-alias on a lower end PC, as this could lead to a significant decrease in performance.

**Screen Adjustment:** Adjust the lighting of your monitor.





## The Activity Bar



During gameplay, right-click to access the Activity Bar. The Activity Bar will open on the bottom of the gameplay screen.

From the Activity Bar, you will be able to access the In-Game Menu, the Map, and the Inventory items.

## In-Game Menu

During gameplay, right-click to access the Activity Bar. Click on the yellow book on the far left of the Activity Bar to access the In-Game Menu.



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From the In-Game Menu you may access the following:

**Documents:** Review the documents you collect during gameplay.

**Suspects and Contacts:**

A list of the characters you meet during gameplay.

**Conversation:**

Review all the conversations that have taken place during gameplay.

**Save Game:**

Save your game during gameplay.

**Load Game:**

Load a previously saved game.

**Options:**

Adjust the in-game sound effects and music volumes, the gamma corrections (to lighten the screen brightness), the screen adjustment, and select subtitles to be visible or hidden during gameplay.

**Back to the Game:**

Return to gameplay.

**Back to the Main Menu:**

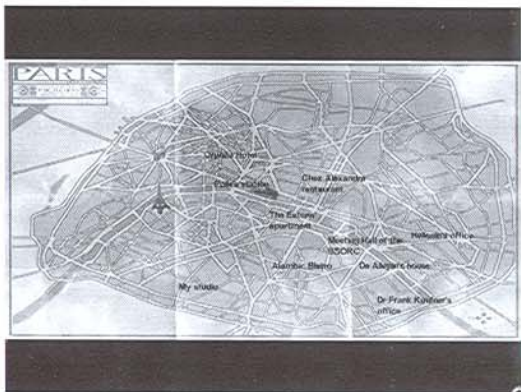
Return to the Main Menu to quit out of the game.

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## The Map

From the Activity Bar, you will be able to access the Map. At the beginning of the game you will only have two locations available to you. As you progress through the adventure, new locations will become available for you to explore.

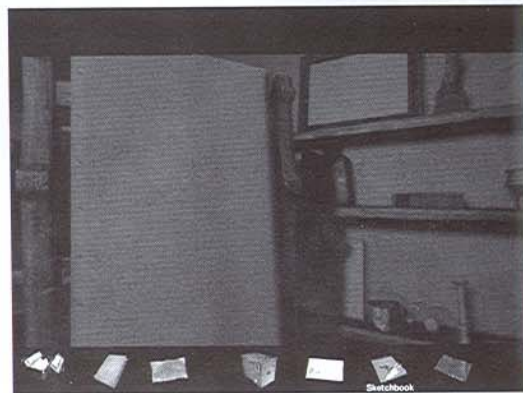
Click on the Map icon on the Activity Bar to open the map, and click on the location you wish to go to. You will then be taken to that location.



## Inventory

From the Activity Bar, you will be able to access the inventory items you have at the beginning of the game and those you collect during gameplay.

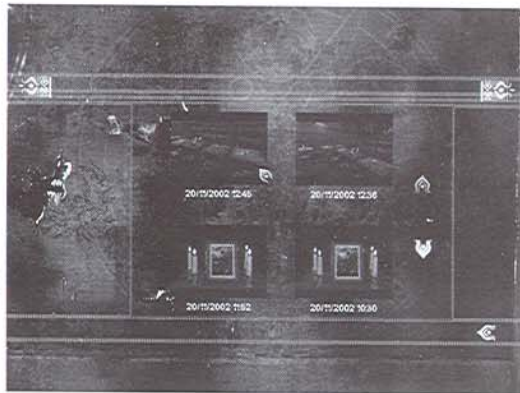
Click on an item during gameplay and it will automatically be collected into inventory. To use an inventory item, open the Activity Bar, and click on the item you wish to use. You will then return to gameplay.





## Saving Your Game

To save your game, right-click to access the Activity Bar. The Activity Bar will appear on the bottom of the gameplay screen. Click on the yellow book on the bottom left corner on the Activity Bar, and the In-game Menu will appear. Select 'Save Game' to access the Save Menu.



Click on one of the available spaces. Your game will be saved and you will return to gameplay.

To overwrite a previously saved game with a new one, click on the image of the previously saved game. You will be prompted to confirm that you want to overwrite the saved game. Select to overwrite the saved game and your new game will be saved in that location. You will then return to gameplay.

To exit the Save Menu without saving a game, click on the arrow icon on the bottom right of the screen. You will return to the In-game Menu. From the In-game Menu select 'Back to the Game.'

Please note: As *Post Mortem* is a challenging game, we recommend that you save your game often!

## Loading a Saved Game

To save your game, right-click to access the Activity Bar. The Activity Bar will appear on the bottom of the gameplay screen. Click on the yellow book on the bottom left corner on the Activity Bar, and the In-game Menu will appear. Select 'Load Game' to access the Load Menu.

The saved games are indicated by an image of the location where the game was saved and are date and time stamped. Click on the saved game image you wish to return to. You will then return to that part of gameplay.

To exit the Load Menu without loading a game, click on the arrow icon on the bottom right of the screen. You will return to the In-game Menu. From the In-game Menu select 'Back to the Game.'

## Conversations

During gameplay, you will have many opportunities to engage other characters in conversation. It is wise to exhaust all conversations with each character to glean hints and clues to further your investigation.

When you see the megaphone cursor, this indicates that you may converse with that character. Click on a character to initiate the conversation. A series of tabs will appear on the lower part of the gameplay screen. Click on the various tabs to read what dialogue is possible. Each dialogue is an important part of the game and the one you choose will determine the route your investigation will take. There are different possible endings to the game, depending on which dialogues you select!

When you have chosen a dialogue you wish to follow, click on the text in that tab to follow that conversation.



## Cursor Explanations



**Selection Cursor:** Indicates that you may select a conversation tab, or a Menu item



**Directional Cursor:** Indicates that you may move your character in that direction



**Examine Cursor:** Indicates that a close-up view is possible in this location



**Action Cursor:** Indicates that an action is possible here, sometimes requiring an inventory item



**Collect Cursor:** Indicates that you may collect this item into inventory



**Dialogue Cursor:** Indicates that you may have a conversation with this character



**Return Cursor:** Return to the previous menu or screen.

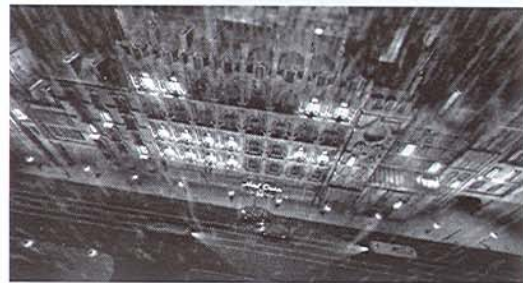


## First Five Minutes of Gameplay

The last thing Gus MacPherson expected today was to find a beautiful woman knocking on the door of his Paris studio. But like an apparition, she is there, and now Gus must decide between inviting her in, and, declining her request. But if you decline her plea, then you will only have to meet with her later at the café, so better to get this over with now.

Still woozy from the visions he experienced earlier, Gus decides to speak with the mysterious woman who introduces herself as Sophia Blake. Sophia's sister and brother-in-law, Ruby and Regis Whyte, have both been violently murdered; their decapitated heads found resting in their lifeless laps. As you question her further, she reveals that Inspector LeBrun is in charge of the investigation and that the Hotel Orphée, where the murders occurred, is in the 8th district of Paris, a chic quarter of the city.

After you grudgingly agree to accept the case for the tidy sum of \$500 down and \$500 per day, Sophia slips her business card into your palm and then silently disappears into the shadows of the corridor. Take a moment to read the business card in your inventory and then use the telephone on the far wall to call the post office. Ask them to send a telegram to your contact at Pinkerton. There is something not quite right about Sophia's request and maybe the Pinkerton gumshoes can find out something through their informatives.



Before leaving for the Hotel Orphée, take your sketchbook from your work-desk in the back of the room and then open the cabinet next to the desk to find and take your camera. Both of these items will be extremely handy during the course of your investigation and will be readily available from your list of inventory items. Now either exit through your apartment door or use the map in your inventory to visit the Hotel Orphée.

Enjoy the rest of the adventure!



## Credits

### THE ADVENTURE COMPANY™

#### President

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MICROÏDS

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#### Responsible Animation

Hugues Richer

#### Lead Integrator

François Tétreault

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Stéphane "Little Billy" Blais

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Maxime Pelletier  
Martin Redmond  
Mélanie Tremblay

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Patrick Gosselin  
Luc Lanteigne  
Elsbeth Tory

#### Programming

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Rémi Veilleux

#### Additional Programming

Eric Martel

#### Integration

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Israel Duschene  
David L'Heureux  
Éric Martel  
Gaëlec Simard  
Martin Samuel  
Christopher Weiler

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Susannah Skerl

#### Motion Capture Studio

Perspective Studios

#### Motion Capture Actors

Geneviève Belisle  
Joël Melançon  
Maxime Villandrè  
Hugues Richer

#### Q/A Manager

Rémi Hachoud

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Mathieu Langlois  
Francoeur Raphaël

#### Additional Crew

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Marie-Josée Dubé  
Anne Dubord  
Vincent Lamarche  
Danny Marcoux  
Patrick Ménard

#### Music

Fastlane Inc.  
Robert Marchand

#### Audio Post Production and

Sound Design  
Studio Digilog Inc  
Serge Hamel

#### Voice Talents

Claudia Besso, Bernard Carez,  
Andrée Champagne, Dominic Darceuil,  
Raymond Desmarteau, Karen Elkin,  
Daniel Lesourd, Luc Morissette,  
Manuel Tadros

#### Product Manager

Julien Borel

#### VP Marketing

Michel Bams

#### Print & Packaging

Audrey Odent  
Les Animaux Mécaniques

#### Microïds North America

#### Marketing Director

François Picard

#### Product Manager

Sylvain Awad

#### PR Manager

Cédric Orvoine

#### Logistics

Mélanie Normandin

#### Sales Director - Canada

Kurt Ramcharan

### PRODUCT WARRANTY

The Adventure Company will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for US\$8.00 to cover postage and handling fees. (Please add US\$2.00 for each additional disc.)

Please be sure to include the following:

- Full Name
- Address, City, State/ Province, Zip Code/ Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:

**DreamCatcher**  
1658 North Milwaukee Ave., Suite #450  
Chicago, IL 60647  
U.S.A.

## TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

**Online Support** – <http://www.AdventureCompanyGames.com>

Please visit the Support section of our Web site at:  
[www.AdventureCompanyGames.com](http://www.AdventureCompanyGames.com)

We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

**Phone Support** – 416-638-1170\*

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

*Please have the following ready:*

- 1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards). You may use the Technical Support form at our Web site as a guide.
- 2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

\* Phone support is located in Toronto, Canada.

Please note: We do not provide hints via technical support. Hints are available at our website.  
Support is available in English only.

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### EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

#### **Standard Precautions When Playing Video Games:**

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.