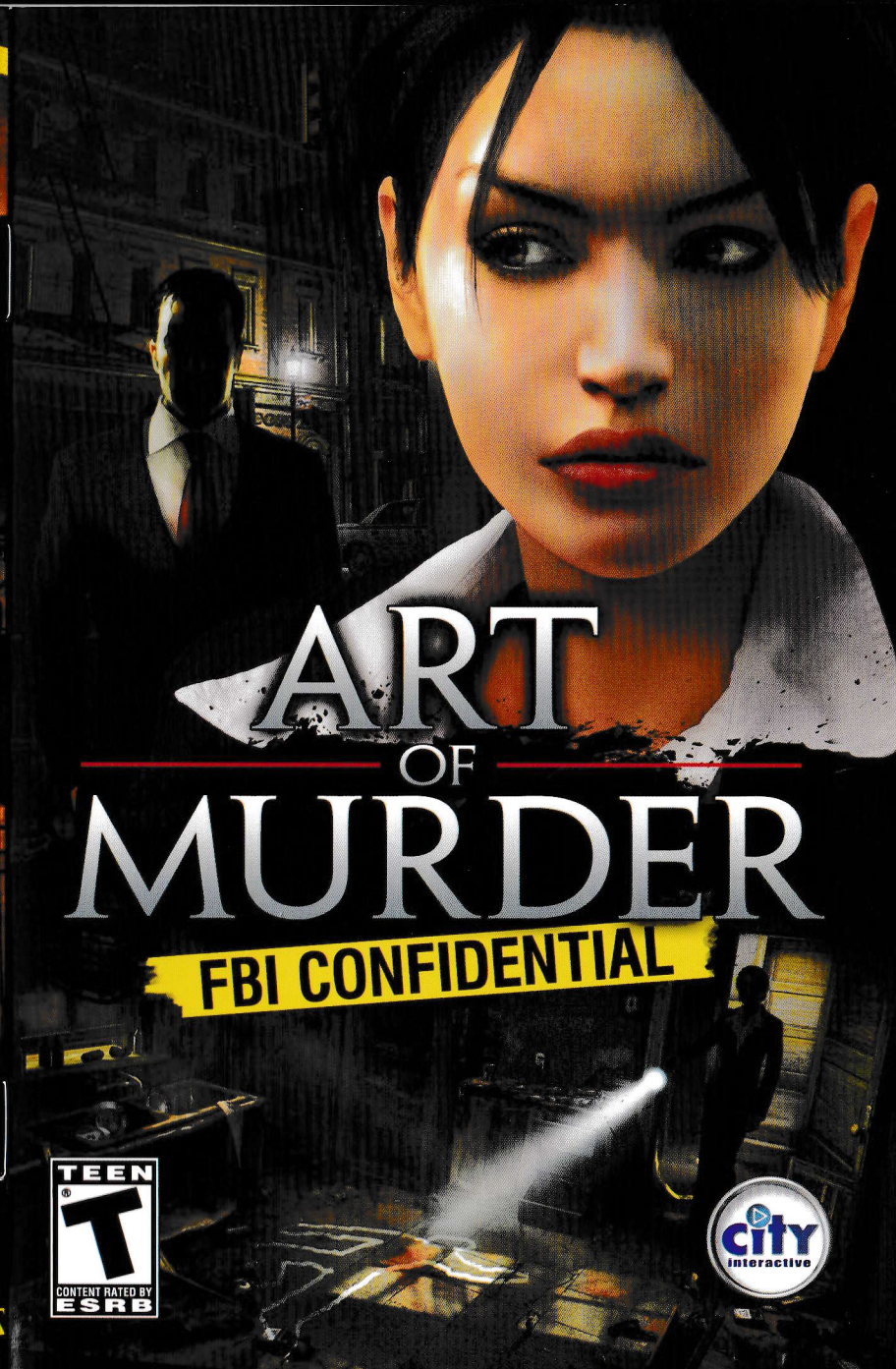




[www.city-interactive.com](http://www.city-interactive.com)

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### 1. Introduction

New York is shocked by a wave of ritual murders. Wealthy but seemingly ordinary citizens are murdered in mysterious circumstances. The victims are killed with a mysterious tool, the murderer removes their hearts. A young FBI agent - Nicole Bonnet - is assigned to accompany her more experienced partner, Nick, on this case. However, it quickly turns out that Bonnet will have to accept much more responsibility for this investigation.

What are the culprit's motives? What is the link between the victims? What is the murder tool? Why was such an important case given to an inexperienced agent?

Looking for the answers, Nicole Bonnet will visit the darkest corners of New York, the archeological capital of the world - Peruvian Cusco - and the Amazon jungle.

### 2. Game Features

Dark and intriguing storyline based on well-known concepts, full of unexpected twists of action, unique characters, interesting dialogues, and well-constructed puzzles.

Gripping and intense atmosphere - the result of combining exceptional storyline, beautiful graphics, original music, and realistic sound effects.

A unique mix of classic gameplay solutions with novelties - e.g. death of the main character is possible in this game.

Almost 20 characters, 100 puzzles, 15 main locations (200 rendered images in total) and 4000 dialogue lines.

Incredibly detailed and varied pre-rendered locations, enriched with the background animations - some of the best Graphic Artists and Art Directors in Poland are behind the visual presentation of the game.

3-dimensional characters, moving naturally and casting realistic shadows.

High-quality movie cut-scenes.

The game is laptop-compatible.

### 3. Nicole's CV

#### NICOLE BONNET

Born: 1978.06.02. in Hillsville

Marital status: single

Distinguishing marks: none

C.V.:

Nicole Bonnet was born and raised in a small town of Hillsville in south-western Virginia. Her father, Pierre Bonnet, who came to America from France, still runs

a car garage there. Her mother, Alicia Palmer Bonnet, is an architect.

Since school, Nicole was interested in psychology and philosophy. She read Husserl and Kant in high school, also being especially appreciative of Descartes' Metaphysical Meditations. In the end, she chose philosophical studies at the University of Virginia in Charlottesville. During her studies she devoted herself to phenomenological research of Karl Gustav Jung.

The person who had the greatest influence of Nicole's professional career was her uncle, an FBI agent, who had been killed in action in 1995. Although right after graduating Nicole started work with the staff of the congress of Virginia, she applied to FBI in 2005. She finished her training in Quantico in 2006.

One of the lecturers from the FBI Academy said about Nicole: 'She has a unique talent to combine analytical and synthetic thinking, as well as using both mathematical and humanistic knowledge. She is beyond any doubt naturally inclined to work as an investigator. Her keen mind, extraordinary intelligence and the ease with which she is able to link key facts make Bonnet one of the most promising agents who graduated from Quantico in 2006.'

### 4. Characters

#### JAMES SCOTT

FBI Agent

#### NICK ROMSKY

FBI Agent, Nicole's partner

#### LEON CHASER

Nicole's chief

#### WILLIAM WARREN

The Director of the Pre-Columbian Art Museum

#### ALLAN BRANFORD

Arts Collector, Warren's friend

#### JOEL TATUM

A Drunkard

#### HUAQUERO

Gangster

#### JUAN ALVARADO

Archeologist

#### RUTH

Secretary

#### POLICEMAN

#### PORTIER

#### GANGSTER

#### LIBRARIAN

#### DON DIEGO

Owner of the hotel

#### JOSE SANTAMARIA

Mechanic

#### CARABINERO

Law enforcement officer



## 5. System Requirements

- Windows 98 SE/ME/2000/XP(SP2), DirectX 8.1
- CPU 1 GHz, 256 MB RAM
- Recommended: Pentium 3 or AMD Athlon 1.5 GHz, 512 MB RAM
- Video card Nvidia GeForce or ATI Radeon 32 MB RAM, DirectX 8.1 compatible
- 1 GB of free HDD
- DVD-ROM 4x or faster, mouse, keyboard, sound card compatible with DirectX 8.1

## 6. Installation

Insert the Art of Murder - FBI Confidential DVD into your DVD ROM drive.

Follow the instructions appearing on the screen

If the installation screen does not show up, follow these steps:

### OPTION #1:

1. Click on START.
2. Click on RUN.
3. Type D:\SETUP.EXE (where 'D' is the letter of your DVD ROM drive).
4. Press 'OK' button.
5. Follow the on-screen instructions.

### OPTION #2:

1. Choose your DVD ROM drive by double-clicking on its icon.
2. Double-click on the file setup.exe.
3. Follow the on-screen instructions.

Before installing Art of Murder - FBI Confidential, make sure that all running programs have been closed (anti-virus, e-mail clients, web browsers, file sharing software, instant messaging). Most installation problems can be avoided by closing all other programs.

## STARTING THE GAME

Once the installation process is complete, the game can be initialized from the Desktop or Start Menu: Start->Programs ->City Interactive ->Art Of Murder - FBI Confidential -> Art Of Murder - FBI Confidential

Art Of Murder requires the original game DVD in the DVD-ROM drive.

While initializing the game, a window with the following game settings pops up:

Graphics tab allows to select the video card, display mode, and the level of anti-aliasing.

Sound tab allows to select the audio output device.

Accessibility tab allows to select options for gamers with eyesight problems.

About tab includes information about the game engine.

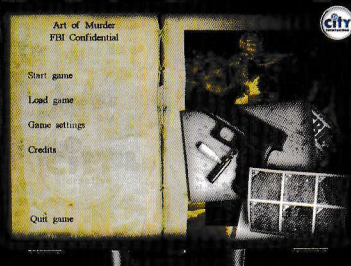
## REMOVING THE GAME

In order to remove the game, choose from the Start Menu: Start->Programs ->City Interactive -> Art Of Murder - FBI Confidential -> Uninstall Art Of Murder - FBI Confidential

## 7. Main Menu

In order to start a new game, choose Start Game option in the Main menu.

If you wish to load a previously saved game, choose Load Game and click on the



game you want to load. Every savegame is accompanied by a screenshot indicating the game's progress.

In order to change game settings, choose Game settings. You can adjust the music, sounds, and speech volume of the game. The master slider adjusts all the settings simultaneously.

If you want to know the game's producers, choose Credits.

You can leave the game and exit to Windows if you select Quit Game.

In order to change the graphic options (screen resolution, color palette, anti-aliasing), you have to switch off the game and select the options you like from the menu appearing when starting the game. You can also do it with the settings.exe file found in the game folder.

During the gameplay you can return to Main Menu, which includes the following options:

Resume Game - returning to the current game

Load Game - loading a previously saved game

Save Game - saving current progress of the game. You can click an empty window to create a new save or click on the previous savegame to overwrite it.

Game settings - moving to the game settings menu

Quit Game - leave the game and exit to Windows

## 8. Controls

Mouse – Mouse is the only device used to move in-game. Interaction with the environment is the result of clicking on a selected object on the screen. Moving the mouse over an item activates its description (the same goes for characters), appearing

in the top bar of the screen.

LMB – It activates interaction with other characters, objects (also those in your pockets), it controls the main character's moves; double-click results in running to a specified location.

RMB – It activates descriptions of items and characters

Mouse icon



Normal - indicates that the cursor is not placed on anything worthy of investigation. Clicking on this spot will only move Nicole to a specified location.



Action icon - means that something can be taken or used on the game screen or in your pocket.



View icon - shows up when you can find out more about a given object.



Conversation icon - depicted when Nicole can talk to other characters in the game.



Transfer to another location icon - means you can leave the current location.



Awaiting icon - means that game data is being loaded.

ESC – Pauses the game and brings up the main menu screen.

Special action in the game – In one of the game locations, an icon of heart appears.

The diminishing size of the heart indicates how much time the player still has.

Pocket – It is placed at the bottom of the screen and includes all the objects which the main character has collected on her journey. Items in the pocket can be combined with one another or with other objects on the current game screen.



When your pocket is full of items, you can browse its contents with the mouse-click on the arrows placed on both edges.

PDA – It includes a phone, a notepad, a camera, a photo archive and a telephone directory; all can be used in the game.

Spying glass – If you click on the spying glass, a system of hints and tips is activated. There will be small icons displayed all over the screen - they indicate important area and routes leading to other game locations.

Suitcase – After clicking on this icon, you will move to the Main Menu.

Dialogues – Dialogues appear at the bottom of the screen. You can fast-forward them by clicking the LMB. Nicole's dialogue lines are of different color than those of other characters'.

#### 9. Support

Visit the game's homepage at:  
[http://www.city-interactive.com/  
artofmurdergame/](http://www.city-interactive.com/artofmurdergame/)

Support can be found Online  
by visiting our website:  
<http://www.city-interactive.com/>  
or via e-mail:  
[support@city-interactive.com](mailto:support@city-interactive.com)

#### 10. Credits

**Project Leaders & Game design**  
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**Łukasz Pisarek**

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**Lidia Sztobryn**  
**Siergiej Wasilewski**  
**3D Brigade**

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**SomaTone Interactive Audio**

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**JS Gilbert**  
**Gavin Hammond**  
**Matt Mumper**  
**Pam Deweerd**  
**Mark Barbolak**