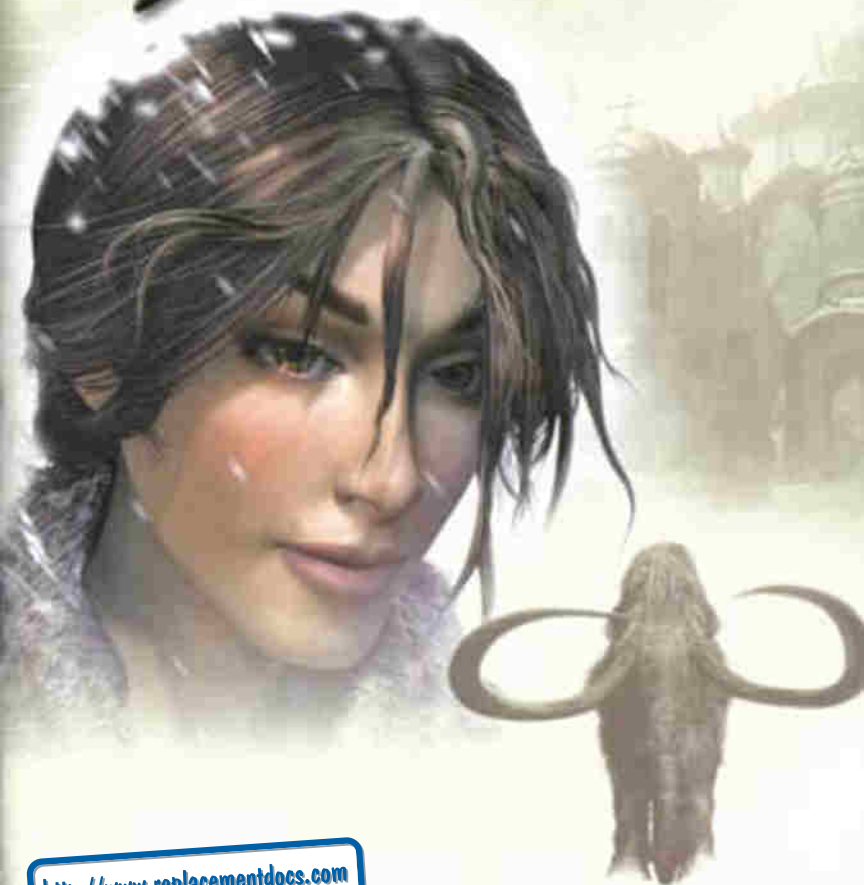


XBOX



B. Sokal

Syberia II



<http://www.replacementdocs.com>

Controls and description

MOVEMENTS ↑↔↓↔

Controls in relation to the camera

The directional pad and the left thumbstick are used to control Kate's movements.

- ← Kate moves toward the left of the screen
- ↑ Kate moves toward the top of the screen
- Kate moves toward the right of the screen
- ↓ Kate moves toward the bottom of the screen

ACTION **A**

The **A** button is used for all the actions that Kate can perform, except for using objects. The character must be situated next to an element where the action is possible. Possible actions are: speak, pick up, activate, open, look, go up or down a ladder or staircase and any other action specific to the object in question.

In the menus, this button make you validate a selection.

CANCEL **B**

The **B** button skips a response in a dialog. This button has greater importance in the menus and interfaces. Also it allows to exit the close-up document.

INVENTORY **Y**

The **Y** button is used to open or to close the inventory menu.

RUN **X**

Once pressed, the **X** button makes Kate run. All movements will then be performed running rather than walking.

CONSULTATION OF DOCUMENT PREVIOUS / NEXT PAGE

While reading a document, the  White button enables you to consult the previous page and the  Black button enables you to consult the next page.

CONSULTATION OF DOCUMENT **R/L** ZOOM IN / ZOOM OUT

While reading a document, the **R** right trigger enables you to zoom in whereas the **L** left trigger enables you to zoom out.

PAUSE AND GENERAL MENU

The  **START** and  **BACK** buttons open the general menu while pausing the game. The player cannot pause the game during a cut-scene or a dialog.

In-Game Icons



Impossible action



Action possible



To get a specific area



To converse



To zoom in



To grab something

Sub-Menu Documents



To use a document



To consult a document



To access to next page in a document



To access to previous page in a document

Choosing The Language

Syberia 2 automatically starts in the language set by default in the dashboard of your Xbox console.

The Main Menu

At the start of Syberia 2 you have several options:

- **NEW GAME :** When you play for the first time, a cutscene is launched automatically explaining your context at the start of the adventure.
- **LOAD A GAME :** Each saved game is represented by a picture and is dated the day and hour of saving. To resume a saved game, select the corresponding image.
- **CINEMATICS :** This option enables you to view the cinematics that you have already played in the game.
- **CREDITS :** This option displays the game's credits.
- **OPTIONS :** This sub-menu enables you to adjust the various graphics and sound options of the game.
 - **Subtitles (YES, NO) :** This option allows you to display (or not) the game's subtitles at the bottom of the screen.
 - **Sound volume :** This menu enables you to adjust the volume of sound effects and voices.
 - **Music Volume :** This menu enables you to adjust the volume of the background music.

- **CONTROLS :** This option display the key configuration for the Xbox controller.
- **SYBERIA :** This option let you view a cinematic of the previous adventures of Kate Walker in the first episode of Syberia.

The Game's Menu

Principles Of Navigation

To navigate in the menus, move the selection frame using the directional pad or the Left thumbstick.

- To validate your selection, press the **A** button.
- To cancel your selection or return to the previous screen, press the **B** button.

The General Menu

This game menu, which is called up during game play by pressing the **START** button or by clicking the MENU button in the Inventory menu, allows you to access the following submenus:

- **LOAD A GAME :** Allows you to launch a previously saved game.
- **SAVE GAME :** Save the present game at its present point of advancement on the hard disk.
- **OPTIONS :** This sub-menu enables you to adjust the various graphics and sound options of the game.
 - **Subtitles (YES, NO) :** This option allows you to display (or not) the game's subtitles at the bottom of the screen.
 - **Sound volume :** This menu enables you to adjust the volume of sound effects and voices.
 - **Music Volume :** This menu enables you to adjust the volume of the background music.
- **CONTROLS :** This option display the key configuration for the Xbox controller

The Inventory Menu

Principles Of Navigation



To reach the end of your mission, you have to collect objects that will be automatically placed in your Inventory (the icon of the collected object appears for several seconds in the upper left of your screen). To access your inventory press the **Y** button. To select an object, move the selection cursor by using the **↑←↓→** directional pad or the Left thumbstick, then validate your choice by pressing the **A** button.

The Inventory menu will then close and the selected object will appear in the lower left of your screen. To quit your inventory without selecting an object press the **B** button. To use an object, select it using the **↑←↓→** directional pad or the Left thumbstick, then press the **A** button in the zone you wish to use it or on the character you wish to use it. If the selected object is not available for use, the "No action possible" icon will appear.

The Cell Phone

When Kate receives a telephone call, she will reply automatically.



To call someone, you must open the Inventory menu and select the telephone icon. The "Cell phone" interface will open. You must dial the 6 digits of the number you wish to call. Your telephone also has telephone numbers stored in its memory. You can consult this list by pressing the up / down arrows or using the **↑←↓→** directional pad or the left thumbstick and the **A** button. When you have dialed a number or selected one from memory, press the phone's "Send" button.

The "Clear" button allows you to erase the number you have dialed or selected from the memory. When you have finished your call and you do not wish to make any others, click on the "Off" button on the upper right of the phone or press the **B** button.

To cut off a dialog during a phone conversation, press the **B** button.

Documents

To consult or use your documents, select the "Documents" icon of your inventory. The "Documents" sub-menu will open: it contains two icons and all the documents collected during this game.



To consult a document select the "consult" icon then validate. Now select the document you wish to see. If you wish to turn to the next page, press the **Black** button. To come back to the previous page, press the **White** button. To zoom out on the opened document, press the **L** Left trigger; to zoom in, press the **R** Right trigger. The **↑←↓→** directional pad or the Left thumbstick allow you to move the document on

screen (if, for example, you are zoomed in). To finish your consultation, press the **B** button.

To use a document, select the "Grab" icon, then validate. Now you can select the document using the directional pad or the left thumbstick. The Inventory menu will close, and the selected object will appear in the lower left of your screen. Validate the document's utilization by pressing the **A** button in the zone of the person whom you wish to use it. If the selected document is not available for use, the "No action possible" icon will appear.

The Dialogs

If you meet a character and the "converse with" icon appears, you can talk with her / him.

To begin the conversation, press the **A** button.



You may also organize your discussion using the "Dialog notebook" that will appear. The notebook presents different key words. You can then introduce themes of conversation that interest you by selecting keywords in the notebook, by using the directional pad or the **L** left thumbstick. To validate your choice press the **A** button. To close the "Dialog notebook" click on the arrow in the lower left of your screen.

New themes of conversation may enrich your list as your adventure develops.

To terminate a dialog or to quit the interface, press the **B** button