

PC

# The Mystery of the Orangery

# Manet

THE ADVENTURE  
IS IN HIS PAINTING



AN ADVENTURE  
GAME FOR ALL  
THE FAMILY IN  
REALTIME 3D

MEDIA  
FACTORY

& wanadoo

## INSTALLATING

- Insert the CD in the drive.
- If autorun is enabled, the installation programme will launch itself automatically when the disc is inserted. If it fails to launch, double-click on the icon representing your CD Drive and double-click on "install.exe".
- Follow the on-screen instructions.  
You will need to have DirectX and IndeoVideo installed to run this CD-Rom. Install these programs if they are not already on your computer or if you have an older version.

## UNINSTALLING

- Click on the "Start" menu, select "Programmes/Monet", then click on "Uninstall Monet".



## EPILEPSY WARNING

PLEASE READ BEFORE USING THIS VIDEO GAME SYSTEM EITHER BY YOURSELF OR BY YOUR CHILDREN.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

### Precautions to take in all cases whilst using video game systems:

- Do not stay too close to the screen.
- Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television 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.

# The Mystery of the Orangery Monet

To pass through the looking-glass, to cross the opaque screen of the two-dimensional image is a dream that we all share, children and grown-ups alike. With their illusion of space and depth, pictures invite us to lose ourselves in virtual worlds.

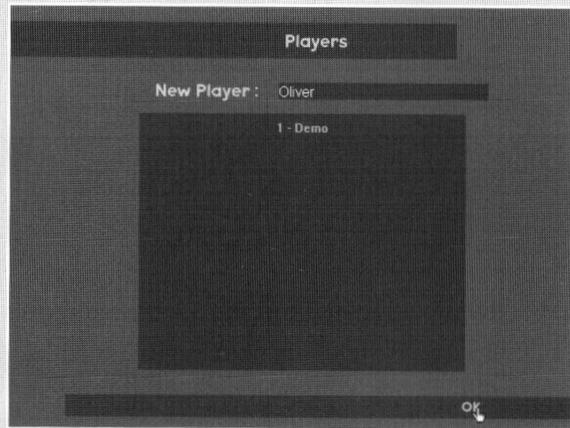
These are the ideas that underpin our project, our invitation to discover the world of a painter by taking a journey into the heart of his works. We firmly believe that the game and the story are a great way of discovering the world of art and getting to know some of its masterpieces.

It is for this very reason that "Monet" invites the player to live out a story in which he is a key figure. The plot, although completely fictitious, yields many nevertheless valuable insights into the time of Claude Monet. One is, in effect, plunged into the atmosphere of his paintings which take us beyond the recreation of real places to total immersion in a world of colours and images unique to himself.

RealTime 3D gives total freedom of movement, a uniquely flexible way to explore the artists eye and positioning of objects in an environment which places great emphasis on poetry and feeling.

**Frédéric Sorbier and Ulrike Katrin Hausen**  
authors

# Starting a game



Choose player

Once you have installed and run the game, enter your name in the space that appears and then click OK. This starts a new game that you can save at any point as you go along.

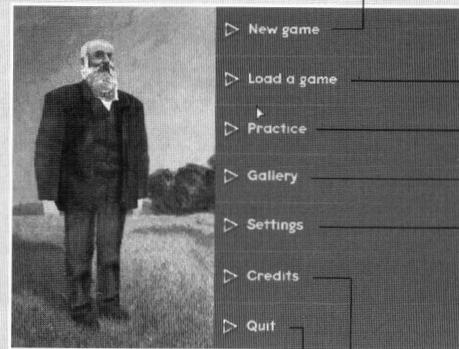
To start the game again where you left off, choose your name then click OK.

To start the game over again from the beginning, enter a new name and then click OK.

NB : it is important that you save your turn at regular intervals as certain parts of the game are played against the clock.

If you lose, you can start your turn again from the last saved point : it is obviously better if this is a recent one.

# Main Menu



Lets you start a game from the beginning.

Lets you continue a previously saved game.

Have a practice go (Moving in RealTime 3D and using the inventory).

Access the information sheets on Monet's most famous paintings, used in creating the 3D models for this CD-Rom.

You can :

- Look at the canvases through the magnifying glass
- Discover their real dimensions
- Learn when they were created and in which museum they are preserved.
- Wander around in the 3D-modelled pictures.

Lets you exit the CD-ROM.

Lets you see the credits list for the CD-ROM.

Lets you adjust the sound level of your game.

# Move about and investigate



Go straight ahead



Turn left



Go back



Turn right



Look up



Look down



Jump



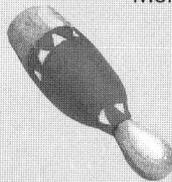
Run



Talk with the characters



Make something happen  
NB : you can click on the pictures in the scenes to see them in close-up and hear Monet talk about them



Leave a scene and return to the main menu

# Using the inventory



**In the various scenes you will discover objects that you must collect and place in your inventory to be used advisedly later on to get you out of situations.**

When your cursor turns into a  over an object, click on that object. The inventory will appear automatically and you can drag the object you have picked up into it, keeping your left mouse button pressed down.

When the cursor turns into an  you must drop an object there :

- pressing the space bar on your keyboard will bring up the inventory
- click on the object you think is the most appropriate and drag it to the spot where the cursor is, keeping your left mouse button down. If the object flashes, drop it by releasing your left mouse button. If it doesn't, try again with another item.



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