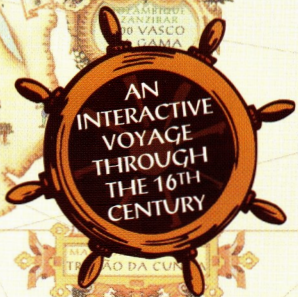


# THE ADVENTURES OF

# Valdo & Marie

SAIL INTO THE ERA OF EXPLORATION





Ubi Soft  
ENTERTAINMENT

presents

**THE ADVENTURES OF**  
**Valdo & Marie**



# Table of Contents

Starting the game	p.3
• Minimum Configuration	
• Installation	
• Display	
• Sound	
Introduction and the goal of the game	p.5
Launching the game	p.6
Navigation	p.6
• Moving through the game	
• Save often!	
• Options	
• Icons	
The Parchment	
The Door (Saving the game)	
The Chest (How to use objects)	
The Journal	
Keyboard Shortcuts	p.10
Valdo & Marie on the Internet	p.10
The games	p.11
Warranty	p.16

# Starting the game

## • Minimum Configuration

PC or 100% compatible computer, 486DX2 66 MhZ Processor or better, 8 MB RAM, Windows 95 or 3.1, CD-ROM 2x or better, 16-bit sound card, 256 color VGA or SVGA, keyboard. Web site requires Windows 95, web browser and Internet access.

## • Installation

Insert the CD-ROM.  
An installation program will automatically run,  
OR Launch the program by running SETUP.EXE from the CD.

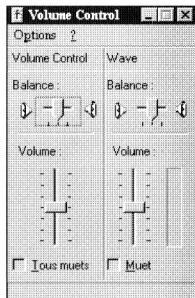
## • Display

To have a full-screen image, configure the monitor to 640x480. You must set your monitor to 256 colors from the Windows 95 Display Control Panel.



## • Sound :

The soundtrack to *The Adventures of Valdo & Marie* is rich and varied. The music and sounds were composed to produce an atmosphere evoking the 1580s and the cultures that our heroes will visit. Please make sure that you have your volume turned up when you play!



## Introduction

The events in *The Adventures of Valdo & Marie* were inspired by the true stories of voyagers in the 16th and 17th centuries. You will walk in the footsteps of the explorers that made history.

This game will introduce you to the many challenges faced by explorers in Valdo and Marie's time. You will cross the Atlantic Ocean, confront tempestuous weather around the Cape of Good Hope, discover India and the Moluccan Islands, search for spices and learn about different cultures encountered by the voyagers.

## The Goal of the Game

The principal objective of the game is the same as it is for Valdo and Marie's ship: reach Japan, mythic country of the Orient, legendary for its riches...

On the way, Valdo and Marie must solve many puzzles and surmount many obstacles: the scattered fragments of a mysterious map, a mischievous ghost haunting the decks of the *Sao Bartolomeu*, a legendary Chinese junk, a fabulous treasure...



## Launching the Game

- **Starting A New Game**

From the Main Menu, click on New Game.

- **Continuing A Saved game**

To return to a game that you have started and saved, from the Main Menu, click on Saved Games.

Then, find the picture of the scene where you previously stopped playing. Drag and drop that picture to the Valdo box in the top right hand corner.

Click the To Play button. The game will resume from the scene shown.

If you have saved the same scene several times, remember to note the number of the saved game you intend to resume.

## Navigation

- **Moving Through the Game**

Using the mouse, move the cursor to different objects or people you wish to talk with. When the cursor passes over an item that will react to you, a caption will appear at the bottom of the screen. When the caption appears, you can then click on the object or character to activate it.

To move out of a screen (for example, to move to another room),

pass the cursor along the edge of the picture. The cursor will turn into an arrow that indicates that you can move into another area. A caption will appear at the bottom of the screen indicating the name of the area that you can move to. When you click on the mouse, you will move into that next area.

- **Save Often!**

There is nothing worse than going far into the adventure and then having the game end very quickly. All your hard work went for nothing! You will probably want to save often so you don't need to redo much of your work. I'd recommend saving after each time you complete one of the main puzzles.

- **Options**

When you start the game, you can choose options for your game by selecting Options in the Main Menu.

You can determine what your cursor looks like if you have Windows 95. You have the choice of an arrow or Valdo.

You can also choose the mode to view the video movie sequences, such as the Introduction and the Storm. The default mode is quarter-screen, but you can also set it to full screen.

If you wish, you may activate the captions from this screen.

Click on Useful Keys to select other changes you may wish to make the different functions of the program.



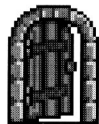
## • Icons

### The Parchment



The parchment appears at the bottom right corner of the screen during all interactive sequences. When you click on the parchment, it will reveal three other icons that each control important functions: the Door for quitting and saving, the Chest for your inventory of items, and the Book for the Captain's Log, where the captain comments on his experience and the cultures that the ship visits.

### The Door (Saving the Game)



You can save the game at whatever place in the game you wish.

There are two ways to do this:

1. Click on the Parchment and then click on the Door icon. You will then go to a page where your game will appear in a miniature picture. Click on the picture of your game and drag it to one of the numbered boxes in the center of the screen. You may save up to 16 games (or places in the same game). If you drag your picture over another saved game, your current game will be written over the old one.
2. Type S to start the same procedure as in (1) above. If you type S by mistake, you can simply return to your game by clicking on

the TO PLAY icon.

### The Chest (How To Use Objects)



During the game, you will be able to pick up certain objects and place them in your chest. When the cursor passes over objects you can grab, it will turn into a hand. When it does so, click on the object and drag it to the Parchment to place it in your chest. A message will appear to indicate that you can put it in the chest.

To give objects to people in the game, open the Chest and drag the object to the character you want to give it to.

### The Journal

When you click on the Journal icon, the Captain's Log opens. Each time the Sao Bartolomeu reaches a new destination, new pages are revealed. When you open the journal, you will get new information about the progress of the mission and interesting information about the Era of Exploration.

Don't worry if you don't have the Journal at first. You will have to find it as part of the first puzzle you face when Valdo boards the ship.

When you open the Journal, you will see two new icons. To return to the game, click on the Open Book. To print a page from the Journal, click on the Inkwell. Go to the left or right sides of the screen to move through the pages.



## Keyboard Shortcuts

The Space Bar can be used to skip to the end of animated sequences.

S will open the save dialogue.

Q will take you directly to the Main Menu.



## Valdo & Marie on the Internet

When you click on the ACCESS Internet button in the Main Menu, you will connect to Valdo's World at the Ubi Soft site. At the site, you can get more information about the game, including hints and other interesting surprises.

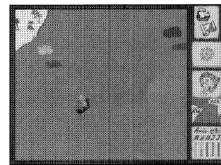
## The games

During the course of the adventure, you will encounter several puzzles and games. Some are controlled by the mouse and others by the keyboard. Here are some tips on how to play:

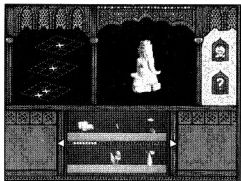
### • Game 1 : Piloting The Ship Through The Atlantic

Crossing the Atlantic Ocean to reach the Cape of Good Hope is not an easy task. The galleons, like their modern descendants, found it very difficult to travel directly south because of the wind. Wind conditions in the Indian Ocean were especially unfavorable during the summer months, so captains were careful to arrive at the Cape of Good Hope before the end of July. Otherwise, their ship's sails would be torn to shreds by the winds.

During this game, you will be able to see a calendar, the direction of the winds and a map of the Atlantic that shows the Sao Bartolomeu's progress. Steer the ship with the mouse by clicking in the direction you want the ship to travel. Your goal is the flag at the Cape of Good Hope, the southern tip of Africa. You should probably keep a close eye on the direction of the wind...



## • Game 2 : The Statuette



To please the Rajah, you need to put the shattered 3D statuette back together. To do so, place the pieces in the 3D grill in the top left of the screen. The Grill symbolizes the structure of the statue.

The pieces are in the bottom of the screen. You can click on the arrows to see more pieces, and click on the pieces to rotate them. To place a

piece, activate it by clicking on it. The box around it will light up. Then simply click on the space in the grid where you want to put it.

You can see your progress in the right portion of the screen. Click on the statue in this part of the screen to rotate it. This will help you get a better view and simplify placing pieces on the back and sides.

This is a difficult task, but at least you have unlimited time and turns! My best advice is concentrate on the large pieces first, and leave those tiny ear pieces until the end.

## • Game 3 : The Pirates

A pirate has stolen Valdo's chest and everything he's collected over the course of the adventure. Bad timing, too! The fate of the Sao Bartolemeu depends on Valdo getting it back!

The rules are very simple: using the mouse, click on the arrows in passageways to change the directions of all the characters in the

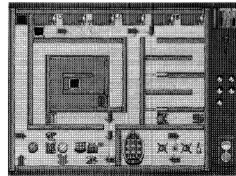
maze.

Each pirate has to fall into a trap that corresponds to their color. So, you first need to change them into the right colors. Do this by having them walk through the spilled paint.

But there's more to it than just trapping the pirates. If the pirates collide, they die and you lose. The same if anybody walks into the crabs. And if the cat dies, that's the end, too!

Certain areas of the maze are inaccessible. You will need to guide one of the characters over the door switches to open or close those areas. You may want to try trapping some of the characters, too.

You have limited time and limited chances. You have to solve three mazes in a row to get Valdo's chest back. You may want to practice on Valdo's Games first before you try this in the adventure.



## • Game 4 : The Canoe

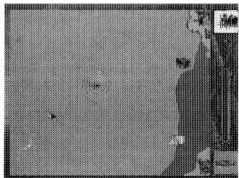
Valdo and Marie have found a canoe on the shore. They can use it to search for a legendary Chinese junk, but first they need to pilot it through a perilous lagoon.

To make Valdo and Marie row, use the left and right arrow keys on the keyboard.

To steer when you row, use one oar more than the other to plant and turn.

Rowing is hard work! Keep an eye on the gauge on the right of the screen. You don't want our heroes to be too exhausted. The more rested Valdo and Marie are, the more



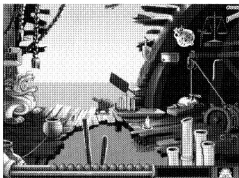


effective their steering.  
The canoe's condition is visible at the bottom right of the screen.  
In this game, you have all the time that you want. If you run aground or into an obstacle, you start over from the last barrel that you passed successfully.

Where's the Chinese junk, you ask? I heard that if you go around the northern tip of the island, you can find the mouth of a river.

### • Game 5 : The Fish Trap

The old Chinese man has built a rather complicated fish trap. To catch three fish for dinner, you will have to get it to run perfectly. You have a limited number of materials to work with, and you will need patience and ingenuity.



For visitors seeking the treasure of the Mysterious Chinese Junk, you are in for a real brain-twister! Let's see. That cannon is pointed at the target, the boat is in a pan. Maybe some water in the pan will let the boat move. Hmmmm...

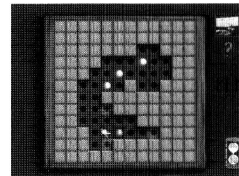
Just click the mouse on the various objects to use them or move them around. You'll probably want to click on each object first to see what it does.



### • Game 6 : The Lock On The Samurai's Chest

The Samurai's chest holds a precious document that Valdo and Marie need to retrieve. It requires a secret code that you must figure out to open it. True? Actually, no, but don't worry. There is always a solution!

Use the arrow keys to move the hand. When you move the hand next to a marble, use the arrow key to push it. The goal is to move all the marbles into the orange spaces before time runs out.



But there are strict rules: the balls can only move one space at a time. You can't push two marbles at the same time, and the hand can not travel through the marbles or playing pieces. A marble can still be pushed when it is in an orange space.

You can use the space bar to undo your last move.

To unlock the chest, you must solve three puzzles in a row. Of course, it would be simple to solve this puzzle if you had lots of time and chances to repeat. Unfortunately, the samurai is due to return home any minute, and that would be a catastrophe!



## NOTE



## Warranty

Ubi Soft warrants this PC disk against any defect for a period of ninety (90) days from the date of purchase. If a manufacturing defect appears during the guarantee period, Ubi Soft will repair or replace the defective disk free of charge. To take advantage of this guarantee, please return the disk to your local retailer with a proof of purchase. If a disk is returned without proof of purchase or after the guarantee period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This guarantee is invalid if the disk has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

### Ubi Soft Entertainment, Inc.

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Technical Support: 514-490-0887

For Tips and Tricks: 1-900-420-4UBI  
Or visit our Website: [www.ubisoft.com](http://www.ubisoft.com)

This 900 service will provide you with exclusive tips and game play secrets for Valdo & Marie.

The cost of this call is \$.85 per minute for automated hints. You must be 18 or have parental permission to use this service.

