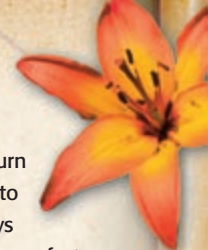# SO BLONDE

MANUAL

12

Please read before using this video game or allowing your children to use it. 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 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 or patterns, 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, while playing a video game,

IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms – children and teenagers may be more likely than adults to experience these seizures.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video 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 playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Warning: Avoid Damage to Your Television

Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

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Introduction

Hi! My name is Sunny Blonde. It's so cool that you've bought my game! Now I can finally tell somebody just what an amazing experience I've had. Not long ago I was leading the life of a totally normal seventeen year old. My biggest adventure was watching that horror flick recently with my friend Kimberly, now was that gruesome or what!

OK, now where was I? Oh yeah, I got myself dragged into a really exciting story. Hey, but it really wasn't planned. Well, I was just supposed to be on a boring Caribbean cruise with my parents when suddenly a terrible storm blew up and somehow I got swept off of the ship and the next minute I find myself waking up totally alone on a beach.

The beach was really beautiful with palm trees and awesome exotic flowers. But I had one mega-problem: my make-up had turned to mush! Man, a girl just can't go around looking like that and guess what? My cell couldn't get any reception and there was also absolutely no sign at all of my parents. So there I am and I'm thinking well it really can't be so bad, I mean whe-

re there's a fabulous beach, the next luxury hotel can't be too far away, now can it? So I set off on the search for some top resort where I also guessed my parents would be longingly waiting for me.

But once I had met the first person on the island, it sure became clear to me that something just wasn't right. I found these people that really did behave like REAL pirates from the 17th century! Then I found out something about a mysterious curse that lay over the island. Since I couldn't find either a hotel or a cellphone, I had to find out, no matter what, just how I was going to spend my holiday on this island. You'll soon be seeing everything that happened to me, so let's get going right away and take the fate of this forgotten island in our own hands!

Come on, let's go for it!

Yours
Sunny

Minimum Configuration

Operating System	Windows® 2000/XP/Vista
Processor	Pentium® 1.6 GHz
RAM	512 MB
Graphics Card	64 MB DirectX® 9 compatible graphics card
Sound card	DirectX® 9 compatible sound card
DirectX Version	DirectX® 9.0c or higher
DVD-ROM	DVD-ROM
Free hard drive space	3GB
Input devices	Windows®-compatible keyboard and mouse

Recommended Configuration

Operating System	Windows® 2000/XP/Vista
Processor	Pentium® 2 GHz
RAM	512 MB Windows 2000/XP
	1024 MB Windows Vista
Graphics Card	128 MB DirectX® 9 compatible graphics card
Sound Card	DirectX® 9 compatible sound card
DirectX Version	DirectX® 9.0c or higher
DVD-ROM	DVD-ROM
Free hard drive space	3GB
Input devices	Windows®-compatible keyboard and mouse

Installing So Blonde

Please use the installation program to install „So Blonde".

- First place the 'So Blonde' DVD in your DVD-ROM drive.
- If the installation doesn't start automatically, start the game manually by double-clicking on "setup.exe" on the DVD.
- Now select the language you wish to use during the installation process and confirm your selection with "OK".
- In the installation assistant's greetings window that appears next, click on "Continue".
- In the following Licence/User Agreement window, select: "Accept".
- Now confirm the destination folder in which 'So Blonde' will be installed with "Continue", or enter another destination folder according to your preference.
- Next you have to confirm or change the start menu folder and then begin the copying process by clicking on "Install".
- You will now be asked whether you would like to create a link on your Desktop. Select either "Yes" or "No" here.
- If you subsequently click on "End", the installation will terminate
- At the end of the installation process do can select either "Yes" or "No" depending on whether or not you wish to begin playing the game immediately.

Attention: If your computer does not have the current DirectX version already installed, the 'So Blonde' installation will be interrupted while this is updated. Following this you will then have to restart the installation of 'So Blonde'.

Starting So Blonde

🌿 Place the 'So Blonde' DVD in your DVD-ROM drive.
🌿 The 'So Blonde' welcome screen will now appear.
   Click on 'Play' to start 'So Blonde'.
🌿 If the 'So Blonde' DVD is already in the corresponding drive, or the automatic read function has been turned off, you can run 'So Blonde' from the Windows® Start menu. Select 'Programs > ANACONDA > So Blonde > Play So Blonde'.

Uninstalling So Blonde

In order to uninstall 'So Blonde', select 'Programs > ANACONDA >So Blonde > uninstall So Blonde' in the Windows® Start Menu.

Advice on Technical Problems

Display / Sound Problems
With all presentation problems we recommend that you make sure you have the very latest drivers installed for your Graphics/Sound card before you start panicking and contact tech support. Simply updating the drivers will solve problems in many cases.

NVIDIA Cards
You can find the most up-to-date drivers for NVIDIA cards at www.nividia.com

ATI Cards
You can find the most up-to-date drivers for ATI Graphics cards at www.ati.com

Performance-Problems

Make sure before starting the game that there are no other programs or applications running. Running 'So Blonde' along with other processor intensive programs can lead to performance problems, since these may prioritize processor capacity needed for running 'So Blonde'. This is especially true of **virus scanners, firewalls** and other permanently active programs. If you experience long load times or jerky video sequences, then reinstalling the game can help.

You can also improve the performance by making some adjustments to settings in the Configuration window, which is displayed each time you begin 'So Blonde'. See the 'Settings Dialog Window' section.

Updates

'So Blonde' has been developed and tested with the greatest of care, however, in the case of a technical problem it is always worth checking to see if there's an update from the makers of the game.

www.soblonde-game.com

Support Information

For questions about the game or in case you are experiencing any technical problems, please contact dtp entertainment AG's customer services via the email address below:

supportintl@dtp-ag.com

You will typically receive a reply within 1-2 business days. However, response times may vary considerably during busy periods.

This Settings dialog window is displayed each time you start 'So Blonde'. You can also reach this menu via the Windows® Start Menu 'Programs >ANACONDA > So Blonde > configure So Blonde'.

This is where you can enter the parameters for the graphics engine.

Anti-Aliasing

This field shows the anti-aliasing (edge-smoothing modes) available on your system. The higher the value entered, the better the quality of the display. If you're having performance problems with 'So Blonde' simply enter a lower value here, or switch off anti-aliasing completely by selecting 'none'.

Graphics Card
This value is recognized automatically and should only be altered in exceptional circumstances.

Waits for VSync
This value states whether or not the vertical synchronization is activated or not. The default setting is 'VSync' activated.
If you're having problems displaying 'So Blonde' you can experiment by deactivating the 'VSync to remedy any possible problems.

Use Compressed Textures

Compressed textures improve loading times on lower specification computers and improve the performance of less powerful graphic cards. Therefore activate this option if the game runs too slowly.

Use Widescreen

If you wish to play in fancy widescreen mode, you can select the aspect ratio 16:9 with a resolution of 1336x768, or 16:10 with a resolution of 1280x800 . This is provided that your monitor and graphics card display drivers support these resolutions.

- 🔥 The 'Cancel' button cancels any changes you may have made to the settings and ends the Settings dialog. 'So Blonde' will then NOT begin.

- 🔥 Activating the 'Save and Quit' button saves your current settings including any changes you have made and ends the Settings dialog. 'So Blonde' will then also NOT begin.

- 🔥 The 'Play' button saves the current settings and begins 'So Blonde'.
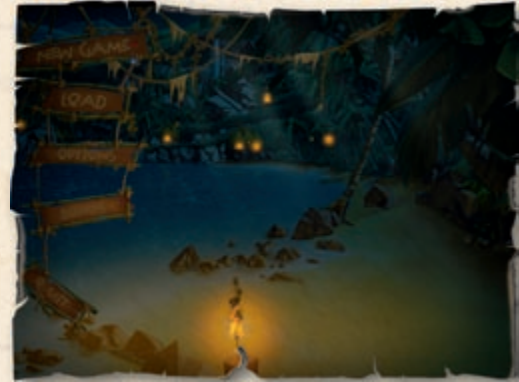
The Main Menu is very similar to the In-game Menu described below. There are only two items that are different: The options 'New Game' and 'Bonus'

New Game

This option starts a new game directly.

Load

This where you can carry on playing a previously saved game. There is more information about this option in the 'In-game Menu / Load Game' section.
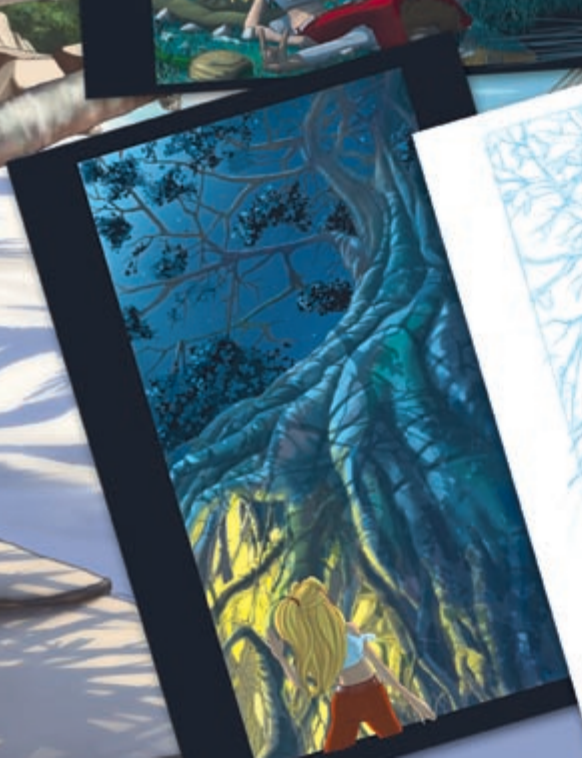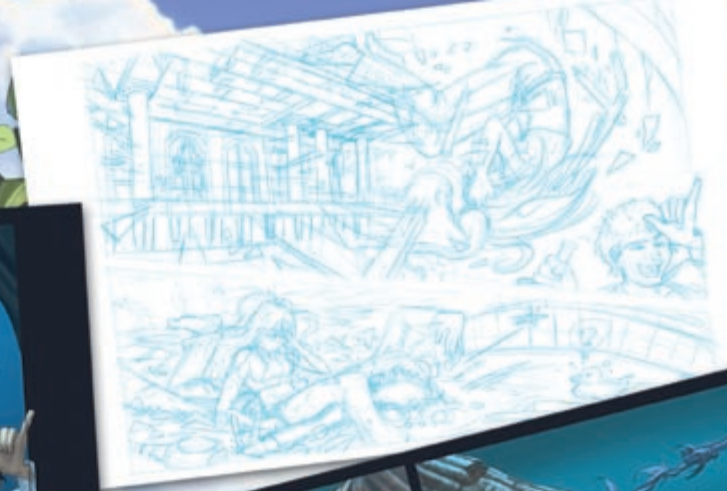
Options

This is where you can make changes to the game settings. There is more information about this option in the 'In-game Menu/Options' section.

Bonus

As soon as you have played the game all the way through, different bonuses are made available to you.

While you are playing you can access the following menu by pressing the ESC key.

Continue Game

This option closes the menu and continues the game.

Save Game

In order to save a new game, first select the entry 'New' and click on the 'Save' button. A dialog window will now open in which you can enter a title for your new saved game.
Click on the 'OK' button to save the game.

You can also over-write an available saved game (as well as Quick Saves). Instead of selecting 'New', simply select an available saved game and click on 'Save'. If you wish you can also give the saved game a new name.

Tip:

It's a good idea to use a descriptive name when you are saving a game. This will help you to remember where you are up to in the adventure when you come back to play the game later. ;-)
There are plenty of memory slots for you to save your game. Use the arrow buttons to scroll through the list. In some situations (conversations, mini-games, when you're leaving somewhere) it isn't possible to save your game. You will not therefore be able to open the Save Game Menu on these occasions.

Quick Save

There is an extra memory slot for 'Quick Saves'. Simply click on the F5 key on your keyboard for the game to make a 'Quick Save'. This will then over-write the last 'Quick Save'. In some situations (conversations, mini-games, when you're leaving somewhere) it isn't possible to use 'Quick Save' to save your game.

There is a symbol which appears in the top left corner of the screen to tell you if your 'Quick Save' has been successful or not.

Load Game

In order to load a game, select the saved game that you wish to load from the list. To remind you exactly where you were in the game when you saved the game, a screenshot will have been stored beforehand and also the exact time at which you saved the game. This makes it easier for you to get back into the game… You can scroll through the list of saved games by clicking on the arrows.

Quick Load

You can load your 'Quick Save' game by clicking on the F9 key.

Options

Sound Options

From top to bottom:

Volume: This control lets you adjust the overall sound volume
Music volume: this control adjusts the music volume level
Effects volume: this control adjusts the effects volume level
Dialog volume: this control adjusts the dialog volume level

Further Options

Information

This option activates the hot-spot feature, which is especially designed to help game newbies. If you press the space bar while playing the game, all of the available objects in the present screen will be displayed.

Clouds

Depending on the configuration of your computer, you can select between stationary and moving clouds. The latter require more processing power from you computer, however.

Map

If you activate this option, when you leave a location, a map of the island is displayed showing where Sunny is on her way to.

Quit Game

Selecting this option takes you back to the Main Menu.

Main Screen

Interacting with the environment

To interact with the environment, move the mouse cursor around the screen. When the cursor moves over an interactive object, the cursor will change its form dependent on the context. Since 'So Blonde' offers different levels of interaction there are many actions available for most interactive objects or game characters. By right clicking on an interactive object or person a list of available interaction symbols will appear. Select the desired action from the list by left clicking on its symbol. You can always recognize interactive elements by the caption that appears. It's best to try as many forms of interaction as possible with an object, so that you don't miss some important action. The available actions are:

Feet Symbol

If the cursor shows the feet symbol, by left-clicking with the mouse on a location you can walk to that place and so get to (almost) anywhere in the game. The feet symbol is the standard action for Sunny; by double-clicking she will start to run.

Eye Symbol

With the help of this symbol you can observe an object or investigate it more closely. Look carefully at the objects to find out more about them.

Hand Symbol

The hand symbol stands for physical interaction and this can vary according to each object.

Mouth Symbol

If you move the cursor over a game character the mouth symbol usually appears. This means that you can talk to this person.

Arrow Symbol

This symbol lets you leave a place or go to another location.

Tip:
A right-click on an interactive object or person opens a list of interaction symbols. Select the desired action from the list by left clicking on its symbol.

The Dialog Function

If there are several conversation topics available, then a dialog list will appear. By left clicking on the desired dialog, this part of the conversation will be produced. Depending on where you are in the game, the content of a character's conversation list can change, since as the game story develops many conversation topics may come and go. You should always speak to characters over and over because they may well have new important information for you…
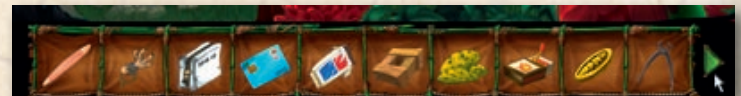
Playing the Mini-games

As the story unfolds, Sunny finds herself time and again exposed to certain situations, which lead to so-called 'mini-games'. In an amusing and entertaining way these make up puzzle progressions that Sunny has to solve before the story can progress.
The 'mini-games' are played with the help of the mouse and a few keys. Each game begins with a help screen, which gives exact instructions to how the game is played. There is also the option to choose between 'Play' or 'Win' in order to skip the mini-game, if you prefer.

Inventory

Move the mouse to the lower edge of the screen in order to display the Inventory. All of the objects in your possession are displayed here by means of symbols. Using the two arrow keys you can scroll through the Inventory. Using a right or left mouse click you can either closely examine or select an object respectively.

As soon as you have selected an object from the inventory, this object then becomes your mouse pointer.

By right clicking on an already selected object you can cancel the selection again.

To use an inventory object in a game scene, first of all select it within the inventory and then drag it onto an object or a person in the game window and then left-click with your mouse.
Not all of such actions lead to a successful outcome, however.

You can combine an already selected inventory object with a further inventory object by left clicking on it as well. A combination will only occur, however, if there can be a meaningful result.

The First Minutes in the Game

"Oh my God! Here I am, all alone and abandoned, washed up on this awesome beach. But hey, on a stunning island like this, there's got to be a whole load of five star hotels... Right? But my hair's just gotten ruined and well, I won't say a thing about my make-up. But before I can go anywhere, I've just got to sort myself out and without my handbag, that's pretty well an impossibility. OK, so first off... I HAVE TO find my handbag!

So now I'd better take a look around this beach to see if I can find anything useful.

Aha! An empty coconut... Water dripping from the tree and collecting in a pool like a mirror... Oh wow... What do I look like? Is this a bad hair day, or what! But one second... I guess I can use the coconut to collect water in.

So maybe there's something else to find at the back of the beach, so let's get going. And there's a small kid sitting over there on the beach. Hmm... but I can't possibly talk to him looking like this...

Wow, delicious! There's some exotic fruits lying around here, I'm definitely going to take those with me. And what can

I see over there? A red lifeboat. I'm sure going to have to take a good look at that and maybe I'll find my beloved handbag as well. Yay, hot damn! It's my handbag! There's also some emergency food rations. Great... Hey and what's that? A weird looking... Aaaaahh! A 'Kangaroo-Coati', not only has it scared me to death, it's stolen my handbag too! Now he's sitting up there in a tree and won't come down. I'm going to have to lure him down somehow. Maybe he's hungry? Now then, let's see, what've I got to eat..? The exotic fruit, the emergency rations which I can most probably use with the coconut and water. I'm sure I can magic up something delicious to tempt the little guy out of the tree and get my handbag back

Yippee! I've got my designer handbag back and now with my make-up I can make myself look half decent again. Shame I've not been able to find my mirror, I'm going to have to make do with that shiny water in the pool.

So now I've got myself more or less presentable, it's about time I got to talk with the little kid and then check out the rest of the island. I can't wait to see what I'm going to find at the end of this beach..."

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Technology inspired by Jan Nedoma's Wintermute Engine.
Please visit http://dead-code.org/

This game uses modified samples from The Freesound Project library.
Please visit http://freesound.iua.upf.edu/

So Blonde uses the Ogre engine for rendering.
Please visit http://www.ogre3d.org/

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www.soblonde-game.com
www.dtp-entertainment.com

NOTES

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