

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.

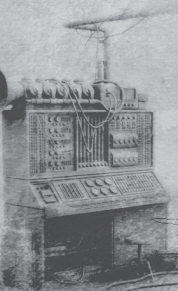


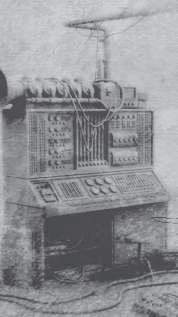
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Introduction

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)

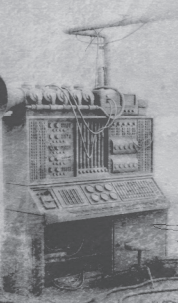
Sound: DirectX® 9.0c Compatible

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

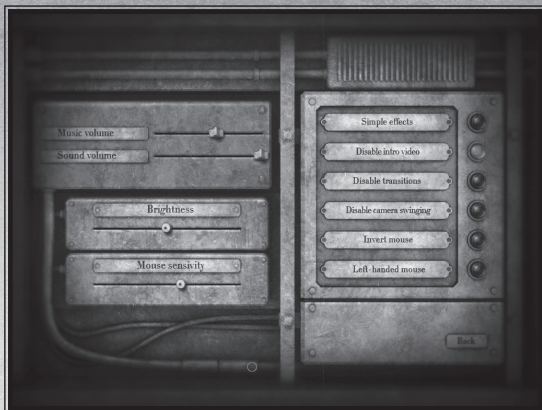


SAVE GAME

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

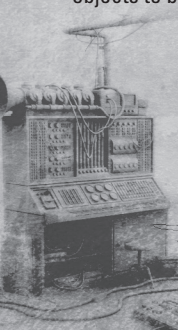
Movement in ***Outcry*** is performed by travelling from one panoramic location to another using the left mouse button. When it's possible to go to another location, the mouse cursor will change to a Movement icon.

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

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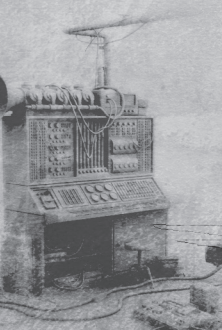
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Boy 1 - Ky Feldman
Anemus - Jason Canning
Old Lady - Philece Sampler
Boy 2 - Shawn Feldman
Little K - Shane Bradley

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

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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
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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 Ierusalimschy 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.

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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

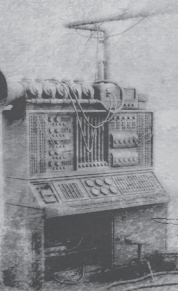
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ESRB Notice: Game Experience May Change During Online Play.

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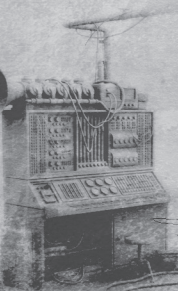
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Notes