

Syberia™
Demo
Introduction & Walkthrough

Introduction

A journey beyond compare...

For the young Kate Walker, an ambitious lawyer, the Voralberg toy company acquisition seemed like a textbook case - a quick stopover to a small alpine village in France to buy-out an old automaton factory, then straight back home to New York.

Her journey across land and time throws all she values into question, while the deal she set out to sign turns into a pact with destiny...

Features:

- A state-of-the-art 3D graphical adventure -- each environment of the game benefits from deep and highly intricate graphical detail.
- Evolution of the main character's personality -- from a materialistic executive, Kate will reveal herself as a dreamy, romantic adventurer.
- Unique ambience -- tracing Hans Voralberg's footsteps, Kate will discover a magical world of automatons and meet amazing characters in mysterious environments.
- Compelling and rich scenario: this 3rd person perspective, puzzle-driven adventure introduces logical problem solving mixed with a complex and highly involving storyline to completely immerse the player.

Walkthrough

Gameplay Instructions

- Click the left-mouse button to move the character.
- Click the right-mouse button to access the game menu, to use an object from inventory or to consult documents. Right-click again to close the inventory menus.
- To run, double-click the left-mouse button ahead of where you want to character to run to.
- To use the telephone, click on the telephone in inventory, scroll through the available pre-set numbers and click on 'send' to dial the number.
- To access documents, click on the document icon and then the document desired. Use the 'eye' icon to read or the 'hand' icon to take the document.
- To speak with another character, click on that character and click on a topic in the dialog notebook which appears. Additional topics will appear in the dialog notebook as you progress through the game.

Valadilene, a small town in the French Alps

Kate Walker, a corporate lawyer from New York, arrives in Valadilene in time to see a Funeral procession led by an automaton drummer, a cortege pulled by a horse with a wreath with 'Anna' written on the ribbon, and automaton mourners pass by. The procession enters the church yard, closing the gates behind them. Kate proceeds to the hotel and is welcomed by an automaton before entering into the hotel lobby...

In the lobby, look at the brochure rack on the wall by the umbrella stand. When the cursor turns into a magnifying glass, pick-up the brochure which describes the town of Valadilene and Voralberg Manufacturing. Reading the brochure, you learn that Voralberg Manufacturing is world renown for their automatons. You may also read information about the workings of the motor of the automaton, the history of the company and the creators and owners of the company.

Attempt to pick-up your luggage to move it closer to the reception desk, but Kate will say she is too tired to do so. Leave the luggage where it is.

Walk to the Reception desk and look at the close-up view of the bell. Nothing happens if you try to push the red button to ring the reception bell. Pick-up the reception bell key, which is just to the right of the bell. The key will automatically go into inventory. Right-click to open the inventory menu and left-click on the key to select it for use in the gameplay. Insert the key into the automaton and then press the red button.

Talk to the receptionist. Select 'Kate' in the dialog notebook. Kate's room is #6, next floor up. Click on 'Help' in the dialog notebook to get the Aubergiste to show you to your room and carry your luggage. The Aubergiste talks about the possibility of Kate's company buying the factory and Anna Voralberg's funeral. The boy in the lounge, Momo, interrupts and becomes animated that it is not a factory, but rather it was Anna's and Hans' house. He also says that Hans is not dead but that he is far away. When scolded by the Aubergiste, Momo leaves, dropping something on his way out. Kate is surprised to learn of Anna's death.

When shown to her room, the Aubergiste expresses his hopes that the take-over of the Toy Factory will revitalize the town.

Pick up the Fax from the nightstand – it is from your boss at the law firm, Edward Marson. Use the cell phone, select 'office' (or dial 12 458 902, taken from the letterhead of the fax) and press 'send.' After the conversation, Marson will fax the address of the notary to the hotel for you.

Return to the lobby and select 'mission' from the dialog notebook. He will give you Fax 2 for the notary, Maitre Alfolter. Speak to the Aubergiste again about all available conversation topics from the dialog notebook.

Walk to where Momo was sitting earlier, and pick-up the medium and large cogwheels Momo dropped on the floor, and the tiny and small cogwheels on the table. Look at the cog pattern on the table. Go outside.

Walk to the left and you will meet up with a baker by the Patisserie. You can speak to him, but he is not very helpful.

Continue to the left until you see a bench with a newspaper on it. Pick-up the newspaper to read about Anna.

Walk up the stairs of the building just to the right of the bench. The automaton on the wall is actually a doorbell! Take 'Fax 2' from inventory and place it on the hand of the automaton, pull the chest lever and then pull the arm lever. The Notary will look at the fax with his telescope from his office. The door opens and Kate walks into the reception area.

Enter into the Notary's office. Take a seat. Ask the Notary about the 'Mission' and he advises you that there is an heir, as was told to him by Anna Voralberg in a letter written 2 days before she died. The letter reveals that Hans is still alive; the charade of a funeral was staged by their father for Hans leaving Valadilene and the family business. She believes he is in Siberia. The Notary will give you the letter. When you read the letter, you learn that Hans was the genius behind the innovative ideas about automatons. The Notary advises you that now that you have the letter, and as there is a living heir, he can no longer help you with the take-over of the company, and suggests you check the Voralberg archives for more information. The key is in the reception room.

Leave the Notary's office and pick-up the telescopic key from the coat stand by the exit door. Exit the building...

End of Demo