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# Introduction

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Secret of Silver Earring™ is a new, original story featuring the world's most famous detective, Sherlock Holmes. Get ready to...

## *Play*

- Play as Sherlock Holmes and Dr. Watson. The plot and characters are true to the spirit of Sir Arthur Conan Doyle's famous fiction.
- Engage in 25–30 hours of investigation with Inspector Lestrade, Mycroft Holmes, Wiggins, and Mrs. Hudson's able assistance.

## *Investigate*

- 5 graphically rich levels of the game with 40 different 19th-century London locations.

## *Question and Interrogate*

- More than 40 witnesses and 3 hours of dialogue.

## *Deduce*

- Consider your discoveries and answer Sherlock Holmes' questions at the end of each level.

## *See the Truth*

- 20 high-quality movies including the final explanation of the case by Sherlock Holmes.

# System Requirements

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## *Minimum*

**Supported OS:** Windows® 98/Me/2000/XP (only)

**Processor:** Pentium® III 600 MHz and AMD Athlon™

**RAM:** 256 MB

**Video Card:** 32 MB DirectX® 9-compliant video card (\*see supported list)

**Sound Card:** DirectX 9-compliant sound card

**DirectX Version:** DirectX 9 or higher (included on disc)

**CD-ROM:** 8x CD-ROM

**Hard Drive Space:** 1500 MB free

**Peripherals:** Windows-compatible keyboard and mouse

**\*Supported Video Cards at Time of Release**

NVIDIA® GeForce™ 2/3/4/FX families

ATI® Radeon™ 8500/9000 families

(Laptop models of the listed cards are not fully supported.)

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the

FAQ for this game on our support website at: <http://support.ubi.com>.

## *Recommended*

**Supported OS:** Windows 98/Me/2000/XP

**Processor:** Pentium® III 700 MHz or higher and AMD Athlon or higher

**RAM:** 256 MB

**Video Card:** 64 MB DirectX 9-compliant 3D accelerated video card

**CD-ROM:** 24x

**Hard Drive Space:** 1500 MB free

**Peripherals:** Windows-compatible keyboard and mouse

**NOTICE:** This game contains technology intended to prevent copying that may conflict with some CD-RW, DVD-RW, and virtual drives.

# Installation

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It is strongly recommended that you close all applications before beginning the installation of the software on your computer. That includes screen savers and antivirus software that can interfere with the installation process.

1. Insert CD #1 of Secret of the Silver Earring in your CD-ROM drive.
2. If the autorun function is active, the splash screen will appear. Click on the Installation button. Follow the instructions on your screen.

If the autorun function is deactivated on your computer, please follow these instructions:

- a) In your Microsoft Windows menu bar click Start.
- b) Click on Run, then type the letter of your CD-ROM drive and setup.exe (for example: D:\setup.exe).

Or:

- a) Double-click on My Computer.
  - b) Click on the CD-ROM drive icon with the name The Silver Earring and select Open to access the content of the CD.
  - c) Double-click on the file setup.exe to start the installation.
3. Read and click to accept the License Agreement, then follow the instructions on the screen.

4. The installation screen appears. Specify where you want to install Secret of the Silver Earring. The default installation path is C:\Program Files\Ubisoft\The Silver Earring. Click Browse if you wish to specify a different path as well as the destination where you want to install the files. Then click Next.
5. During the installation, a shortcut will be created on your desktop as well as a Quick Launch icon in the Windows Start menu.
6. To launch the game from Windows choose: Start -> Programs -> Ubisoft -> Adventures of Sherlock Holmes: The Silver Earring ->.

## ***Uninstall Secret of the Silver Earring***

To uninstall Secret of the Silver Earring, follow these steps: From the Start menu choose -> Programs -> Ubisoft -> Adventures of Sherlock Holmes: The Silver Earring -> uninstall Adventures of Sherlock Holmes: The Silver Earring. Follow the on-screen instructions.

# Main Menu

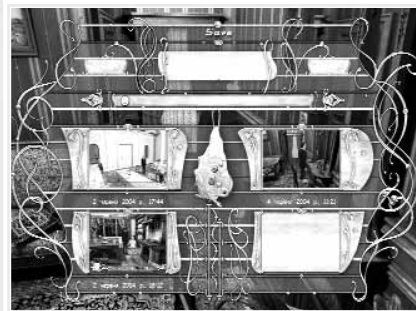


When you launch Secret of the Silver Earring, you arrive in the Main Menu, where you will have access to the following options:

<i><b>Legend</b></i>	<i><b>Meaning</b></i>
New game	Begin a new game
Resume	Continue a game in progress
Options	Change settings (preferences, sound and graphics)
Load	Load or save a game (inactive if you have just started the game)
Save	Save a game (active when you open the menu from the game)
Credits	Credits
Exit game	Quits the game and return to Windows

To access the Main Menu during the game, hit Esc.

# Saving a Game



To save your game, click on the Save button in the Main Menu. A Save menu appears. Choose a free slot by clicking on the left or right arrow, or by using the scrolling wheel on your mouse.

Click on the free slot. You'll see a picture relating to your game as well as the date and time you saved the game. Your game is now saved and you can return to the Main Menu by pressing the

earring in the center of the screen or Esc key on your keyboard. To save a game over another game, click on the save slot that you want to replace. Click on Yes to validate your choice, or No to choose another location. The new game is saved in the location you choose. To return to the Main Menu without saving the game, click the earring in the center of the screen or the Esc key.

The number of save slots is unlimited. Saving games over other games is not recommended.

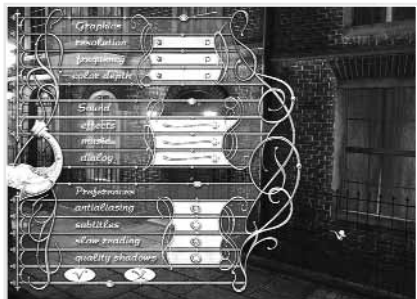
# Load a Game

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To load a game, proceed the same way as saving a game: click on the Load button in the Main Menu. The Load menu appears. Choose the game you want to play, click it, and the game will launch. To leave this menu without loading a game, click the Esc key or the earring in the center of the screen and you will return to the Main Menu.

# Options

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You can change the settings at any time during your game. The Esc key will bring you to the Main Menu, from where you can click on Options. In the Options Menu, you can choose from sound, graphics and display options.

## *Graphics Menu*

Resolution

Frequency

Bit depth

## *Definition*

Sets screen resolution

Sets the frequency of your LCD display

Sets color definition (choose 32 bits for best quality)

## *Sound Menu*

Effects

Music

Dialog

Sets the volume of the sound effects

Sets the volume of the music

Sets the volume of the voices

## *Preferences Menu*

Anti-aliasing

Subtitles

Slow reading

Quality shadows

Allows anti-aliasing (better definition of images)

Adds subtitles to all dialogue and commentary

Controls dialogue speed

Adds complex shadows on characters

The graphics settings adjust automatically to your computer's video card. However, you can modify them if your configuration allows it.

# The Cursors

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Cursor by default for:

## *Sherlock/Watson*



When you click, Sherlock/Watson will walk to the location of the cursor. A double-click will make Sherlock run to the location chosen in several areas. No other action is possible.

## *Movement Cursor*



Directs a character to go to a certain place. Sherlock/Watson changes view. A double-click will make Sherlock run to the location chosen in several areas. No other action is possible.

## *Main Cursor*



Indicates that an action is possible: to open a door, push a switch, or add or collect a missing object.

## *Dialogue Cursor*



Indicates that Sherlock can engage in dialogue with another character.

# Inventory

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The Inventory area allows you to collect the numerous objects you will find during the course of the game. When the cursor transforms itself to a hand, you can take an object. If you click on it, the object arranges itself automatically in the inventory bar.

To open your inventory bar, right-click your computer mouse at any time during the game. The inventory bar appears at the bottom of the screen without interfering with the game.

Roll the cursor over any object and additional information will pop up. Click on the arrows on the left and right side of the inventory bar to view your entire inventory. You can also use the scrolling wheel of your mouse.

To take an object, left-click on it; the object is now attached to your cursor and you can use it in the game. If you want to put the object back in the inventory, click the inventory bar again.

It is possible to combine objects in your inventory by taking one object and placing it on another object. The appearance of a new or modified object indicates if the combination was successful.

# Sherlock's Notebook



Sherlock has access to his Notebook at any time during the game. It contains the information he collects during the investigation that could be used later.

To access the Notebook, right-click to go to the inventory bar. You will find the Notebook on the very left of the bar. You can now choose from several different functions.

Once the Notebook is up, choose the page you want to see by clicking on

one of the tabs at the bottom of the screen. The available documents are displayed in the left-hand column of the screen. Select a document. To display multipage documents, scroll the pages by using the arrows at the bottom and top of the page, or use the scrolling wheel of your mouse.

To close the Notebook, click its icon in your inventory bar or the Esc key on your keyboard.

Once Sherlock has found a new document or report, the Notebook flashes in the lower left corner of the screen. Click on the flashing Notebook to retrieve this information. The document is then added to the bottom of the opened page. The Notebook icon will continue to flash until you read the new document.

# Sherlock's Notebook Icons



## ***Testimonies***

All conversations and testimonies are recorded and can be read on this page.



## ***Reports***

Results of certain actions and analyses are recorded on this page.



## ***Documents***

All the documents that Sherlock receives, collects, or sees are stored in this folder of his Notebook.



## ***Map***

Different locations in London and its suburbs will appear on the map during the game.



## ***Notebook (for Quiz)***

During the quiz, click on Notes to browse through testimonies, reports, documents, and maps. See the Quiz section for more information.



## ***Quiz***

Click this button to return to a question on the quiz and give your answer.

# Quiz



At the end of each level, Sherlock Holmes will ask questions to test how you played. You should answer each question yes or no and justify your reply with evidence and testimony gathered during the investigation. The color of the questions indicates the chapters to check: red for reports, green for documents, and blue for testimonies.

To answer a question, first choose Yes or No by clicking on it. Then browse your testimonies, reports and documents on the left page to find the one that contains the justification to the answer. Click your decided answer to select it, then click on the appropriate frame on the Quiz page to place your answer. Click on the arrows at the top and bottom of the Quiz page or use the scrolling wheel of your mouse to proceed to the other questions. Once you have answered all the questions, close the Notebook; Sherlock will then inform you if your replies are correct or if there was a mistake. If the later occurs, open the Notebook again to rectify your answers.

If you want to see the details of your testimonies, reports and documents during a quiz, click on the Notes tab. Click on the Quiz tab to return to the quiz.

# Sherlock's Table of Analyses at Baker Street



Sherlock is very good at chemistry and he spends a lot of time analyzing the evidence. You can analyze the evidence you find, too:

- Put the evidence under the microscope – the results of your analysis will be noted as a report in the Notebook.
- You can use the plate with water in it by putting it on the burner.
- You can put some evidence on the lit burner directly.
- Some of the evidence will require a water solution of reagents, which can be found on Sherlock's shelf.
- Use the magnifying glass from your inventory to study the evidence close up.



# The First 10 Minutes of the Game

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## *Sherringford Hall Ballroom*

After Sir Bromsby is killed, you begin to play as Sherlock:

- Talk to the doctor for information about Sir Bromsby's death.
- Talk to Sweetney, the businessman next to Bromsby's corpse, and gather more information.

- Go to the left and talk to Major Lockhart, who is behind a column.
- Move near the main entrance of the hall.
- Near a door, on a chair, is a piece of cloth. Grab it.
- Talk to Brimms, who is sweeping the floor.
- Talk to Colonel Patterson, who is standing at the bar.
- Exit the room using the door to the right of the main entrance.

## *Corridor to Kitchen*

This corridor has some elements connected to the murderer and the shooting.

- Sherlock notices the smell of gun powder.
- Right-click on your inventory, select the measuring tape, and click on the powder spot on the door leading to the ballroom. The spot is on the vertical side of the door.
- Take your magnifying glass from the inventory and look down at the statue and the column.
- Take your magnifying glass from the inventory. Look down at the mirror and take the black hair.
- Enter the ballroom again and you will notice the handle is twisted.

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The Secret of Silver Earring™

PROOF OF PURCHASE



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