

Epilepsy Warning

Please read this caution before you, or your child, commence play of a videogame:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily lives. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no previous history of seizures. 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 parents to supervise their children when playing videogames. If you or your child experiences any of the following symptoms while playing a videogame: 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 Videogames:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as possible.
- Play videogames 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 10 to 15 minutes for every hour you play.



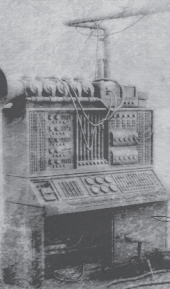
Table of Contents

Introduction	4
System Requirements	6
Installation Instructions.....	6
Uninstall Instructions	7
Main Menu	8
Interface and Icons.....	10
Hotkeys.....	11
Credits	12
Technical Support.....	15
Product Warranty	16
End-User Software License Agreement.....	17
Notes	19

Introduction

Assuming the role of a middle-aged writer, you receive a strange invitation from your brother that you haven't seen in years. Accepting his invitation, you are soon confronted with the discovery of his sudden disappearance and his connection to a mysterious machine which, according to your brother, can separate one's consciousness from his body.

Explore the boundaries between dreams and reality as you delve deep into your subconscious and confront your innermost conflicts.



Dear Brother,

We haven't seen each other in ages. I hope that you didn't forget about my existence. In these decisive days I speak to you, as you're the closest person to me whose bond is more than just blood. You must come and see it with your own eyes and feel what has just recently been thought of as impossible. You'll be shocked as I was during the initial moments. The deal is in precise sync with inner frequencies, and they knew it, they must have known it. I can only imagine what great material you'll find here for your new book!

The work of my entire life is now complete, a paramount experiment that unlocks new horizons of human cognition. Now I need your presence like never before.

I'm sending this message by express mail in hopes that you'll be able to visit me within these next few days. All details upon arrival.

Upon arrival the writer is informed of the professor's sudden death. It turns out, that in the last months he had practically become a hermit: he stopped attending his university lectures and seized all contact with his colleagues. Before returning, the writer decides to visit the professor's apartment.

System Requirements

MINIMUM

Operating System: Windows® XP/Vista™

CPU Speed: 1.5 GHz Pentium® 4 or Similar Athlon™XP

Memory: 256 MB RAM

Disk Space: 1.5 GB

CD/DVD-ROM: 16x

Video Card: 3D Video Card with 128 MB Onboard, DirectX® 9.0c Compatible with 2.0 Shaders Support (GeForce®FX 5200 or Radeon® 9600)

Sound: DirectX® 9.0c Compatible

Input: Mouse, Keyboard and Speakers

RECOMMENDED

Operating System: Windows® XP/Vista™

CPU Speed: 1.5 GHz Pentium® 4 or Similar Athlon™XP

Memory: 256 MB RAM

Disk Space: 2 GB

CD/DVD-ROM: 16x

Video Card: 3D Video Card with 128 MB Onboard, DirectX® 9.0c Compatible with 2.0 Shaders Support (GeForce®FX 5200 or Radeon® 9600)

Sound: DirectX® 9.0c Compatible

Input: Mouse, Keyboard and Speakers

Installation Instructions

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 **Outcry** CD1 into your drive.
2. If the auto-run mode on your computer is active, the Program Menu will automatically appear.

3. If DirectX® 9 is currently installed on your PC, click 'Install Game'. The installation will start automatically.
4. Follow the on-screen instructions.

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

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

Or

- a) Double-click on 'My Computer'.
 - b) Right-click on the drive with the **Outcry** CD1 and select 'Open' to access the contents of the CD.
 - c) Double-click on the Setup.exe file to launch the installation.
5. Read and click-to-accept the End-User License Agreement, then follow the on-screen instructions.
 6. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu.
 7. To launch the game, from the Windows® desktop, select:
Start → Programs → The Adventure Company → Outcry → Play Outcry

Uninstall Instructions

To uninstall **Outcry**, complete the following actions:

From the Windows® desktop, select: Start → Programs → The Adventure Company → Outcry → Uninstall Outcry

Or

1. Insert the **Outcry** CD1 into your drive.
2. If the auto-run mode on your computer is active, the Program Menu will automatically appear.
3. Click 'Uninstall Game.' The game will automatically begin the uninstall procedure.
4. Follow the on-screen instructions.

Main Menu



CONTINUE GAME

Resumes your previous game from the last save

NEW GAME

Start a new game

LOAD GAME

Load a saved game

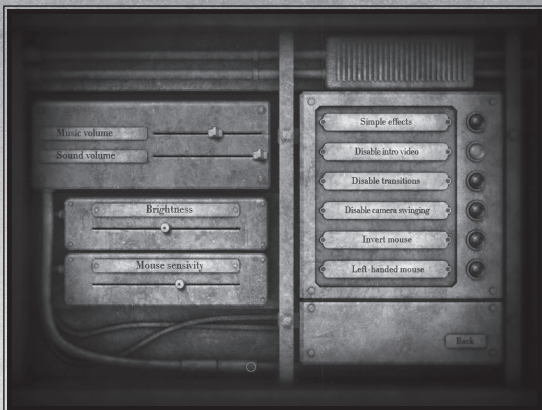


SAVE GAME

Save current game

SETTINGS

Visual and sound settings for the game



If you're using an old graphics card, it's recommended to turn on "simple shaders".

If you're experiencing problems with the sound such as clicks, noise or stuttering, it's recommended that you turn on the "software sound" option. For this change to take effect, you'll need to restart the game.

CREDITS

Information about *Outcry's* creators

EXIT

Exit to Windows®

Interface and Icons



No Action



Exit



Interact



Move Right



Move Forward



Move Left

Movement in **Outcry** is performed by travelling from one panoramic location to another using the left mouse button. When it's possible to go to another location, the mouse cursor will change to a Movement icon.

You can look around by moving the cursor to the edges of the screen, or by holding the right mouse button and moving the mouse.

When it's possible to perform an action (take, use, read, etc.), the mouse cursor will change to the Interact icon.

You can't interact with all objects at once, even if the cursor has changed to the Action icon – sometimes you must perform some preliminary actions in order for objects to become useable.

In order to exit from a static screen (screens that view items and screens with text materials), you need to move the cursor to the edge of the screen and click the left mouse button, and the cursor will take the form of the Return icon. You can scroll multipage texts with the Scroll left/right cursors.

Clicking the right mouse button will display/hide a panel with three areas:

1. **Library.** This section contains all text materials, drawings and schemes which you've found. The professor's diary is supplemented with new fragments; the fragments are placed in the order in which you found them. The texts have a short description to them.
2. **Inventory.** All found unused items are displayed here with a short description.
3. **Main Menu** icon.

Hotkeys

i, Enter	Show inventory
Esc	Exit to the Main Menu

Published by
The Adventure Company

Production

Producer
Mike Adams

Associate Producer
Vassiliki Kontoulis

Production Coordinator
Vassiliki Kontoulis

Quality Assurance
QUANTIC LAB SRL
www.quanticlub.com

CEO
Stefan Seicarescu

Project Manager
Stefan Seicarescu

Testers
Radu Popescu
Raymond Dobai
Adrian Dumitrascu
Mihai Chirila
Mihai Cimpean
Aura Segorean

Marketing and PR – North America
Global Product Marketing Manager
Byron Gaum

Art Director
Jay Kinsella

Graphic Designers
Esther Sucre
Mark Ilkov

PR Coordinator
Suzanne MacGillivray

Online Marketing and Web Design
Ted Thompson

**Legal Affairs and Business
Development**

Legal Affairs
Leslie Rosenthal

Business Development
George Chastain Jr.

Executive Management

President
Werner Gruenwald

CEO and VP Marketing
Marshall Zwicker

VP Global Production
George Chastain Jr.

Voice over Recording

Post Production Services
Resnick Interactive Development, LLC

Post Production Supervisor
Todd Resnick

Casting Director
Todd Resnick

Editorial

Brandon Hale
Mitch Pierson
Jared Scott

Actors

Professor K - David Lodge
Boy 1 - Ky Feldman
Anemus - Jason Canning
Old Lady - Philece Sampler
Boy 2 - Shawn Feldman
Little K - Shane Bradley

Phantomery Interactive**Scenario, music, sound design**

Georgiy Beloglazov

Game design, visual style

Denis Tambovcev

Game design, visualization, scripting

Pavel Bogdanov

Programming, scripting, video editing

Aleksey Efremov

3D Modeling

Pavel Bogdanov
Denis Tambovcev
Dmitriy Kovtunov
Fransuaza Polischuk
Dmitriy Parahin
Artem Skavronskiy

2D Artist

Mihail Evseev

Music

Anthesteria
(Georgiy Beloglazov)

Guest Musicians

Dmitriy Globa-Mihaylenko
Saz, Oud, Didgeridoo, Tibetan throat
singing

Andrey Minaev
Guitar, flute

Lyudmila Emel'yashina
Alto

Actors

Professor
Aleksey Kasparovich Kasparov

Children
Taras Bychik
Nazar Bychik

Anemus
Pavel Bogdanov

Thank you to:

Mihail Hripin
Malik Hatajaev
Pavel Stebakov
Anastasiya Jukovskaya
Ekaterina Volodina
Aleksey Kirillov
Oleg Mihaylov
Kseniya Kopylova
Dmitriy Kavarga
Miroslav Babickiy
Ol'ga Roschina
Dmitriy Ignashov
Artem Ostapchuk
Vladimir Savin
Oleg Baranov
Valeriy Lesin
Sergey Levin
Yuriy Ketov
Galina Efremova
Viktoriya Kazakevich
Vadim Trofimov
Mariya Zefirova
Ivan Egorov
Leonid Davydov

We'd also like to thank Oleg Pashenko (www.conclaveobscurum.ru) personally. The authors of the game would like to thank the developers of free and proprietary libraries and technologies, used in the game:

© Lua, Tecgraf, PUC-Rio. All right reserved. Lua scripting language is developed and created by Waldemar Celes, Roberto Ierusalimsky and Luiz Henrique de Figueiredo. See www.lua.org

© Ogg Vorbis - Ogg Theora, Xiph.org Foundation. See www.xiph.org.

© wxWidgets. See www.wxwidgets.org.



Technical Support

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

Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:

Online Support:

<http://www.adventurecompanygames.com/tac/support/index.php>

You may also complete the Technical Support form located at our Website at:

Email Support:

http://www.adventurecompanygames.com/tac/forms/tech_support.php

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.

Product Warranty

DreamCatcher 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 Note: Add US\$2.00 for each additional disc).

Please be sure to include the following:

Full Name

Address, City, State/Prov., Zip Code/Postal Code, Country

Telephone Number

Email Address (if applicable)

Product Name(s)

Brief note describing the problem

Mail To:

DreamCatcher Interactive Inc.

1658 North Milwaukee Ave., Suite #450

Chicago, IL 60647

United States

End User Software License Agreement

Copyright © 1997-2008 DreamCatcher Interactive Inc.

This Software License Agreement ("Agreement") is a legally binding agreement between DreamCatcher Interactive Inc. ("DreamCatcher") and you. Please read the Agreement carefully before using the software. If you have any questions about it, we encourage you to seek independent legal advice. By clicking on "I AGREE," you are agreeing to be bound by the terms of this Agreement (by law, clicking on the "I AGREE" button constitutes a valid signature). If you do not agree to be bound by the terms of this Agreement, please cancel the installation of this application and return the product to your point of purchase for a refund.

1. License. DreamCatcher grants you a non-exclusive, non-transferable limited license to use, for your own personal, non-commercial use, the application(s), demonstrations, data files, graphic images, and other software, whether on disk, compact disc, in read-only memory, or on any other media (the "Application Software"), and the related documentation. ("License").

2. Intellectual Property. While you own the media on which the Application Software is recorded, DreamCatcher retains all rights to the Application Software and related documentation. The Application Software contains copyrighted material, trade secrets, trade marks and other proprietary material which is protected by intellectual property laws. The copying, redistribution, selling or publication of any part of the Application Software is strictly prohibited.

3. Representations and Warranties. You represent and warrant to DreamCatcher as follows:

- (a) You are responsible for supplying your own equipment and operating system for using the Application Software, and for keeping it in good working order, at your own expense;
- (b) You will use the Application Software for your own personal entertainment and not for any commercial purpose;
- (c) You will not copy, decompile, reverse engineer or disassemble the Application Software, or otherwise reduce the Application Software to a human-perceivable form;
- (d) You will not modify, network, rent, lease, distribute or create derivative works based upon the Application Software in whole or in part;
- (e) You will not electronically transmit the Application Software from one computer to another or over a network;
- (f) You will not make any attempts to discover the source code of the Application Software, or create any derivative works.

4. ESRB Notice and Multi-User Disclaimer.

ESRB Notice: Game Experience May Change During Online Play.

DreamCatcher acknowledges that the Application Software may be utilized by several different users during the same session, and that communications may be exchanged between players over the Internet during play. DreamCatcher disclaims all liability for any damages suffered by you as a result of any such communications made by other users online.

5. No Endorsement. The display of the DreamCatcher trade mark, trade name, logo, or any domain name owned by DreamCatcher, on any third party web site does not constitute an endorsement of such third party or its web site, nor any products, services or content contained on such web site. Your access to or use of such third party products, services or content is solely at your own risk.

6. Termination. This Agreement is effective until terminated. You may terminate this Agreement at any time by destroying the Application Software and related documentation and all copies thereof. DreamCatcher can terminate this Agreement at any time if it determines you have failed to comply with any provision of this Agreement. Upon receiving notice of termination from DreamCatcher, you must immediately destroy the Application Software and related documentation and all copies thereof.

7. DreamCatcher Media Warranty. DreamCatcher warrants that for one year from date of original purchase, the compact disc used to distribute the Application Software shall be free of all manufacturing defects. Additionally, for the same one year period, DreamCatcher will replace, free of charge, any compact disc that may be damaged in any way. You must return the defective or damaged compact disc along with proof of purchase and signed warranty card. A postage and handling charge of US\$8.00 must accompany the order. (Please note: Add US\$2.00 for each additional disc.)

8. Disclaimer of Warranty on Application Software. The Application Software and related documentation are provided AS IS and without warranty of any kind, and DreamCatcher expressly disclaims all warranties, expressed or implied, including but not limited to, the implied warranties of non-infringement, merchantability and fitness for a particular purpose. DreamCatcher does not warrant that the functions contained in the Application Software will meet your requirements, nor that the operation of the Application Software will be uninterrupted or error-free, or that defects in the Application Software will be corrected. Furthermore, DreamCatcher does not warrant or make any representations regarding the use or the results of the use of the Application Software or related documentation in terms of their correctness, accuracy, reliability, or otherwise. No oral or written information or advice given by DreamCatcher or a DreamCatcher-authorized representative shall create a warranty or in any way increase the scope of this warranty. Should the Application Software prove defective, you (and not DreamCatcher or a DreamCatcher-authorized representative) assume the entire cost of all servicing, repair or correction. You expressly acknowledge and agree that use, quality and performance of the Application Software is at your sole risk.

9. Limitation of Liability. Under no circumstances, including negligence, shall DreamCatcher, its shareholders, subsidiaries, officers, directors or employees be liable for any indirect, incidental, special or consequential damages that result from this Agreement or your use or inability to use the Application Software or related documentation, even if DreamCatcher or a DreamCatcher-authorized representative has been advised of the possibility of such damages. In no event shall DreamCatcher's total maximum liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the total amount paid by you for the Application Software. Any allowable claim must be brought against DreamCatcher no later than sixty (60) days after the date of the event giving rise to such claim.

10. Indemnity. You agree to indemnify and hold harmless DreamCatcher, its shareholders, subsidiaries, officers, directors and employees in respect of any claims, demands, causes of action, liability, damages, costs, fines, expenses (including legal fees) that result directly or indirectly from your use or misuse of the Application Software or any violation of this Agreement.

11. Governing Law, Language and Severability. This License shall be governed by and construed in accordance with the laws of the province of Ontario and any disputes arising from this Agreement shall be adjudicated in the courts of the province of Ontario. The original version of this Agreement is in English, and any interpretation will be based on the English text. In the case of any discrepancy between a translated version and the English text, the English version will prevail. If for any reason a court of competent jurisdiction finds any provision of this Agreement or portion thereof to be unenforceable, that provision shall be enforced to the maximum extent permissible so as to affect the intent of the parties, and the remainder of this Agreement shall continue in full force and effect.

12. Complete Agreement. This License constitutes the entire agreement between DreamCatcher and you with respect to your use of the Application Software and related documentation, and supersedes all prior or contemporaneous understandings or agreements, written or oral, regarding such subject matter. No amendment to or modification of this Agreement will be binding unless in writing and signed by a duly-authorized representative of DreamCatcher.

