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THE STORY OF THE SEA OF UNDADED

Amongst the earliest memories of Undaded, the story is told that, one day, a huge and terrifying black wave broke on the world and swept through it with such force that nothing and nobody remained standing in its way. This wave bore so much water that it covered the land of Undaded once and for all. And from this gigantic tidal wave an immense tower was seen to spring up, going higher and higher as if it would never stop rising. It did stop rising, however, but the top of the tower was so high that no one could see it. The survivors of the catastrophe would stop to observe it, but from the first time they set eyes on it they knew that it would be nothing but a source of misfortune and suffering. Thus was born Loren Darith, the centre of Undaded, ground zero, a gigantic, crooked axis, the top and bottom of which plunged so deeply into darkness that one could easily believe it was a tower of infinite height. From the top of this ghastly edifice, its creator, the Master, kept the people of Undaded in a state of constant fear, ordering his wicked creatures, the Sea-sewers, to wipe out all trace of the old world, and thus all hope of ever seeing it again.

The Master remains a great mystery and the people speak of him as if he were an eye that was constantly observing them.

And somewhere, on one of the tower's countless floors, the Master is holding Lenny prisoner and waiting patiently for Cyprien to show himself ...

STARTING THE GAME

Technical Specifications :

- Computer :** To play Evil Twin – Cyprien’s Chronicles you must have a PC equipped with a Pentium II 400 MHz processor.
- Memory :** 64 MB RAM or better.
- Configuration :** Evil Twin – Cyprien’s Chronicles is compatible with the following operating systems: Windows 95, Windows 98, and Windows 2000.
- Hard Disk :** Minimum installation of Evil Twin – Cyprien’s Chronicles requires 700 MB of free space on your hard disk.
- Controls :** You must have a keyboard. Evil Twin – Cyprien’s Chronicles is also compatible with gamepads and joysticks.
- CD-ROM speed :** You need a 4X CD-ROM drive or better.
- Mandatory :** You must have a 3D-compatible accelerator card with at least 16 MB of video RAM. DirectX 8 must be installed on your computer (This version is provided on the installation CD for Evil Twin – Cyprien’s Chronicles)
- Accelerator Card**
- Sound :** Evil Twin – Cyprien’s Chronicles recognizes 16-bit stereo sound cards and is DirectX-compatible.

Installing :

Shut down all applications before installing Evil Twin – Cyprien’s Chronicles.

Insert the installation CD for Evil Twin – Cyprien’s Chronicles in the CD-ROM drive. If the automatic execution function is turned on, the installation menu for Evil Twin – Cyprien’s Chronicles appears automatically.

If the automatic execution function is not turned on, double-click the "**Work Station**" icon, click the icon representing the CD-ROM drive, click the "Splash.exe" icon and then follow the instructions below.

Select "**Install Evil Twin - Cyprien's Chronicles**" to start the installation procedure, then follow the instructions that appear on the screen.

The installation program automatically proposes the installation corresponding to your PC. The options you choose (minimum or maximum installation) have a direct influence on the quality of the game. The maximum installation takes up more space on your hard disk but the game will then be more seamless and loading times will be shorter.

Evil Twin – Cyprien’s Chronicles is installed by default in **C:\UbiSoft\Evil Twin**. When the installation is complete, a shortcut to Evil Twin – Cyprien’s Chronicles is added to the Start menu.

Once the installation is finished, click **"Play"**. Click "Quit" if you wish to leave the menu.

To start the game, use the shortcut to Evil Twin - Cyprien's Chronicles in the **"Start"** menu.

Uninstalling :

In Windows, choose the **"Uninstall"** option in Start/Programs/Ubi Soft Games/...

Insert the installation CD-ROM for Evil Twin – Cyprien’s Chronicles and click the **"Uninstall"** button in the menu. You will thus erase all the game data.

Installing DirectX :

Make sure the installation CD-ROM for Evil Twin – Cyprien’s Chronicles is in the CD-ROM drive.

As soon as you start the installation procedure the program automatically checks to see if DirectX needs to be installed or upgraded. If so, it offers to do so. If you have problems with Evil Twin - Cyprien's Chronicles, refer to the Troubleshooting section below before calling technical support.

Once the installation is complete, you must restart your PC to enable the new drivers to function.

Navigating in the Menus (menu screen) :

Navigating with the keyboard :

- Use **the arrows** to navigate in the menus of Evil Twin – Cyprien’s Chronicles. Your choices appear in white or surrounded by a little magical effect.
- Press <CTRL> to validate your selection.

Please Note :

You can also use a PC joystick. Depending on the type of joystick, use the analog stick or the directional cross. Depending on how your joystick is configured, press one key or the other to validate your choices.

Troubleshooting :

You must have a 3D-compatible accelerator card with at least 6 MB of video RAM. DirectX 8 must be installed on your computer. This version is provided on the installation CD for Evil Twin – Cyprien’s Chronicles and can be installed directly by selecting "Install DirectX8" from the list of installation options.

Most of the problems encountered in DirectX games are related to obsolete versions of the sound card and/or video card pilots. If you have problems with Evil Twin - Cyprien's Chronicles, take the time to read readme.txt. In it you will find the addresses of the sites for the main constructors.

- First contact the constructors of your graphic and sound cards (on their Internet sites or by telephone) in order to obtain the latest version of the pilots.
- If you have several accelerator cards, choose the ones that start the 3D acceleration.

The Splash Screen :

The Splash Screen is used to set different parameters before starting the game.

Resolutions : Click here to determine the image resolution you want for the game.

Controls : Click here to set your "keyboard" or PC "joystick" controls.

Ubi Soft Internet Site : This link will take you directly to the site Evil Twin – Cyprien's Chronicles.

Start the game : Click here to start playing.

The Main Menu:

New Game : Select "New Game" to begin a new game.

Continue Game : This option is available if you have left a game in progress.

Wilbur's Album : Once you have met Wilbur in the sea of Undabed, you can save your progress in the adventure. Here you can decide which of the 4 available saves you want to use. See the section on "Saving / Loading".



The Options /

Configuration Menu :

In this menu you can adjust settings to ensure that your game runs under the best possible conditions.

(1) Video Settings :

This menu allows you to choose the language for the game and whether you want subtitles or not.

(2) Audio Settings :

Select "**Music**" to increase or reduce the volume of the music.

Select "**Dialogues**" to choose the language spoken in the dialogues and adjust the volume.

Select "**Atmosphere**" to turn up or down the volume of the sound effects.

You cannot access the "Options" menu directly in the course of the game: you have to go back to the Main Menu. To leave the game and return to the Main Menu, choose "Quit" in the inventory. Make sure you save before leaving the game in progress.



(3) Adjusting the Controls :

Select the type of control you wish to use to control Cyprien.

Default "Keyboard" Controls:

The keyboard arrows: to move about in the menus and in the game

The <CTRL> key: to jump, cling, climb, or to validate your selections

The <ALT> key: to shoot or to cancel your selections

The <SHIFT> key: to speak to an interactor, to activate a mechanism or take an object from the inventory

The <i> key: to display the inventory

The <TABULATION> key: to shift from objective view to subjective view and vice versa

The <SPACE> key: to start the game and to set it at "Pause"

The <Page Up>, <Page Down> keys: to change buddy attack

The <Q>, <Z>, <S> and <W> keys: to move the camera

The <A> key: to relocate the camera behind the character

The <ENTER> key: to change into SuperCyp

Default Joystick Controls :

You are free to configure your PC joystick however you wish.

SAVING / LOADING

Wilbur & Saving Data :

To save a game, Cyprien must first find a **bonus "camera"**. Wilbur waits for him in a given place on each of the eight islands. Cyprien can give Wilbur his **bonus "camera"** at this place only; in exchange, he is entitled to save his progress in the adventure.

These saved games are recorded directly in "Wilbur's album". From the album, you can load a saved game by pressing the <i> key on the keyboard during the game or with the Main Menu.



Please Note :

Whenever you reach a new island, Wilbur carries out a free Autosave of your arrival. This means you do not need to waste your bonus **"cameras"**.

The Moons of Undabed : These moons are in fact marker points from which Cyprien must start out again if you lose a life in the course of the level. They are activated only when Cyprien moves through them. If you lose a life, you will be taken back to the last moon you passed through.



- **Game Over :** : If you lose all your lives (Game Over), you are given the option of going on by pressing **"Continue"**. This takes you back to the beginning of the current level. You can do this three times only.

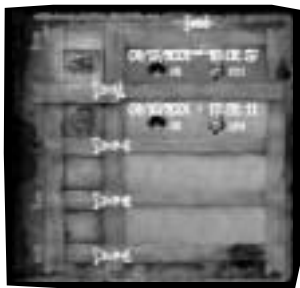
Infra Game Over : When you have used up your 3 chances to **"Continue"**, you enter the Infra Game Over zone. Here, you can start out again only from one of Wilbur's saved games. So do make sure you save your progress with Wilbur.

Loading a Saved Game :

From the Main Menu, you can access "**Wilbur's Album**" and choose which saved game to resume – if you have already saved at least one in the course of the game.

You may also load your last saved game without going through "**Wilbur's Album**". To do this, just select "**Continue the Adventure**".

When a game is in progress, you can also select "**Wilbur's Album**" by pressing the <I> key on the keyboard. Then use the <Q> or <S> key to scroll through the menus to "Wilbur's Album" and re-load one of the 4 available saved games – but, as before, you may do this only if you have already saved at least one game in the course of the game.



Cyprien's Notebook :

A reminder of the main objectives on each island, as well as the controls, is available at any time in "Cyprien's Notebook".

The objectives are displayed and turn grey as you proceed through the game.

To access "Cyprien's Notebook", press the <I> key on the keyboard, Then use the <Q> or <S>

- key to scroll through the menus to "Cyprien's
- Notebook".

Each time a new item of information becomes available in "Cyprien's Notebook", you will be informed by a sound accompanied by a question mark.



The Question Marks :



Doubts can crop up so quickly. The Question Marks are there to help you. They're your friends. The messages they hold are meant to make your quest – and your life – easier. So don't hesitate to consult them if you're overcome by doubt! The first Question Marks, on the Demi island, are activated automatically. You can activate the others by pressing the action button.

THE GAME SCREEN



(1) **Cyprien's Head** : indicates both Cyprien's state of health and the number of l'up bonuses accumulated.

(2) **Slingshot Ammunition** : this icon indicates the type and quantity of ammunition in your slingshot (cf. The Buddies' 4 Powers)

(3) **Object** : this icon displays the object selected in the inventory (cf. The Objects of the Adventure and the Inventory)

(4) **SuperCyp Bar** : this bar keeps a record of the number of SuperCyp bonuses you have collected. The more full the bar is, the more time you can spend in SuperCyp mode. Be careful, the bar reduces constantly, even when you are not in SuperCyp mode (cf. SuperCyp)

CONTROLLING CYPRIEN AND SUPERCYP

Cyprien

The controls described here are all default controls. To modify them, consult the splash screen section.



Cyprien is neither an easy nor a difficult child, but it's hard for him to bear the absence of his parents, who were both killed on his birthday. Perhaps he feels somewhat responsible for their deaths. In any case, their deaths have forced him to grow up more quickly than expected, and not necessarily in the best possible way. Given these conditions, it's no wonder that Cyprien, unable to share his suffering, has chosen to cut himself off.

Cyprien's Basic Movements



To move Cyprien, use the keyboard arrows



To make Cyprien jump, use the <CTRL> key on your keyboard



To make Cyprien cling to the edges of most walls, jump toward the wall. Cyprien clings on automatically. To make him climb, use the UP arrow or the <CTRL> key on your keyboard.

To change him into SuperCyp, press the <ENTER> key.

Cyprien's Attacks



To shoot the slingshot in objective view, use the <ALT> key on your keyboard.

To shoot the slingshot in subjective view, press the <TABULATION> key, aim with the centre of the elastic band, then press the <ALT> key to fire the projectile. The power of the shot depends on how long you press the <ALT> key.



To use Cyprien's rodeo attack, press the <SHIFT> key.

Cyprien's Characteristic Actions



To climb along roots or ladders, jump toward the wall. Cyprien clings on automatically.

You can then move him around with the arrow keys. To unstick him, press the <CTRL> key on your keyboard.

To speak to an interactor, place Cyprien near him and press the <SHIFT> key on your keyboard.

To use a mechanism, place Cyprien near it and press the <SHIFT> key on your keyboard. You can also activate it with a projectile from the slingshot or by touching it.

To give an object, consult the section on "The Objects in the Adventure and the Inventory."





SuperCyp

As everyone knows, in reality Cyprien has a dual identity. He can transform himself into a true warrior with formidable powers and infinite strength. This is when SuperCyp pops up. SuperCyp has a savage desire to fight and destroy anything that moves, and he can also perform feats of physical prowess that defy the laws of gravity.

SuperCyp's Basic Movements

To move SuperCyp, use the keyboard arrows

To make SuperCyp jump, use the <CTRL> key on your keyboard.

To use the flap flap , press regularly on the <CTRL> key after a jump.

To transform him into Cyprien, press the <ENTER> key



Please Note :

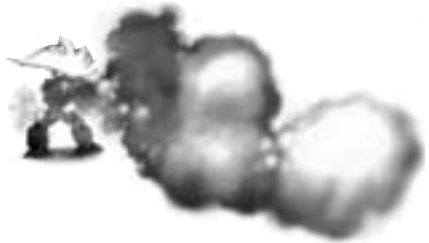
You cannot be SuperCyp indefinitely. You must always have SuperCyp bonuses in your possession. A gauge showing the number of SuperCyp bonuses that remain before you transform back to Cyprien helps you manage this parameter effectively. The gauge runs down each time you use SuperCyp and goes down progressively even if you aren't in SuperCyp mode!!

SuperCyp's Attacks



To use the Death Ray, press the <TABULATION> key and keep it pressed down until the Ray is formed. Cost in SuperCyp bonuses: considerable. Damage: extensive

To use the fireball, press the <ALT> key and keep it pressed down until the ball reaches the size you want, then release the key to fire the projectile. Cost in SuperCyp bonuses: low, free, high, considerable. Damage: minor, weak, great, extensive.



To use the rodeo attack, you must be in a jump (<CTRL> key) and press the <SHIFT> key on the keyboard. Cost in SuperCyp bonuses: none. Damage: slight



To make SuperCyp charge, you must have reached maximum speed and press the <SHIFT> key on the keyboard. Cost in SuperCyp bonuses: considerable. Damage: average



Camera Settings

To improve your spatial judgement, you can tip the camera horizontally (up/down) and turn it sideways (right/left).

To do so, use the <Q>, <Z>, <S> and <W> keys on the keyboard:

The <Q> key: camera to the left

The <Z> key: camera upward

The <S> key: camera to the right

The <W> key: camera downward

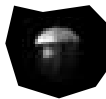
THE BUDDIES'S 4 POWERS

There are 4 extra powers given by each of Cyprien's buddies as the adventure progresses.

To select the buddy attack from those available (at the start of the game, you have no buddy attacks), use the <Page Up>, <Page Down> keys: to change buddy attack.

Vincent's Attack :

Using **Vincent's magic seeds**, Cyprien can imprison his opponents in a powerful paralyzing gas, or else, if the ground is suitable, sow a seed that grows at a stunning rate, creating a 'lift plant'.



The places where the seed can be planted are represented with a particular texture.

Jocelyn's Attack :



By shooting **Jocelyn's sweets** with the slingshot, Cyprien can imprison his opponents in sticky bubbles of chewing-gum. For a certain period of time, Cyprien can steer the bubble and the interactor around (which could indirectly help him activate switches or push certain objects).

Steve's Attack :

This **flying projectile** can be used to activate mechanisms hidden in the décor or to destroy characters silently and discreetly from afar with great precision.



Dave's Attack :



Force field generators are technological marvels. You shoot them at the ground and Cyprien can then protect himself by going inside. There are also specific places where these generators can be used to create temporary platforms. These are zones that are normally lethal for Cyprien (lava lakes, the interstellar vacuum, unfathomable shadows, etc.).

Please Note :

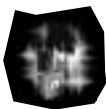
Each time you free a buddy, you win a buddy attack which you can try out in a level designed specifically for this purpose. To access these levels (1 per buddy attack), just access the map, then select the Demi Island. An intermediary menu then allows you to access the training level for the buddy attack you have just won. Of course these levels are closed if you haven't won the corresponding buddy attack.

THE BONUSES



a) SuperCyp Bonuses : These bonuses enable the player to turn into SuperCyp. When no more are available, or when the gauge gradually runs out, SuperCyp automatically transforms back into Cyprien again!


b) Healing Bonuses : These bonuses exist in two varieties (light and medium). They enable the player to recover his energy.



c) 1'up Bonuses : These bonuses increase the player's number of lives by 1.

d) Lenny's Bonuses : Depending on how many you find, these bonuses allow you to recover energy or even extra lives at the end of a level. Note that, once you have left an island, these bonuses reappear and allow you to improve your score later on.





e) **Camera bonuses** : These bonuses are needed to save Cyprien's progress through the game. Wilbur takes a photo of our hero with the camera and records his progress on the Visual Memory. But first of all you have to find Wilbur!

THE OBJECTS IN THE ADVENTURE AND THE INVENTORY

During your voyage on the sea of Undabed, you will have to find objects that are important for the next step in the adventure. Whenever you pass over them, these objects will be placed automatically in your inventory (accessed by pressing the <i> key). They disappear after use. The objects are mainly used to unblock certain passages. Here are a few examples:



With this butterfly net filled with fireflies, Cyprien can go into dark and dingy places.



The Folk Navigator map, a remnant of the old world, conceals information that is very useful to the one who knows how to read it.



This strange mechanical object is capable of automatically repeating everything it hears.

There are two kinds of object to find: those which activate part of the décor or another object (doors, windows, conduits, earthenware dogs, etc.) and those which you have to deliver to a character.

To define the object you have in your hand – that is, the object you will present to an interactor or use by touching the <SHIFT> key – select the inventory page by pressing the <SHIFT> key during the game, then place the selection cursor on the chosen object and press the <SHIFT> key. The object will become your selected adventure object.

When you have the object in your hand, press the 'shift' button to activate part of the décor or another object. If it is an object that has to be given to another character, all you have to do is keep the object in your hand and move towards the character in question. A cinematic will then be activated automatically.



SLINGSHOT UPGRADES

Five 'improvements' to Cyprien's slingshot have been lost in the world of the sea of Undabed. It's up to you to find them ...



1) The Telescopic Sight :
Used to facilitate ballistic firing.



2) The Super Elastic :
Increases firing range.



3) The 'Lead Marbles' :
Increases the power of the projectile.



4) The Rapid Fire Fist :
Increases the rate of fire.



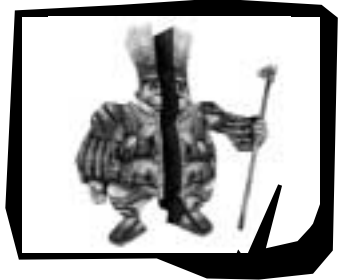
5) The Rubber-Coated Marbles:
They bounce off surfaces.

CYPRIEN'S FRIENDS

The Peoples of the Sea of Undabed

1) *The Demis*

Inhabitants of the Island of Demi, the Demis have the distinctive feature of being cut in two. They are well-known for their lack of gumption, and they believe that their condition was caused by a curse and that only the great Zipette can reunite them. Of course, this is completely untrue.



2) *The Folk*

The Folk live in Folksville, a gigantic floating city, and they move around on umbrella boats made of cloth that's so tough it can withstand any kind of bad weather. Above all, the Folk are looking for a place where they can live in peace, far from the hegemony of the Sea-sewers (Cf. Sea-sewers) and all the problems they cause. However, despite the legitimate existence of danger, the Folk are excessively fearful and paranoiac.

3) *The Flyers*

The Flyers are the only survivors from the former city that was engulfed by the tidal wave which gave birth to the sea of Undabed. They live on an enormous flying city called Flyville. These aerobatic aces have very little information about their origins and they fly over the surface of the sea without respite, searching for any little clue that will help them learn more.



Cyprien's Allies

1) Lenny

Lenny is Cyprien's faithful companion and confidant. Even though he's not a bit like a sweet, ordinary teddy bear, he has virtues whose true worth Cyprien has yet to discover. Born into the great family of Teddy Bears, from an early age Lenny chose a life of adventure rather than the cushy existence of most of his cousins. He travelled through many countries and experienced a lot of thrilling and sometimes fantastic adventures before going into retirement at Cyprien's side.



2) Wilbur



Wilbur is a strange character in the sense that he lives outside the world of Undabed. Most of the peoples and inhabitants of this world are unaware that he exists. His friend Lenny asks him to look after Cyprien, a task that the elephant isn't at all prepared for, having neither the wit nor the patience for that kind of thing. But he is aware of the importance of his role. Without him, Undabed is done for. He is the last free creature who

still remembers the world as it was beforehand, and for Cyprien he becomes an inexhaustible source of information, advice and consolation.

3) Dr Folk

Dr Folk is undoubtedly the leading expert on the exploration and archaeology of Folksville. Like the Flyer storyteller, he is firmly convinced that the Folk and the Flyers come from the same people, whose former legendary city was swept away by the cataclysm which created Undabed. And so he scours the world, searching for evidence to support his theory.



4) *The 4 Buddies*

Vincent (aka Vince or Vinnie):

What's striking about Vincent is his calm and quiet manner. His buddies like him a lot and they envy him his composure, no matter what he's up against. They also envy his rapid ability to transform his parents' absence into something positive: a respect for nature and animals.



Jocelyn (aka Joce)

Nobody could claim that Jocelyn's a greedy fat pig who only thinks of his gut. That would be underestimating his gut. For it's true that he likes eating, but he's not entirely devoid of taste. He can appreciate a nice boiled sweet as much as a good dinner and, though eclectic, his tastes are well-developed, which distinguishes him from a dustbin.



Steve (aka Stephos)

Steve is the class dunce. He's bursting at the seams with humour and never stops cracking jokes. This fledgling yobbo can make anyone scream with laughter and then, an instant later, exhibit a nonchalance worthy of a lieutenant colonel. These two character traits make him very popular with the other kids and he's often taken for their boss, leading them all in their 'folly' (yuk! I hate that word! It sounds so well-mannered!).





David (aka Dave)

David's the archetypal lively little nipper – very athletic, but particularly reckless and obstreperous. He always goes around with loads of sporting gear, like his foam rubber nunchaku, which he's especially fond of.

CYPRIEN'S ENEMIES

1) *The Master*

The Master is the big baddy in this adventure. He's responsible for the tidal wave that swept away the old world to create a dead sea, black and desolate. With his Sea-sewers and his magic powers, he holds constant sway over this universe and its inhabitants.



2) *The Stagnants*

The Stagnants are a stupid, violent, filthy, slimy race of creatures. They count amongst those who were created by the catastrophe. The Master bred them to recoup the débris of the old world that floats on the surface of Undabed: the Stagnants take full advantage of this tremendous resource, retrieving and recycling the flotsam and jetsam. Most of their surroundings are made up of rubbish, and they constitute the Master's main army.

3) *The Sea-sewers*

These droids, with their long legs, scour the sea of Undabed and, with their long arms, pick up anything they find on the water's surface to ensure that all trace of the old world disappears forever.



TIPS TO HELP YOU IN THE ADVENTURE ...

Only to be consulted if you're well and truly stuck!

1) The Demis' Island

The most important thing is to listen carefully to Wilbur ... and to practise Cyprien's and SuperCyp's different movements.

2) Vincent's Island

There must be a spider around here somewhere who knows a lot about the history of the island. Next, you'll certainly have to find a hidden net ...

3) Folksville

Only the Folk Captain knows what's wrong on the boat. You'll have to listen to him carefully and take notes, because, what with the Svötlas, the helm, the anchor and the navigator, it's a real shambles!

4) Jocelyn's Island

You'll need 4 ingredients to put the finishing touches to the recipe that sets Joce free from the fat Joce. 4 ingredients, several doors ... It should be a cinch!

5) Flyville

First you need to get to the cabin. That should be easy! But then ... well, that's another kettle of fish ...

6) Steve's Island

Take a bit of a breather ... Right, now look at the teacher and work out how you're going to get his pen. No joke, huh??

7) David's Island

OK, get your breath back again ... Better than that! Do you know how to put a boiler into overdrive? Nope? Well, I suggest you listen carefully to Dr Folk in that case!

8) Loren Darith

Yeah, well ... what am I s'posed to say? You'll have to go into that tower sooner or later, won't you??

UBI SOFT UK TECHNICAL SUPPORT

On-line Support Options

Ubi Soft offers several on-line support options for their software products. One of these is our website at: <http://www.ubisoft.co.uk/support/>

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: techsupport@ubisoft.co.uk

Please be as specific as you can be about the problem you are experiencing. Also include in the body of your e-mail: the name of the manufacturer of your computer system; the brand and speed of the processor; how much RAM you have, the version number of Windows you are using (if you aren't sure, right-click on the My Computer icon on your desktop and select 'Properties'), and the manufacturer name and model number of your video card, modem, and sound card.

Other Support Options

You can also contact Ubi Soft Customer Support by phone or fax. When you call, please have all of the above mentioned information ready.

Technical Support:	0870 800 6160
Hintline:	0906 466 5200
Customer Services	01932 838230
Customer Services Fax	01932 838274/275

Hours:	Monday through Friday 8.00am – 11.00pm GMT
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Mailing Address:	Ubi Soft Entertainment Ltd. Chantrey Court Minorca Road Weybridge Surrey KT13 8DU
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NOTES

Lined writing area for notes.

CRÉDITS "DÉVELOPPEUR"

IN UTERO GAME D-VISION

Original concept : Yann Orhan
Executive Producer : Xavier Gonot
Game Division Manager : David Legrand
Project Manager : Stéphane Hernandez
Art Director : Stéphane Bachelet
Scenario & Dialogs : Guillaume Eluerd, based on an original story from Yann Orhan, Stéphane Bachelet et Guillaume Eluerd
PC and Tools Main
Programmer : Antoine Dominguez
Consoles Main
Programmer : Diego Fernandez Bravo
Lead Animator : Cédric Royer

Main characters (Cyprien and SuperCyp) :
Design : Stéphane Bachelet
Programming : Antoine Dominguez,
Diego Fernandez-Bravo
Game play : Stéphane Hernandez,
Romain Petitmangin
Animation : Cédric Royer
Special effects : David Legrand

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Music editing : Ghislain Soufflet

Sound design &
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Lenny : Patrice Melenec
Wilbur : Patrick Préjan
Dr Folk : Denis Boileau
Jocelyn : Patricia Legrand
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Special thanks to : Patrick Charpenet, Franck
Fesquet, Philippe Remondière,
Sam Souibgui, Luc Lefebvre,
Laurent Paigné, Fabien
Deval, Homer, Pico and
Minou, and the other members
of IN UTERO, their families for
their help and support

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Tests

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Linguistic Testing:
French: Bug Tracker
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Special thanks to: Fanny Georges, Julien Moutte, Olivier Palmieri, Olivier Dauba, Sergian, Lambert Combes, Anatole Otman, Diane Bernard, Marie Deschamps, Nicolas Rouhaud, Romain Gontier, Jérôme Sauvage, Nabil Ait Mokrane, Christophe Boutez, Stéphane Flisak, Miguel Bartolomeu, Timmy Hannem, Guillaume de Simon, Alexandre Zourgani, Nicolas Robert, Francis Marchetich, Brian Benhamou, Jérémie Roussier, Rozenn Allieux...

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Special thanks to: Laura Gelis, Nicolas Lochet, Piero Strada, Vera Shah, Barbara Carazzo, Marcel Keij, René Luining, Julie Laurent, Flore Pralus, Rose Marie David, Rebecca Molloy, Yutaka Noma, Milena Bareto, Oriol Rosel.