SHERLOCK HOLMES

VERSUS

Arsène Lupin

REMASTERED

Manual

FROGWARES
GAME DEVELOPMENT STUDIO

FOCUS
HOME INTERACTIVE

EPILEPSY WARNING

Some people are likely to suffer from epileptic attacks, or loss of consciousness, particularly when looking at some types of strong flashing lights: rapid succession of images or repetition of simple geometric shapes, flashes or explosions. Such people
leave themselves open to the risk of attacks when playing some video games which include such stimulation, even if they have no medical history or have never experienced such attacks themselves. If you or a member of your family have already displayed symptoms associated with epilepsy (attacks or loss of consciousness) when faced with flashing lights, consult your doctor before using the product. Parents should pay particular attention to their children when they are playing with video games. If you or your child displays one of the following symptoms: vertigo, blurred vision, eye or muscle spasms, disorientation, uncontrollable movements or convulsions, or brief loss of consciousness, YOU MUST STOP PLAYING IMMEDIATELY and consult a doctor.

TECHNICAL SUPPORT

If you are looking for help with a specific problem, you can contact Technical Support:
- **by email:** support@sherlockholmes-thegame.com
Before contacting Technical Support, please have the following information to hand:
- **your PC configuration** (RAM, MHz, video and sound cards).
- **a detailed description of the problem** (i.e. error message, relevant part of the game, etc.).
- **pen and paper** to take notes.
- **and be able to access your PC immediately**, if required (Technical Support may need to help you work through your problem, step by step).

INTRODUCTION

It's tea time at Baker Street with nothing more pressing to do than to see what came in the post for the famous Sherlock Holmes and his friend Doctor Watson. There's only one thing makes the detective take notice - it has been several weeks since the papers have spoken of any further adventures of the impertinent French cat burglar Arsène Lupin, whose scandalous deeds have continually made all the police officers on the Continent look like bumbling idiots. Could this apparent serenity imply new troubles from the wild Frenchman?

It is at this same hour, that a message arrives and plunges our two heroes into a whirlwind of action, as Arsène Lupin announces plans to steal five precious objects housed within Britain's most renowned locations: the National Gallery, the British Museum, the London Tower and - the most daring - Buckingham Palace. The only clue for Holmes is a mysterious letter signed Arseno Lotinho...

TABLE OF CONTENTS

1. BEFORE STARTING

1.1 REQUIRED CONFIGURATION

Minimum configuration:
OS: Microsoft Windows 2000/XP/Vista 32/64
Processor: Pentium® III 1.3 GHz or higher
Memory: 512 Mb RAM
Video card: 64 Mb Microsoft DirectX 9 compatible
Sound card: DirectX 9 compatible
DVD-ROM: 4x DVD drive
Hard drive: 3 Gb free space on the hard drive
100% Windows compatible keyboard and mouse

Recommended configuration:
OS: Windows 2000/XP/Vista 32/64
Processor: Pentium IV 2 GHz/AthlonXP 2000+
Memory: 1024 MB RAM
Video card: 256 MB DirectX 9 compatible
Sound card: DirectX 9 compatible
DVD-ROM: 4x DVD drive
Hard drive: 3 Gb free space on the hard drive
100% Windows compatible keyboard and mouse

NOTE: This game includes anti-piracy technology which may conflict with some CD-RW, DVD-RW and virtual disk drives.

1.2 INSTALLATION AND RECOMMENDATION

Installation
You are strongly advised to close all applications before installing the software on your computer. This includes screen savers and anti-virus software which may interfere with software installation.

1.   Insert the Sherlock Holmes versus Arsene Lupin Remastered DVD in your DVD ROM drive.

2.   If the autorun feature is enabled, the "Start" screen will display. At this point, please click on the installation button. Then follow the instructions displayed on screen. If the autorun feature has been disabled on your computer, follow these instructions:
    a) In the Windows launch bar, click on Start
    b) Click on Run, then type the letter of your DVD ROM drive and setup.exe (for example: D:\setup.exe).

Or:
    a) Double-click on "My Computer".
    b) Click on the DVD-ROM drive (which will display the name "Sherlock Holmes versus Arsene Lupin Remastered") and select "open" to display the disk's contents.
    c) Double click on the setup.exe file to launch installation.

3.   Read the license agreement, and if you accept the conditions, click to accept the license agreement, and then follow the instructions displayed on the screen.

4.   The installation screen is displayed. Specify where you want to install

Sherlock Holmes versus Arsene Lupin Remastered. The default path is C:\Program Files\Focus\Frogwares\Sherlock Holmes versus Arsene Lupin Remastered.
Click "browse" if you want to specify a different path and the destination to install the files. Then click on "next".

5.   During installation, a shortcut will be created on your desktop and in the Windows Start menu.

6.   To run the game in Windows select: Start -> All Programs -> Focus -> Frogwares-> Sherlock Holmes versus Arsene Lupin Remastered.

Uninstallation

To uninstall Sherlock Holmes versus Arsene Lupin Remastered, do the following steps: from the "start" menu, select All Programs->Focus->Frogwares-> uninstall Sherlock Holmes versus Arsene Lupin Remastered. Follow the instructions displayed on screen.

Recommendations:
Insert the DVD in your drive: To run the game, the Sherlock Holmes versus Arsene Lupin Remastered DVD must be in your drive. Should the disk not be recognized, please check that the disk is indeed present. Then restart your computer and begin the game again. If the problem continues, place the game DVD-Rom in another DVD-Rom drive or writer available on your computer and begin the game again.
Check your version of DirectX as well as your video and sound drivers: As a general rule, if the game refuses to run for no apparent reason, or you are having video or sound problems in using the game, the first thing to check is your DirectX version and version of your drivers. To check this information, go to the Start/Run menu and enter "dxdiag". Then press OK. Then wait for the utility to finish gathering all information about your computer's equipment. Once this operation has completed, click on the "save" button to save this information to send to Technical Support later. If the version of DirectX is not 9.0c or higher, you can install the latest version from the game DVD or from the Microsoft © website. Dxdiag also displays information about your video and sound card drivers. You can then visit your video and sound card manufacturers' websites to download the most recent drivers.

Check your PhysX drivers: To run, Sherlock Holmes versus Arsene Lupin Remastered requires Nvidia PhysX drivers to be installed. In the event that these drivers were not installed during game installation, they are available on the game DVD.
Tailor the game's video options: If the display is slow during a game, go into your video options to reduce the game display quality or resolution.

2. MAIN MENU

2.1 MAIN MENU DESCRIPTION

When you start Sherlock Holmes versus Arsene Lupin Remastered, you are presented with the main menu, and then access the following options:

Legend:	Meaning:
New Game	Start a new game
Load	Load a game (this function is inactive if you are starting a new game)
Save	Save a current game (this function is active when you open the menu during a game)
Return	Continue the current game
Options	Adjust settings (sound and video preferences)
Controls	Display and change the game controls
Credits	Credits
Exit the game	Exit the game and return to Windows

To display the main menu during a game, press Esc.

2.2 NEW GAME
When you want to start a new game click on the "New Game" button, the action will begin at Sherlock Holmes' residence in Baker Street.

2.3 SAVE OR LOAD A GAME
You can save your game at any time while you are playing. Simply press the "Esc" key on your keyboard to access the main menu. Then click on the "Save" button in the main menu. A saved games menu appears. Select an empty box by clicking on the left/right arrows, or using the scroll wheel on your mouse. Select an empty box. An image from your current game will display in this box, along with the time and date when you saved it. A window appears asking you to confirm the save. Simply click on "Confirm". Your game is now saved and you can return to the main menu by clicking on the silver ring in the middle of the screen or by pressing "Esc" on

your keyboard. To save a game over a previously saved game, click on the game you wish to replace. Click on Yes to confirm your selection (in which case your new save will replace the previous game), or on No to choose another box. The new game is saved in the box you have selected. To return to the main menu click on the silver ring in the middle of the screen or press "Esc" on your keyboard.

To load a game, proceed in the same way as when saving a game; click on the "Load" button in the main menu. A menu of games to load is displayed. Select the game you wish to play by clicking on the corresponding box, a dialogue box appears to confirm the selection. Confirm by clicking on the appropriate button. The game will then begin.

To exit this menu without loading a game, click on the silver ring in the middle of the screen or press "Esc" on your keyboard, you will return to the main menu.

2.4 OPTIONS

You can change the game settings at anytime during your game. Pressing the "Esc" key displays the main menu, where you can click on "options".

In the Options menu, you can select from display, audio or preferences settings.

Display menu

Display menu	**Definition:**
Resolution	Display resolution
Colour quality	Definition of your colour quality (select 32 bit to obtain the highest quality)
Vertical synchronization	Enables you to select your screen refresh rate
Antialiasing	Adjust antialiasing (to enable better image definition)
Anisotropy	Adjust the level of anisotropic filtering
Wide screen	On (wide) / Off (4:3)
Gamma	Display luminosity

Video settings

Graphical detail	Adjust game graphical quality
Texture quality	Adjust texture quality
Water quality	Adjust water quality
Water reflection	Adjust water reflection effects
Shadow quality	Quality of character lighting
Normal mapping quality	Adjust the normal mapping quality
Depth	Add more graphics details
Bloom	Add lights effects

Audio menu

Overall volume	Adjust the overall volume
Dialogue	Adjust the voice volume
Music	Adjust the music volume
Effects	Adjust the sound effects volume
Ambiance	Adjust the ambient sound volume

Preferences

Sub-titles	Display or remove subtitles for all dialogue and commentaries
Mouse sensitivity	
Camera sensitivity	

If you make a change, remember to confirm your new setting(s) by clicking on the "Validate" button. You can then press "Esc" or click on the "return" button to return to the main menu. If you wish to adjust all settings to their default positions, press the "default" button.

2.5 GAME COMMANDS

You can progress through this Sherlock Holmes and Dr. Watson adventure in two ways: there are two game perspectives: first person perspective, which places you right in the middle of the action, and "point and click" view (third person perspective).

You can play the whole adventure using one view or you can toggle views at any time.

Control of either the great detective or his friend Doctor Watson is performed using the mouse.

• **In 1st person perspective:**

This view plunges you right in the middle of the action: you become Sherlock Holmes and see events through his eyes.

To move around:
- Change the direction in which you are facing by moving the mouse.
- Press and hold down the left mouse button to you walk forwards.
- Double click the left mouse button to run.

• **"Point and click" view:**

This more traditional view generally used in point and click adventure games provides a complete view of the setting and the characters.

To move:
- Click the left mouse button to move Sherlock Holmes or Watson to where you want them to go.
- Double-click to run.

Interaction: Clicking on the left mouse button enables you to talk to a character, to take or move an object, or to access a more detailed view.

Finally, to access your portfolio (containing the inventory, archives and dialogues, documents, Sherlock Holmes' personal notes and the navigation map) simply right click to display it.

All these commands can also be run using the keyboard. You can check or modify these controls at any time. Return to the main menu by pressing the "Esc" key, then click on the "controls" button to access the specific menu.

In the controls menu, you can adjust a command by clicking on a field and then pressing a new key.

MOVEMENTS	CONTROLS (Default)	
1st person view:		
Walk forwards	W or Left mouse button or "Up arrow" (on keyboard)	
Run	Double click left mouse button or Caps Lock+left mouse button	
Autorun	R ctrl	
Walk backwards	S or "Down arrow" (on keyboard)	
Strafe left	A	
Strafe right	D	
"Point and click" view:		
Move	Click left mouse button	Move the character
Run	Double click left mouse button	Run
	Caps lock+left mouse button	
Help	Spacebar	Display the active areas on the screen

ACTIONS (1st person and "point and click" views)	CONTROLS (Default)	
Perform action	Left mouse button	The action which can be carried out will take place automatically using this command: talk with a character, take, move or put down an object, examine a place in more detail (zoomed-in view). The icon which is displayed indicates which action is possible.
Open portfolio	Right mouse button	Display elements relating to the investigation
Inventory	I key	Open an inventory of your objects
Dialogues	E key	Open the archive of dialogues which have already taken place
Documents	T key	Access the documents you hold
Reports	N key	Open Sherlock Holmes' personal notebook
Map	C key	Display the map of places where you can go.
Toggle view	Ctrl/R	Change the view from 1st person to "point and click" view and vice-versa.

If you make a change, remember to confirm your new setting(s) by clicking on the "validate" button. You can then press "Esc" or click on the "return" button to return to the main menu.
If you wish to reset all controls to their default settings, press the "default" button.

3. INTERFACE TOOLS

3.1 EQUIPMENT DISPLAY

During the game, you may be required to use objects to proceed: use a cloth to reveal a clue or to show evidence to a witness...You can only hold one active object in your hand. If your character is holding something, a representation of the object they are holding is displayed on the top right of the screen. You need to be holding an object in order to use it. To take an object, you must open your inventory and select it; then return to the game. Right click > left click on the Inventory tab > left click on the object (it lights up) > right click to return to the game. If no object is displayed on the top right of the screen, this means that your character is not currently holding anything in their hands.

## 3.2 UPDATE PORTFOLIO/INVESTIGATION NOTES

During your game, you will collect a number of pieces of information and objects. As soon as you speak to somebody, notice an interesting detail, discover a new place or find a clue, an icon on the top right of the screen is displayed for a short time.
This icon indicates that your portfolio has been updated.
The icon shows you where in your portfolio the new information can be found.

New dialogue / New object / New document / New note / New place

3.3 THE ACTION CURSORS
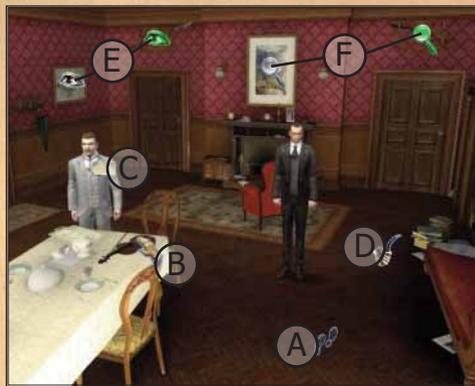
In "point and click" view: An icon will appear under on the mouse pointer when certain actions are available.

A. Footsteps: Go to an area outside the current screen

B. Hand: Use this icon to carry out different actions:
- Pick up an object
- Perform an action with an object (e.g. operate a lever)
- Perform an action with several objects (when an object in the inventory is selected, it will appear in the top right corner of the screen)

C. Dialogue: Talk to the character.

D. Basic cursor: This is the default mouse icon which takes you to the place indicated by the pointer on the screen.

E. Eye: Objects you can examinate. When it's green the object has been already examined.

F. Magnifying glass: Look at or examine an object or element in the surroundings. When it's green the object has been already examined. Most of the time, these items are indispensable to go further in the game.

Press the spacebar to display the contextual help: all the actions that are possible on screen will be displayed simultaneously (active zones, objects that can be picked up, etc.).

1ˢᵗ person view

Pick up Object	Interact with item	Look at	Dialogue
Move towards object and click on it.	Approach and click in the area (open, move something).	Approach and click on the place.	Approach and click on the character.

3.4 PORTFOLIO: SHERLOCK HOLMES' NOTEBOOK

Holmes or Dr. Watson can access the notebook at any time during the game. This notebook contains the information gathered during the game and which might be useful later. To access the notebook, click the right mouse button. The portfolio interface is displayed and the game is paused. You now have the choice between various functions:

Once the notebook is open, select the page you wish to consult by clicking on the topic icons (tabs) at the bottom of the screen. Apart from the inventory, all the documents which can be accessed are listed on the left-hand side of the screen. To scroll through the list of documents, you can use the arrows at the top and bottom of the page or use the scroll wheel on your mouse. Select a document with your mouse to display it on the right-hand side. To view a document containing several pages, you can use the arrows at the top and bottom of the page or use the scroll wheel on your mouse. To close the notebook, right click using your mouse or press the "Esc" key on your keyboard.

When Holmes finds a new document, writes a report or learns something new, an icon is displayed on the top right of the screen. Right click to see the new information. The document is then added to the corresponding section. The icon will continue to display while the document is being read.

The different sections in Holmes' notebook are:

The Inventory
The inventory allows you to keep all the different objects you will collect during your investigation. When the cursor changes into a hand, you can pick up an object. If you click on it, the object will automatically take its place in your inventory. The object will display on the top right of your screen for a few seconds to show that you have just acquired it.

To open the notebook, right click using your mouse: The portfolio opens on the last page updated. Click on the inventory tab if the portfolio does not open on this screen.

Move your cursor among the objects which are present to display a small briefing note about each of them, at the bottom of the screen.

To pick up an object, click on it using the left button. The object is now illuminated and your character is holding it. Right click to return to the game: you will see the selected object displayed on the top right of your screen. If you wish to return this object to the inventory, click on it in the inventory again; the object is no longer illuminated and your character has put the object away.

It is possible to **combine** some objects in your inventory by picking them up and then clicking on other objects in the inventory. The display of an object which has been modified or a new object shows that the combination has been successful.

The Dialogues
All conversations and testimonies are stored on this page.

The Documents
All the documents received, collected or seen by Holmes are stored on this page. Remember to read them regularly.

The Reports
The results of some observations and analysis are listed on this page. This information is particularly useful for the investigation to proceed properly.

The Map
The different locations in London and other places where you will carry out investigations will appear on the map during the investigation. Simply click on the place of interest to go there instantly.

3.5 GAME HELP

In addition to the contextual help system where you can display the various help icons on screen, Sherlock Holmes has a progressive help system that gradually points you to the solution with clues that become more precise.

The player can open the Hints window only by clicking on the "question mark" icon in the inventory menu.
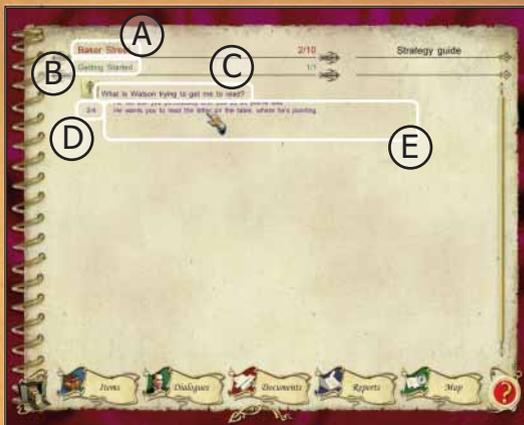
A - Select the chapter for which you need help
The adventure takes place over 9 chapters and you can access help for each one.
B - Select the place where you require help.
Once you have chosen the chapter, simply select the place where you require help.
C - Questions you may ask during the adventure.
Depending on the place and the chapter selected, you will see various questions linked to that place and that chapter.

D - Indicator of the number of clues open/number of available clues
Certain questions may give rise to several clues. Click on the clue displayed on the screen to view the next clue.
E - The open clues will appear below the question you have selected.

4. RESEARCH, ANALYSIS AND DEDUCTION

Sometimes when it will be important for the game you'll have to closely inspect some clues and will be given closer view of them.

4.1 FIXED SCREEN RESEARCH

During your investigation, you will have access to fixed screens to obtain a particular clue or to solve a riddle. You can exit these screens at any time by clicking on the needle (exit).
Searches for clues: Holmes is a past master in the art of observing traces on the ground. Remember to examine these areas carefully, they are indicated with a "look" icon. By clicking on an active area, you have access to a detailed view, you can then:
- Use the magnifying glass to highlight a detail
- use the tape measure to measure a trace Detailed information recorded during your observations will be placed in the report section of your notebook/portfolio. Remember to read it regularly.
Brain teasers: Some logical puzzles are presented to you in the form of fixed screens. Use your mouse to move the objects.

4.2 QUIZZES

At some key moments during the investigation, Sherlock Holmes or Doctor Watson will be required to answer a question. You should reply by typing your answer into the black space at the bottom of the screen and confirming using the Confirmation button at the bottom right of the screen. Sherlock Holmes will then tell you if you have answered correctly or if you need to look some more. To help you to answer, we advise you to open your portfolio by right clicking and looking for things to help you answer in documents, report or dialogues collected during the investigation. No quizz will take place before you have found the elements required to solve it.

5. THE FIRST 10 MINUTES OF THE GAME - A WALKTHROUGH

A typical London day in Baker Street
Sherlock Holmes' flat
You are in Baker Street, in the flat belonging to Sherlock Holmes and Dr. Watson;
* After the first dialogue take a letter from the tray which is on the drawing room table.
* After the second dialogue you play as Watson. You go out into the street.

In the street.
* Go left as you come out of Sherlock Holmes's mansion block, then take first right and then first left (Glentworth street).
* Enter the bookshop (on the left hand side of the street).

Barnes bookshop
* Talk to Barnes the bookshop owner.
* Pick up a book from the bottom shelf, (from the section against the wall opposite Barnes)
* Go back to Sherlock Holmes's flat.

The game is afoot! Enjoy the game as the riddles just started to develop before your mind! Elementary?

6. CREDITS

FROGWARES

Sherlock Holmes Versus Arsène Lupin Remastered

Arsène Lupin From the character created by Maurice Leblanc

President
Wael Amr

Vice President
Pascal Ensenat

Game design & story
Jalil Amr

Lead Programming
Peter Tarassenko

Script and additional Programming
Felix Borikhin, Maxim Komisarenko, Vadim Kosmin

Concept Art
Olesya Gook

2D Design
Svetlana Gunchenko, Kateryna Kozemirova
Marina Orlova, Tania Repina,
Olga Chalovskaya Lesia Khvorostina,
Katerina Kovalchyk

3D design
Maxim Scherbakov, Alexander Maslyukivskiy,
Nikolay Retman, Sergei Chervonniy,
Dmytriy Yermenko

Character Concept
Olga Chalovskaya

Lead Character Design
Alexander Tomchuk, Pavel Bobkov

Character Animations
Alexander Novak, Oleg tsurikov,
Valery Drobyaschenko

Dialogs and Cutscenes
Aurelie Ludot, Pavel Kostuchenko

QA
Pavel Kostuchenko, Artyom Kravchenko

Localisation
Aurelie Ludot, Horodnychyi Volodymyr, Yana Markova

Music by

English sounds and voices
Rick Simmonds, David Riley, Andy Hoyle,
Andy Turvey, Delia Corrie, Miriam Millikin,
Anthony Davis

English text adaptation made by
Esmee Mills

Thanks to :
Jeremy Brett, David Burke, Anton Dvorak,
Piotr Tchaikovsky, Johannes Brahms, Eduard
Grieg, Modest Mussorgsky, Vasily Kalinnikov,
Franz Schubert.
The people who built and keep alive the
London Tower, the British Museum, and the
National Gallery.

Special thanks to:
Sir Arthur Conan Doyle, the SSHF, the
Maurice Leblanc estate fans as well as our
families.

KEYBOARD SHORTCUTS

MOVEMENTS	CONTROLS
Forwards	Left button or "Up arrow" (on keyboard)
run	Double click left mouse button or Caps Lock+left mouse button
Backwards	"Down arrow" (on keyboard)

ACTIONS	CONTROLS
Perform action	Left mouse button
Open the portfolio	Right mouse button
Inventory	I key
Dialogues	E key
Documents	T key
Reports	N key
Map	C key