

# SYLVIO MANUAL

YOUR GAME IS SAVED FREQUENTLY DURING GAMEPLAY



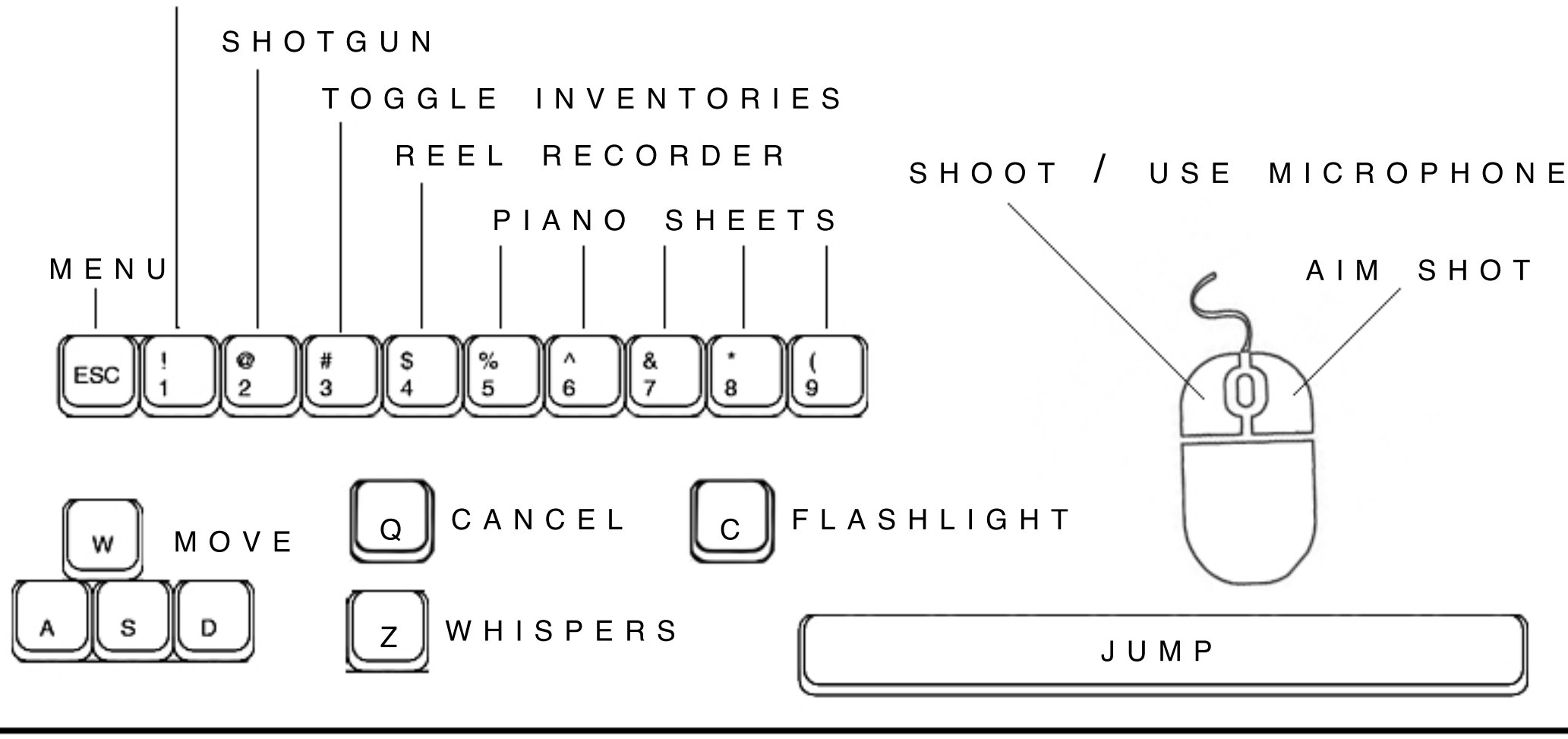
INTERACT



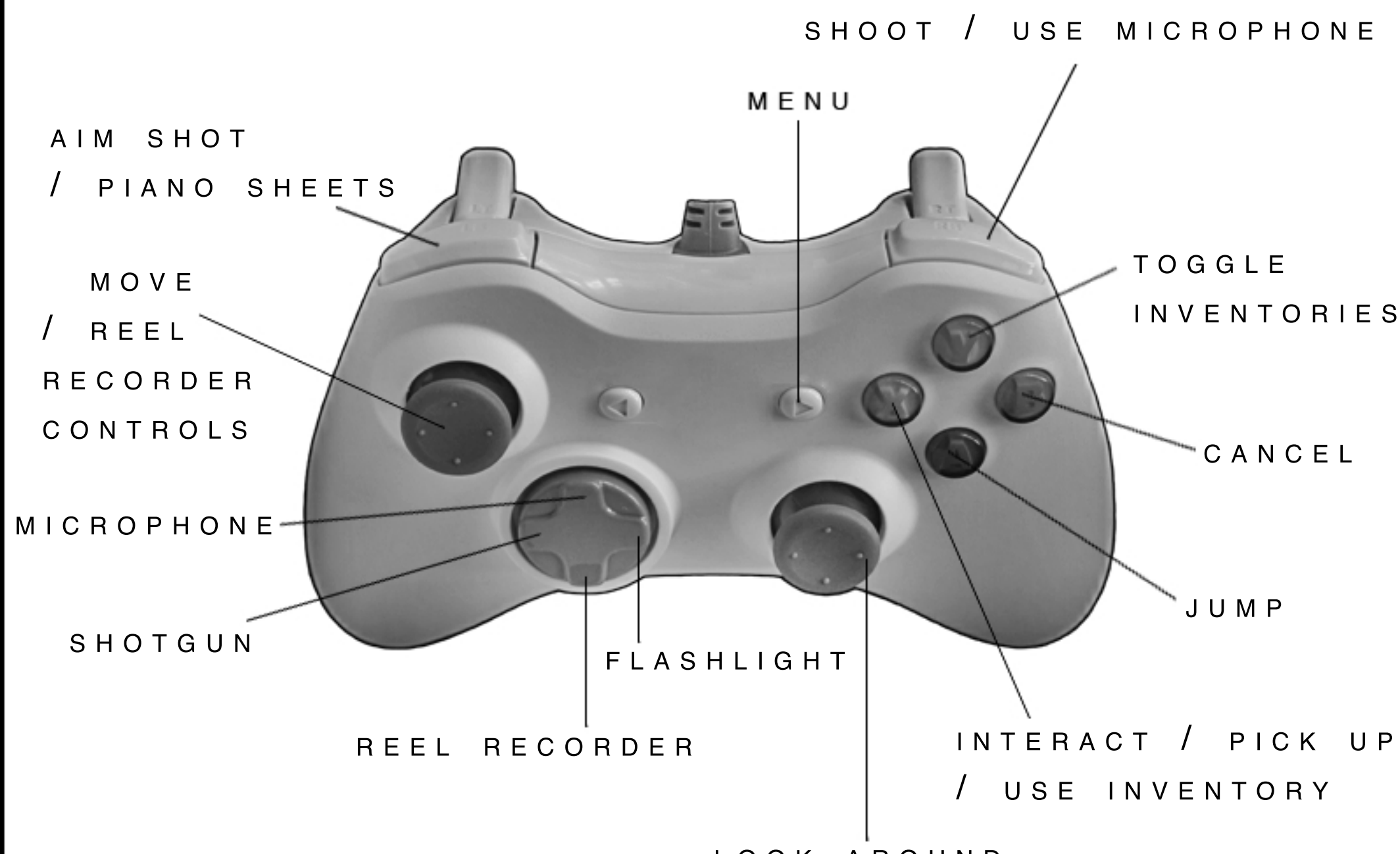
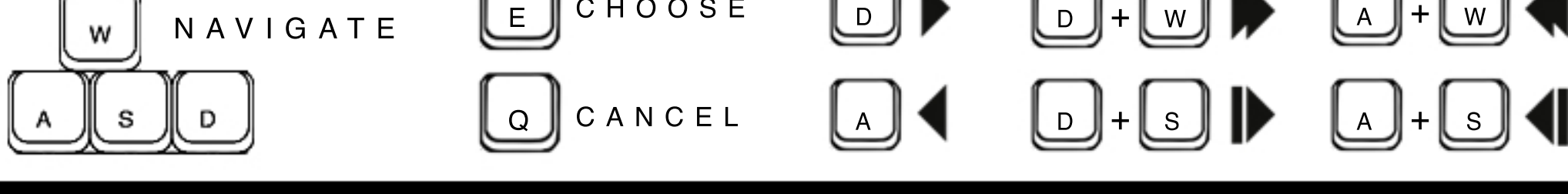
PICK UP



USE INVENTORY



## REEL RECORDER CONTROLS



## THE MICROPHONE:

### 1) WORDS IN THE STATIC

LOOK FOR SMALL WHITE ORBS IN THE AIR. LEFT CLICK TO LISTEN, WORDS WILL BE WRITTEN DOWN UNDER "NOTES FROM THE STATIC".

### 2) SEANCE

AFTER DISTURBING A HUMAN FORM, JULIETTE CAN USE THE REMAINING TRACKS FOR A SEANCE. WHEN THE LOCATION IS FOUND, JULIETTE LIGHTS A CANDLE. LEFT CLICK TO ASK A QUESTION. THE ANSWERS WILL BE RECORDED AUTOMATICALLY.

### 3) BIG BLACK ORBS OR HUMAN FORMS

KEEP YOUR DISTANCE!

DISTURB IT WITH A SHARP PROJECTILE. WHEN IT IS GONE A RECORDING WILL BE DONE AUTOMATICALLY.

## ANALYZE THE RECORDING

RECORDINGS FROM 2) AND 3) CAN BE LISTENED TO AND ANALYZED WITH THE REEL RECORDER.

## WHISPERS

WHISPERS APPEAR IN THE RECORDINGS FROM 3), HINTING LOCATIONS OF INTERESTING OBJECTS AND PLACES.

## THE OSCILLOGRAPH

THE OSCILLOGRAPH WILL SPARK UP IF YOU ARE NEAR ANY SPIRIT ACTIVITY.

LEFT CLICK AND LOOK AROUND TO FIND YOUR WAY TO SPIRIT ACTIVITY FAR AWAY. THE DIGITS TELLS YOU DISTANCE IN METERS.

LEFT CLICK ANYWHERE TO BOOST THE VOLUME ON YOUR MICROPHONE. YOU MIGHT HEAR SOMETHING.



## THE GUN

LEFT CLICK: SHOOT, RIGHT CLICK: PRACTICE AIM

THERE ARE TWO KINDS OF AMMO;

BLUNT AMMO (IE SPUDS, STONES):

GOOD FOR MOVING THINGS OR SWITCHING HARD TO REACH LEVERS.

SHARP AMMO (IE NAILS, PIECES OF GLASS):


GOOD FOR DISTURING BLACK ORBS OR HUMAN FORMS.

IT IS POWERED BY PESTICIDE CANS, WHICH WILL RUN OUT AFTER A WHILE.

## INVENTORIES

INVENTORIES CAN BE FOUND THROUGHOUT THE WORLD, EITHER BY SIMPLY FINDING THEM, OR BY WHISPERS ON THE TAPES HINTING THE LOCATION.

WHEN  IS SHOWN, YOU CAN USE AN INVENTORY BY CLICKING E.

WHEN  IS SHOWN, YOU HAVE YET TO FIND THE RIGHT INVENTORY.

TOGGLE INVENTORIES BY PRESSING 3 MULTIPLE TIMES.



## THE REEL RECORDER

USE THE REEL RECORDER TO ANALYZE THE SOUNDS, HIDDEN MESSAGES WILL BE WRITTEN DOWN AUTOMATICALLY AS YOU FIND THEM.

## LOCKERS

COMBINATION LOCKERS ARE OPENED WITH THE HELP OF YOUR MICROPHONE.

HOLD E UNTIL YOU HEAR A CLICK, THEN QUICKLY RELEASE. REPEAT THREE TIMES, AND THE LOCKER WILL OPEN.

