



Games
for Windows

PC
DVD

LOST CHRONICLES OF

Zerzura

MANUAL

JOURNEY BEYOND
THE AGE OF
BRUTALITY!

VIVA
MEDIA

Epilepsy Warning

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ZERZURA

White as a dove is the city,
Above the door a bird of stone keeps guard.
With your hands

Take the key

And set the bird onto its way.
Open the gate to the white city
Step inside

And you will achieve great riches.

In the temple

Sleeps the queen

And guards over the treasure.

• Adapted from the "Kitab al-Kudnuz", the "Book of Hidden Gems".

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SYSTEM REQUIREMENTS

Minimum System requirements:

- AMD or Intel single-core processor @ 1400 MHz
- 512 MB RAM (Windows®XP) / 1,024 MB RAM (Windows®Vista) / 1,536 MB RAM (Windows® Vista x64/Windows® 7)
- AGP/PCI-E Graphics card with: Shader Model 2, DirectX®9 compatible, – min. 128MB VRAM (ATI Radeon 9800 or NVidia GeForce 6800) / Integrated (onboard)–graphics: Graphics with Shader Model 2, DirectX®9–compatible, min. 128 MB VRAM (Intel GMA x4500, ATI Mobility Radeon 9800 or NVIDIA GeForce Go 9800)
- DirectX®9–compatible sound card
- Microsoft Windows® XP, 32 bit, Microsoft Windows® Vista, 32/64bit, Windows® 7, 32/64 bit
- DVD-ROM, mouse, keyboard / ca. 6 GB hard disk space

Recommended System Requirements:

- AMD or Intel Single- or Dual-Core Processor @ 2000 MHz or higher
- 1,024 MB RAM (Windows® XP) / 2,048 MB RAM (Windows® Vista x64/Windows® 7)
- AGP/PCI-E Graphics card: with Shader Model 3, DirectX®9 compatible, min. 512 VRAM (ATI Radeon x1300 (and later) or NVidia GeForce 7000) / Series (and later) / Integrated (onboard) graphics: ATI/NVIDIA graphics with Shader Model 3, DirectX®9 Support, min. 256 MB VRAM
- DirectX®9-compatible sound card
- Microsoft Windows® XP, 32 bit, Microsoft Windows® Vista, 32/64bit, Microsoft Windows® 7, 32/64 bit
- DVD-ROM, mouse, keyboard / ca. 6 GB hard disk space

INSTALLING & UNINSTALLING

Autostart

Insert the Lost Chronicles of Zerzura DVD in the DVD-ROM drive. Wait until the front-end menu opens. Select the option "Install Lost Chronicles of Zerzura" in order to launch the installation.

Manual Start

Open Windows® Explorer and right-click on the symbol for your DVD-ROM drive. Next click on 'Open' to display the drive contents. Now launch the Installation Assistant by double-clicking on the file "Setup.exe" or open the front end menu using "StartUp.exe".

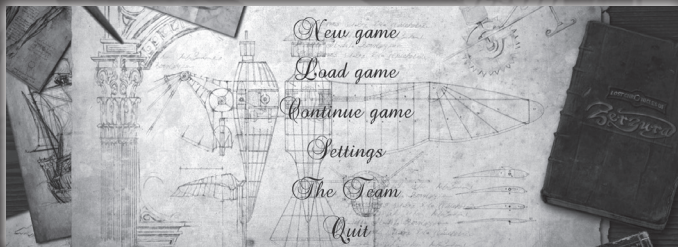
Uninstalling

In order to remove Lost Chronicles of Zerzura from your computer click on Uninstall in the Start menu. Alternatively you can also remove the game via "Add or Remove Programs" (XP) or "Programs and Features" (Vista/7) in Control Panel using "Change or Remove Programs" (XP), or "Uninstall or Change a Program" (Vista/7).

Note: The DVD should not be removed from the DVD-ROM drive while playing the game; otherwise the copy protection system will activate and will restrict the game's playability

MAIN MENU

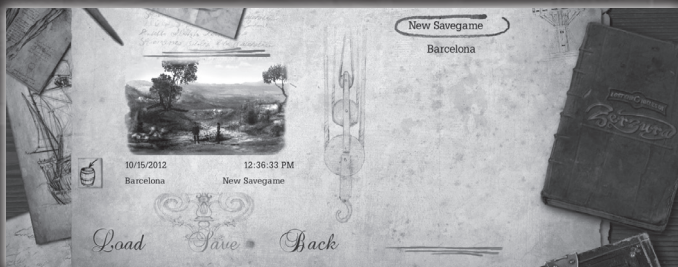
After you have launched Lost Chronicles of Zerzura the Main Menu will be displayed. This is where you can choose from the various options:



New Game

This is where you can begin a new game on the cliff tops outside Barcelona.

Load Game



This where you will see all of the saved games arranged by date and with their names, these can be selected using the mouse. You can load a selected game by either double-clicking on it, or by clicking on the 'Load' button. There are screenshots and also details of Feodor's location to help you have an overview.

Continue Game

This launches the game from the latest save point.

Settings

This is where you can make changes to the game, graphics and sound settings.

Team

This is where you can see the names of the people behind Lost Chronicles of Zerzura.

Quit

This option quits the game.

MORE DETAILS ON THE SETTINGS

Game



Display Dialogue Text

This options lets you turn on/off the spoken text appearing in the form of speech bubbles.

Software Mouse Pointer

Using the Hardware Mouse Pointer improves the usability when there are performance Issues. The software mouse pointer can help if there are problems displaying the hardware mouse pointer. (By default the software mouse pointer is deactivated).

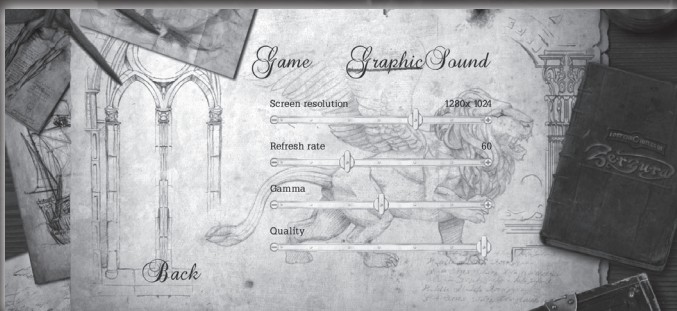
Additional Game Help

Using this option you can activate additional game help through the course of the game. For example this includes being able to skip special puzzles after a certain time, or after a number of failed attempts, by means of a button press.

Activate Hotspot Indicator

This option activates the feature of showing all of the available hotspots within a scene either by means of the magnifying glass symbol or by pressing the space bar.

Graphics



This menu allows you to adjust all relevant presentation parameters. When the game installs it makes its own assessment of your system and configures itself to suit your PC on this basis. Please note that changes to these settings can potentially affect the presentation quality and the game's performance.

Screen Resolution

By adjusting the screen resolution, the presentation of the game can be optimized for your system. Reducing the resolution can also improve the game's performance. We recommend that where possible you should use a 16:9 resolution / aspect ratio.

Refresh Rate

Use this adjustment to match the screen refresh rate with your monitor's requirements and to avoid any undesirable flickering. Please take a look in your monitor's user manual regarding the recommended settings before you initiate any changes under this option.

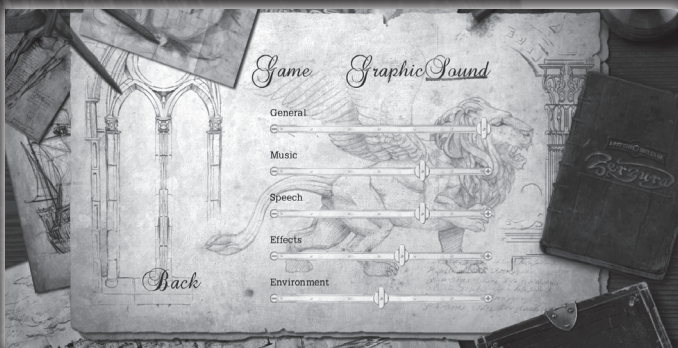
Gamma

The Gamma values can be adjusted using a slider control. This influences the brightness and presentation of the game.

Quality

This where you can set the graphics quality to match your system's performance capabilities. At the lowest level, for example, features such as edge smoothing and reflections are deactivated. You can choose from three quality settings.

Sound



This menu allows the exact adjustment of the volume settings for the whole range of sounds in the game.

General

Moving this slider control adjusts the overall volume level for the game.

Music

This setting lets you set the volume level for the psai® (periscope studio audio intelligence) background music.

Speech

This setting controls the volume level of the speech in the game.

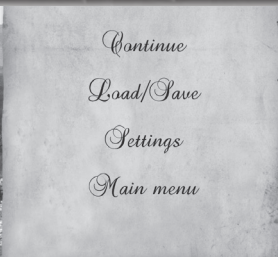
Effects

This setting controls the volume level of the sound effects in the game.

Environment

The adjustment of the environment noises alters the intensity of the atmospheric noises which are played in the background of the game's scenes.

IN-GAME-MENU



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Press the ESC key or the 'Open Menu' button in the top right in order to open the In-game Menu. This is where you can also choose from the various options:

Continue

This takes you back into the current game and closes the In-game Menu.

Load/Save

This is where you can save the current game or load another saved game. To load a game, click on a saved game and then on 'Load'. By clicking on 'Save' or by double-clicking on 'New Game', you are able to create a new saved game. You can then use the keyboard to enter whatever name you choose for the saved game. As soon as you confirm your entry using the Enter key, your game will be saved and then you will be returned back into the game. If you click on an already existing saved game and click on the 'Save' button, you can then enter a new name and overwrite the already existing game.

Settings

See Main Menu, Settings.

Main Menu

You will quit the current game and switch back into the Main Menu.



Movement

In order to move the main character, click on where you would like to move him to, using the left mouse button. Click on a person, an object, or an exit and Feodor will move to that point. You can also click on any place on the ground. Dependent on the distance to the selected destination, Feodor will adjust his walking speed accordingly. When you double-click on an exit Feodor will jump straight into the next scene.

Interaction



When passing over interactive elements (hotspots) in a scene, the mouse pointer will change to a symbol which shows you the action that can be carried out.

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Mouse and Keyboard Controls

Mouse







Interaction with the Environment

	Left Mouse Button	Interact with the environment – speak to someone, take an item, use item or leave the scene.
	Mouse wheel	Scroll through all inventory items directly at the same location as the mouse pointer.

Inventor

	Left Mouse Button	Pick up an item in order to combine it with another person or another item in the inventory
	Right Mouse Button	Use this to obtain more information about an item, or to use it directly

TASTATUR

	Space Bar	All people, exits and interaction points (hotspots) are displayed as long as the 'Activate hotspot' indicator is turned on.
	D or J	Opens / Closes the diary
	F5	Quick Save
	F9	Quick Load
	TAB key	Skip in-game cut scenes
	ESC key	Open/Close Menu, Close Diary, Quit from video sequences

Hotspot Indicator

By pressing the space bar or by clicking on the magnifying glass at the top of the game interface you can have all of a scene's hotspots displayed to you. This is provided that the option 'Activate Hotspot Indicator' has been turned on.



Interesting places are shown by a magnifying glass.



Exits are highlighted by a door symbol.



Characters that you're able to talk to are indicated by a speech bubble.

Please use the hotspot indicator with some discretion! In *Lost Chronicles of Zerkura* exploring the game environment is an important game element. It's really not as much fun to have everything pointed out to you automatically.

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Disappearing Hotspots

A hotspot will disappear completely when it is no longer relevant, because you have already carried out all possible actions with it. Conversely hotspots over which the cursor also changes further on in the game will probably become important again later. It's worth making a mental note of these hotspots and then going back to them at an appropriate time.

Left-click on a hotspot



Feodor looks at the selected object. This is possible over and over again and sometimes you will discover important or hidden information only after a more thorough search.



Feodor takes the item with him (or tries to, at least). It will be put into the inventory.



Feodor uses the selected object. In this way, for example, a drawer can be opened or a mechanism triggered.



Feodor speaks to the selected person, provided that he has conversation topics he can discuss with this person then a selection of dialogue will appear at the lower edge of the screen.



Feodor goes to the selected exit and leaves the scene.



The cut-scene mouse pointer appears during a scene which runs automatically, or where there are longer sections of dialogue. It shows you that you cannot intervene at that moment. Almost without exception, scenes like this can be skipped by using the TAB key. But you should use the skip function with care so that you don't miss anything important.

Combinable Hotspots



In some places in the game Feodor can use an item directly in the same scene in which he finds it. In these cases he also doesn't need to bring the item into the inventory. Instead, a round symbol appears at the cursor which indicates the hotspot that's been clicked on. This symbol can then be combined with another hotspot. It can also be the case that the two combined hotspots can be further combined. In this case too, the round symbol will appear.



INVENTORY

As soon as you move the mouse pointer to the lower edge of the screen, the inventory list will open, showing all of the items that Feodor is carrying with him. The item in the inventory over which the mouse pointer is located, will appear as being slightly enlarged. This is so you can see immediately which item you would pick up or activate by clicking on it.



As soon as there gets to be a lot of items in the inventory, right and left arrows appear which you can then use to scroll forwards and backwards through them. To do this you only have to move the mouse pointer over one of the arrows in order to make the inventory list scroll in the corresponding direction. To stop scrolling, you only have to move the mouse pointer away from the arrow. By right-clicking on the corresponding arrow, you can go directly to either end of the Inventory list.

Left Click

By left-clicking on an item in the inventory, the item then attaches itself to the mouse pointer. Should the expanded mouse pointer now turn red when over a hotspot, you can now use the item at this point by left-clicking. Items in the inventory can also be combined. Move the mouse pointer, with the selected item already attached, over another item in the inventory list. If there is a combining opportunity, the pointer will then turn red. You can now try combining the items by left-clicking.

The following applies to all combining possibilities:

Not all of the available combining possibilities will take you forward in the game. Feodor's comment on a failed action can often give you some useful information about how to solve a problem.

Right Click

A right-click on an item in the inventory lets Feodor either use or examine the item. So for example, you might open a casket or read a letter.

Mouse Wheel Support

For optimum ease of use you can also use the mouse wheel in the game. Move the mouse pointer over the game scene (not the inventory) and turn the mouse wheel in order to scroll through the inventory items directly at the pointer location. This is also possible over hotspots and saves you unnecessary mouse movements.



As soon as you select a person you can speak to by using a left-click, a dialogue menu will appear at the bottom edge of the screen. This is where you will see the various discussion themes available (people, places, objects).



Move the mouse pointer over a dialogue theme to display a note about what the subject is about. Left-clicking on the desired theme will then begin the conversation. Left-clicking on the cross symbol at the bottom left will break off the dialogue. If there is no cross symbol shown, then the dialogue is particularly important to the on-going situation. It often happens that a further conversation topic is unlocked during dialogue with another character. The preview picture will then be added to the dialogue selection. You can also deactivate the sub-titles (speech bubbles) feature at any time in the Game Options.

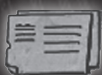
INTERFACE & ON-SCREEN DISPLAYS



As soon as you move the mouse pointer to the upper edge of the screen, this brings up a selection menu in the top right corner.



Show Hotspots: Make all of the interactive points in a scene visible.



Open In-game Menu: This icon opens the In-game Menu



Open Diary: This icon lets you open Feodor's diary.

Special Puzzles

At some locations in Lost Chronicles of Zerzura you will find small puzzles. The controls for most of these puzzles are the same. You can drag an object by holding down the left mouse button and you can put the object down by releasing the mouse button. You can turn an object using the right mouse button. Sometimes there are buttons which have to be pressed in order to solve the mini-game. You can work these by simply clicking on them using the left mouse button. If you have activated Additional Game Help in the game settings, then after a certain time has elapsed, or after several failed attempts, a symbol will appear at the bottom right which you can click on to skip the puzzle.



Just one left-click on the symbol and the puzzle will be solved automatically. The symbol will appear after a while only if you have activated Additional Game Help.



With one click on this symbol you will leave the mini-puzzle without solving it. You can then try it again later.

Diary

You can open Feodor's Diary from the game menu in the top right corner of the screen. You can also use the D or J keys. The only times the Diary cannot be opened are during an automatically running scene, or when you are playing a mini-game. Additional new text is constantly added to the diary throughout the course of the game. You can tell when there has been an update when a flashing diary icon appears in the top left of the screen. Feodor notes down lots of thoughts about people and situations, however, he also jots down some useful tips about current tasks within the game. You can look through the pages by clicking with the mouse pointer on the outer edge of each page. To close the Diary, all you have to do is click the left or right mouse button outside of the diary..

Game Over

Since it's quite possible for Feodor to go and meet his maker in Lost Chronicles of Zerkura, an automatic feature saves the game shortly before any such deadly sequence. This can then be found in the 'Load Game' list. So, don't worry if it's been a long time since you last saved the game.



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The psai® CORE engine uses artificial intelligence to ensure that the in-game music matches your actions and the plot at any one time exactly, and ensures that it always sounds varied. This increases the enjoyment you experience when you are successful and helps grip you more when the excitement mounts and so delivers a more intense game experience. Enjoy the game!

Was there something that you particularly enjoyed? You've got some ideas for improvements?

We look forward to every bit of feedback! Just write to us at:
feedback@homeofpsai.com

CUSTOMER SUPPORT

For questions about the game or if you are experiencing any technical problems, please contact our customer service by opening a support ticket at the website below:

<http://support.viva-media.com>

You will typically receive a reply within 2-3 business days. However, response times may vary considerably during busy periods.

<http://www.viva-media.com/eula>

ZERZURA FIRST STEPS

BARCELONA

The First Flight Attempt

The Count and both brothers, Feodor and Ramon are outside Barcelona, up on top of a steep cliff with a beach close by. At the edge of the cliff are two trees between which the brothers have stretched a net which is supposed to serve for safety purposes.

- Feodor has to talk to the Count and Ramon about the flying machine.
- Once Feodor has spoken to both of them, he can begin the first flying attempt (left-click on the flying machine).

The Crash

They demonstrate the flying machine to the Count and Ramon actually does take off and flies rather higher than anticipated as a gust of wind hits the flying machine. It gets out of control and smashes into one of the trees, with a shriek Ramon tumbles over the cliff. The Count is angry that the flying attempt has failed and walks off. He has little concern for the two brothers.

Save Ramon

Ramon has been able to grab on to a tree root, while far below him the waves crash against the foot of the cliff. He can move neither up nor down; Feodor has to rescue his brother.

- You can ask Ramon about his condition.
- There are tools hanging off the workshop cart. Take a knife from these.
- The net is stretched between the trees. Use the knife to cut out a piece of the net.
- The workshop cart is actually a ladder cart. But the ladders themselves aren't suitable for rescuing Ramon, since there's no rock ledge to set them down on. Take the rungs and rails out of the sides of the cart.
- Plait the rungs into the net to make a rope ladder.
- Tie the rope ladder to the tree roots on the cliff.

Ramon climbs up the rope ladder. He says thank you for the rescue. Feodor and Ramon now have to retrieve the flying machine and take it back to the workshop. However, since Ramon is injured, he has to lie on the workshop cart. Feodor has to retrieve the flying machine on his own.

Retrieve the Flying Machine

- Gather the rope ladder back in.
- Take the rungs back out of the rope ladder (Right-click in the inventory).
- The rungs and the rails get put back together as a ladder.
- Place the ladder against the tree so that Feodor can reach the flying machine.

Invent a New Flying Machine

Feodor stands on the roof of the workshop and wipes the sweat from his forehead. The flying machine lies in front of him Ramon comes up the steps bringing the last part of it. Then he disappears again.

He says that he's still got something he has to finish. Because the Count already wants to see a successful flight in a few days time, Feodor is feeling the time pressure somewhat. He needs to come up with something new.

- Go downstairs. A large blank sheet of paper is lying on Feodor's writing desk. This is where he can work through his ideas and come up with a new machine. But he still doesn't have any and so he decides to take a look around in his workshop first. Maybe he can re-use something from his old inventions:
 - o Look at the boat skeleton (on the cart): This boat carcass, as the basis of an airship, is the fundamental idea for the new invention.
 - o Look at the bellows (above the cart): The vacuum balls didn't work. Maybe it might just work the other way round. More air = lift Or as a wind generator in front the sails?
 - o Look at the basket (to left of the stairs): The whole construction has to be extremely light and has to be able to carry a person. A basket can do both.
 - o Look at the fishing rod (over the door): Fishing rods are made from light, flexible wood. The perfect material for making an airship.
 - o Look at the pig's bladder (on the roof): You can easily hold air in a pig's bladder. But they are very small. You could do with an idea about how you might make a big version of a pig's bladder.
- Once Feodor has collected all 5 ideas, he can then sit down at his desk and create a drawing (mini-game). The correct sequence is:
 - o A frame (boat skeleton) holds the construction.
 - o The frame has to be made from a light material (fishing rods).
 - o The bladder goes inside the construction
 - o You pump air into it using the bellows.
 - o Finally the basket is fastened beneath.

