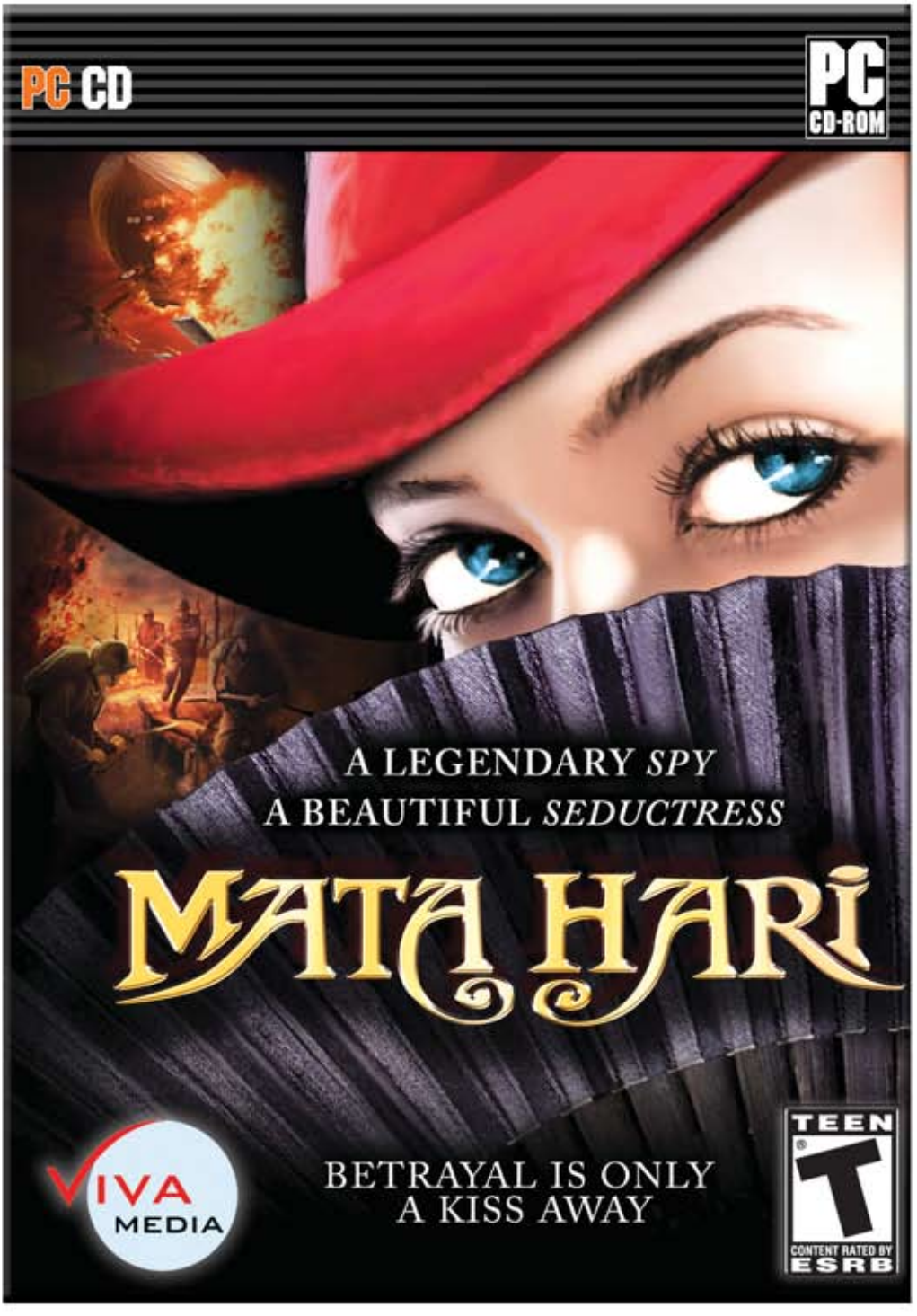
PC CD
PC
CD-ROM
A LEGENDARY *SPY*
A BEAUTIFUL *SEDUCTRESS*
MATA HARI
VIVA
MEDIA
BETRAYAL IS ONLY
A KISS AWAY
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CONTENT RATED BY
ESRB

MATA HARI: BETRAYAL IS ONLY A KISS AWAY

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System Requirements

Minimum:

- Intel Pentium IV® or similar processor with 1.6 GHz (2.0 GHz recommended)
- 512 MB RAM Windows® XP / 1 GB RAM Windows® Vista
- DirectX 9.0c® compatible 128 MB RAM Graphics card with NVIDIA or ATI GPU (Shader 2.0 compatible)
- DirectX 9.0c® compatible sound card
- Windows® XP or Windows® Vista
- About 2 GB space on hard drive
- DVD-ROM drive
- Keyboard and mouse

Introduction

“She sways under the veils, that at once cover and reveal her “.
Marcel Lami in the “Courrier Français” on Mata Hari*

Her name is recorded as Margaretha Geertruida Zelle. Ocassionaly she goes under the names of Marguerite Campbell or Lady Gretha MacLeod. Only insiders know her by her code name, “H21”.

She calls herself Mata Hari and she is the star attraction of the early 20th century European nightclubs. The newspapers describe her as an exotic dancer, critics fall over each other to give her compliments and the high society celebrate her beyond measure.

However although „lightness of being“ knows no bounds for the well heeled and only an emptying of the champagne reserve can slightly dash their lavish parties, the danger of the breakout of a World War casts a horrible shadow on their colorful delights.

Filled with national pride and encouraged by warmongers and big industry who see the coming of their biggest hour, the atmosphere is reaching boiling point. Admittedly there is a small group, sworn to silence, which is devoting themselves to the balance and prevention of the harkening war. Even so, this goal is not an easy one and requires much espionage and even betrayal. Exactly at this point Mata Hari enters the game - the spy with the „feminine weaponry“...

* In: Kupferman, F., Mata Hari: Songes et mensonges (2005), p. 23

Installation

To install “Mata Hari”, place the “Mata Hari”-DVD into one of your DVD drives. As soon as the auto start function for the drive is active, a window will automatically open. Follow the directions on the screen.

If a new window doesn’t open, double-click on My Computer, choose the drive manually and open it. Double-click on the “set up” file and follow further instructions.

After the installation, you can start “Mata Hari” with either the shortcut on the desktop or from the Windows® Start menu.

Important:
For the installation it is imperative for virtual memory to be activated. This is normally the default setting in Windows®.

Should your virtual memory be deactivated:

In Windows XP, go to the Start Menu. Right-click “My Computer” and select “Properties”. Select the “Advanced” tab, then click on the uppermost “Settings” button in the Performance section. Click on the “Advanced” tab and click the “Change” button in the Virtual Memory section. Change it by increasing the number of Megabytes allocated to at least the recommended size (provided there is enough free space available). Press OK, you’ll need to restart your computer.

In Windows Vista, go to Start -> Settings. Click “Control Panel”. Scroll down and double-click on the “System” option and click “advanced system settings” in the top left corner of the window. Click the Advanced tab in the new window that pops up, then click “Settings” in the Performance section. Click the Advanced tab, then click “Change…” in the virtual memory section. Select “Automatically manage paging files”.

Uninstall

To remove “Mata Hari” from your computer, click on the “Uninstall Mata Hari” icon in the folder “dtp entertainment” –> “Mata Hari” in the Start menu programs.

Alternatively, you can uninstall the game in the Control Panel under “Add or Remove Programs” with “Change or Remove Programs”. Select “Mata Hari”, click “Remove”.

Main Menu

New game
Begin a new game.

Load game
Here you can load your previously saved games.

Options
This menu contains different game settings.

Credits
If you want to know who has worked on this game. This is where you will find your answer!

End game
This is where you can end and leave the game.

If you are playing the game and you want to open the main menu, for example to save the stage you're on, press the ESC button on your keyboard or open the inventory and left click on the main menu shortcut to the right of the inventory.

Options

Gfx
This is where you can change all the settings that apply to the graphics and presentation quality.

Gamma
Regulates the brightness.

Screen Resolution
Here you can adjust the monitor resolution that "Mata Hari" will be shown in.
Performance tip: a lower resolution will provide better performance.

Refresh Rate
Here you can manually adjust the screen refresh rate of your monitor. If you are not sure if your monitor supports the settings shown here, then you should keep it to the standard settings. A higher frequency raises the number of pictures that can be shown per second, which reduces the flickering of the monitor. This is especially important for CRT monitors, as most TFT or flat screen monitors already have a high display refresh rate setting.
Performance tip: a lower screen refresh rate will provide a better performance.

Graphics Quality

Here you can change the presentation quality of "Mata Hari". You can also adjust the graphics quality individually for scenes and characters by activating the option „show advanced graphics settings". As a result the general options for „graphics quality" will disappear.
Performance tip: a lower presentation quality will provide a better performance.

Show Advanced Graphics Settings
If this option is activated, you can perform the following adjustments:

Scene Quality
Here you can change the presentation quality of the scenery in "Mata Hari".
Performance tip: a lower presentation quality will lead to a better performance.

Character Quality
Here you can change the presentation quality of the characters of "Mata Hari".
Performance tip: a lower presentation quality will provide a better performance.

Background Characters
Here you can de-activate the background characters.
Performance tip: De-activating the background characters will provide a better

Use Antialiasing
Here you can deactivate antialiasing.
Performance tip: Deactivating antialiasing will provide a better performance.

Reflections
Here you can de-activate the reflections.
Performance tip: De-activating the reflections will provide a better performance.

Sfx
This is where you can change all the settings that apply to the sound presentation and quality.

Master Volume
Regulates the general volume throughout (all effects, speech and music).

Music Volume
Regulates the volume of the background music. We recommend that you don't turn off the background music completely; otherwise some of the atmosphere of the game will be lost.

Speech Volume
Regulates the volume of the dialogue. If you want to turn off the dialogue completely, you should activate the Show Dialogue Bubbles option in the Game menu, otherwise the story of the game will be hard to follow.

Sfx Volume
Regulates the volume of the sound effects.

Ambient Volume
Regulates the volume of the environmental sound effects.

Game

This is where you can change the game-play settings.

Show Dialogue Bubbles
With this option you can change whether you want the texts spoken or also shown as text on the screen (similar to the subtitle option on DVDs). You should make sure that either the text is shown or that the speech volume in the Sfx menu isn‘t at 0 percent, otherwise it is hard to follow what is happening.

Automatically Hide Interface
With this option you can choose whether the inventory and the little menu in the bottom right hand corner are hidden when the cursor is not over them or if they are always in sight.

Show Minigame Panic Button
With this option you can decide whether the panic button, which allows you to skip a minigame, is always available or whether it only appears after while, letting you think about the puzzle first. Caution! By springing over a minigame you don‘t get any skill points.

General options

Exit
Overrules all previously carried out changes in all categories.

Default Settings
Sets all the current settings back to the standard setting in all categories.

Save
Adopts all current settings in all categories and saves them for the next time you start the program.

Interface

The game has an easy to learn, intuitive mouse-controlled interface.

To move Mata Hari you must left-click on her destination (a person, an interesting object on the ground, etc…). A double-click takes her immediately to the item or person in question, avoiding walking. If you double-click on an exit Mati Hari changes the scene immediately.

Exits that lead to a new scene have this mouse pointer

Objects that can be investigated have this mouse pointer

Objects that can be picked up have this mouse pointer

By pressing the "space bar" all the hotspots in a scene will be shown. Pressing it again will deactivate the hotspots. Note that dance inspiration sources will not appear when the space bar is pressed. Neither will hidden objects that serve as clues to solve mini-missions and improve spycraft.

Characters, with whom Mata Hari can talk to are shown with a speech bubble.

Inventory:
Objects that Mata Hari has acquired or has been given from other people are shown as green icons in the inventory.

If the inventory is not always present on your screen, you can point your mouse cursor to the bottom of the screen and the inventory will automatically pop up from below.
Objects can be combined in the inventory by using them one on the other.

Using Objects:
In order to use objects, topics of conversation or tasks in the game world, use the mouse, to left-click on the symbol in question. Now the symbol „sticks" to the mouse and can be pulled onto a suitable destination, where it will light up. A further left-click applies the symbol to its target.

In dialogue mode, objects, topics of conversation, or tasks that cannot be used in a specific situation will not be shown in the inventory menu bar. In game mode, all objects are shown in the inventory.

Dialogue:
Characters can be spoken to by clicking on them. Alternatively objects from the inventory can be played directly onto them (see „using objects").

If you are already in dialogue mode, tasks and topics of conversation can be used the same way as objects. If there is a certain theme with which one can talk to the selected character, a blue conversation icon will be present in the inventory as long as the dialogue lasts.

If you receive a red icon, it means that the object or topic displayed must be obtained / new information received / completed (task).

The Quick Access Menu

During the course of the game you will find the "quick access menu" in the bottom right hand corner of the screen.

If you have activated the "automatically hide interface" option, move the mouse pointer to the bottom edge of the monitor and the inventory and the quick access menu will automatically appear.

In the quick access menu you have a direct access to the menu "load and save" (symbol: disc), the game menu (symbol: cogwheel) and the diary (symbol: open book).

Game Menu

The game menu can be accessed either by pressing the escape button or with the cogwheel symbol in the quick access menu.

Here you have the following options:

Go Back
Takes you back into the game and closes the game menu.

Main Menu
Takes you to the main menu.
Caution: Your current game-state will be lost. Therefore you should save your game beforehand.

Load Game
This takes you into the „load game" menu. Here you can select and load previously saved game states, as well as delete old saved games.

Save Game
This takes you into the „save game" menu. Here you can save your current game state, as well as delete old saved games.

Options
This takes you into the game settings. When a game is in progress, most of the options in the Gfx category are unavailable except for brightness ("Gamma"), antialiasing, and reflections. Options in the "Sfx" and "Game" are all available.

Exit Game
Ends the game.
Caution: Your current stage in the game will be lost. Therefore you should save your game beforehand.

The Diary

As soon as a mission is completed or a new mission comes along, as well as when Mata has developed her capabilities (spycraft, wealth, skill), the diary opens automatically.

The diary can be activated at any time by using the diary button on the bottom right of the screen, or by pressing the "J" key. You can make it disappear by clicking on the bookmark in the upper right corner, by pressing the escape button, or by pressing "J" again.

During the course of the game, bookmarks corresponding to respective chapters will appear on the left side of the book (e.g.: the starting bookmark, "1905").

Click on the bookmark in the bottom right corner (question mark) to see your Skill, Wealth, or Spycraft scores.

The ribbon bookmark in the middle will take you to the last page you opened.

You can turn pages like in a real book with a left click on bottom left or right corners (the page will fold up slightly).

Load and Save Menu
Here you can save the current game state or load a previously saved one.

If you want to save a new game state, look on the right side of the window and choose the uppermost entry in the list (new entry) and click on "Save". Use the keyboard to type in the desired name for your saved game. Use the trash can symbol to clear the name field.

If you want to delete a saved game, select it and press the "Delete" button.

To load a game, choose it from the list and click "Load".

To move between list entries, use the arrow keys or scroll using the wheel of the mouse.

Game and Characters

While playing Mata Hari, you can earn points in three different areas. Mata Hari's fate and the ending depends on how well you take advantage of the chances given.

Spycraft:
Mata has the keen eye of a spy and she looks everywhere for hidden information. Sometimes she finds clues that the hotspot indicator (space bar) does not reveal.

Skill:
Mata Hari develops a colorful skill set during the mini-games, ranging from enemy agent evasion to phone tapping.

Wealth:
Each successful dance performance yields money, thereby assuring Mata's future prosperity.

The levels of these attributes can be seen in the game at any time either in the load/save menu or the diary.

You will experience the time of the Belle-Époque with Mata Hari as an eventful period full of intrigue, machination, and beautiful clothes. Meet lovingly configured characters, who reflect the zeitgeist and spirit of the early 20th century.

Performance Problems

Before you start the game, make sure that no other applications or programs are active. It is possible that other programs that are running might be granted precedence for the computing power available, e.g. virus scanners, firewalls or other permanently running programs.

If the game is still encountering performance problems you can change the following options:

- Resolution
- Screen refresh rate
- Graphics quality
- Quality of the scenery
- Quality of the characters
- Background figures
- Use of anti-aliasing
- Reflections

All the relevant performance settings can be found in the Gfx category of the Options menu. For further explanations please read the corresponding paragraphs found in this handbook under the chapter Options > Gfx.

Tips for resolving technical problems

Make sure that you have the most up to date driver installed for your graphics and sound cards.

Supported cards:
All graphic cards with ATI or NVIDIA Chips are supported that are compatible with DirectX9c, also those compatible with Shader 2.0. Older graphics cards are only partially supported.

http://www.ati.com - ATI-Driver:
http://www.nvidia.com - NVIDIA-Driver

Further graphics card manufacturers:
http://www.matrox.com – Matrox
http://www.sis.com - SIS

Motherboard manufacturers:
http://www.intel.com - Intel Inc.
http://www.sis.com - SIS
http://www.viaarena.com - Via
http://www.nvidia.com - nVidia

Sound card manufacturers:
http://www.creative.com - Creative Labs (Soundblaster)
http://www.terratec.com – Terratec

DO YOU NEED HELP? Are you stuck?

For technical support issues it is imperative you send us information about your current system so we can assist you with your tech support issue.
To obtain your system specifications please follow the below steps.

- Go to the START menu at the bottom right of the screen.
- Select RUN, type DXDIAG, and hit return.
- You will see a program come up with the specs of your PC.
- Click on the SAVE ALL INFORMATION button and save the file, Dxdiag.txt, to your hard disc.

Please attach this file when sending your email to mail@viva-media.com.

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

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Notes