

THE  
ADVENTURE  
COMPANY

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TEEN



Alcohol and Tobacco Reference  
Mild Blood  
Mild Language  
Mild Violence  
Suggestive Themes

ESRB CONTENT RATING

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40883510



# SECRETS of the ARK

A Broken Sword Game

THE  
ADVENTURE  
COMPANY

## EPILEPSY WARNING

### Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of video games by their children. If you or your child experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

### Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.

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## INTRODUCTION

**B**iblical scholars have long agreed that Moses was more than just a poor shepherd's boy. It is said that he was a natural scholar and that from an early age he devoted himself to unravelling the mysterious arts of alchemy.

Indeed, he read documents that even in those times were already very ancient – the scant remains of older, extinct civilizations. Amongst these documents, it is believed, lay the primitive blueprints for an awesome weapon...

Moses was able to construct this weapon. And when the Pharaoh refused passage for the Israelites out of Egypt, he unleashed it upon the Egyptians with terrifying effect. The Pharaoh capitulated. The Exodus began.

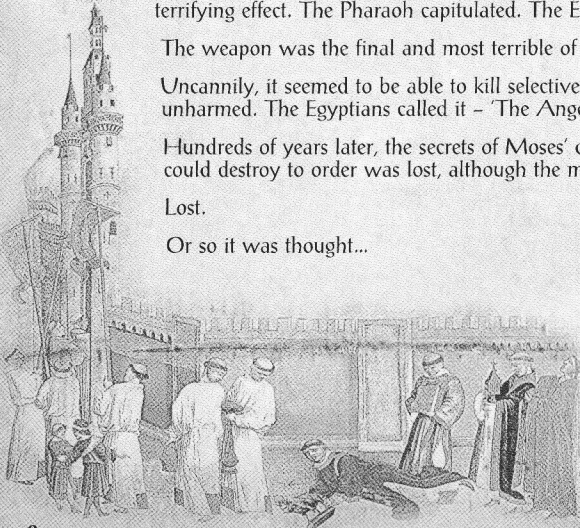
The weapon was the final and most terrible of the Great Plagues.

Uncannily, it seemed to be able to kill selectively, leaving the Israelites unharmed. The Egyptians called it – 'The Angel of Death'.

Hundreds of years later, the secrets of Moses' deadly weapon that could destroy to order was lost, although the memory lived on.

Lost.

Or so it was thought...



## NEW YORK - PRESENT DAY.

One-time adventurer George Stobbart sweats at a cramped desk in a bail-bond agency deep inside Harlem's derelict projects. He has had an arduous year since his climactic battle with a 'dragon' after which he was whisked away by secret service agencies and intensively interrogated. Eventually they declared "The Glastonbury Phenomenon" to be just another case of mass hysteria.



George returned home, wanting only to work on patents till the day he died. But his company had gone bust. And soon he found that no one would hire him. He was blacklisted. In desperation, he took the only job on offer – legal aide at Big Bros's Bail Bonds. The bottom of the heap. His new clients – crack-heads, gangstas, murderers. His new life – a tiny apartment in the most dangerous part of town.

One day I'm going to get out of here, he thinks, as he stares at his queue of tattooed, menacing, bling-bling clients...

Some hope.

And then... and then... he meets his next client. Blonde, beautiful, sophisticated – a woman whose problems he'd die to solve. He almost does – for no sooner has she told him about her plight, than an unsavoury bunch of hoodlums launch an attack. And so begins a new adventure.

## MINIMUM SYSTEM REQUIREMENTS

---

<b>Operating System:</b>	Windows® XP/Vista™
<b>Processor:</b>	1.4 GHz Pentium® 4 or Better
<b>Memory:</b>	256 MB RAM (512 MB Recommended)
<b>Hard Disk Space:</b>	2.6 GB Available
<b>CD/DVD-ROM Drive:</b>	16x
<b>Video Card:</b>	128 MB Shader model 1.1 Compatible*
<b>Sound Card:</b>	Windows® Compatible*
<b>DirectX®:</b>	Version: 9.0c (Included)

\* Indicates that device must be compatible with DirectX® 9.0c.

## INSTALLATION INSTRUCTIONS

---

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

**Note:** After installing the game, CD1 must be inserted into the CD/DVD-ROM drive throughout gameplay.

1. Insert Secrets of the Ark CD1 into your drive.
2. If the auto-run mode on your computer is active, the Program Menu will automatically appear.
3. If DirectX® 9.0c is currently installed on your PC, click 'Install Game'. The installation will start automatically.
4. Follow the on-screen instructions.

If auto-run mode is disabled on your computer, input the following:

- a) At the Windows® desktop, click on 'Start'.

- b) Select 'Run' and type the letter of your drive and Setup.exe (e.g. D:\Setup.exe).

Or

- a) Double-click on 'My Computer'.
  - b) Right-click on the drive with the Secrets of the Ark CD and select 'Open' to access the contents of the CD.
  - c) Double-click on the Setup.exe file to launch the installation.
5. Read and click-to-accept the End-User License Agreement, and then follow the on-screen instructions.
  6. The installation will automatically create a program icon group and a shortcut on your Windows® 'Start' menu.
  7. To launch the game, from the Windows® desktop, select:

Start ⇨ Programs ⇨ The Adventure Company ⇨ Secrets of the Ark ⇨ Play Game  
or double-click the Secrets of the Ark shortcut on the Windows® desktop.

## UNINSTALL INSTRUCTIONS

---

To uninstall Secrets of the Ark, complete the following actions:

From the Windows® desktop, select: Start ⇨ Programs ⇨ The Adventure Company  
⇨ Secrets of the Ark ⇨ Uninstall Game

Or

1. Insert Secrets of the Ark CD1 into your drive.
2. If the auto-run mode on your computer is active, the Program Menu will automatically appear.
3. Click 'Un-Install Game.' The game will automatically begin the uninstall procedure.
4. Follow the on-screen instructions.



## QUICKSTART

### MOUSE CURSOR

The mouse cursor is context sensitive. It normally displays as an arrow but changes to a cross when over an object with which you can interact.

### MOVEMENT

When the pointer is displayed as an arrow, clicking the left mouse button will cause George to attempt to move to that position. Hold the left mouse button and George will continuously attempt to move towards that position. Alternatively you can control George with the cursor keys. Press and hold the Left control key to change George's default movement to run.

### INTERACTING

When the cursor passes over an object with which you can interact, it will change to a cross. An icon will then appear next to the cursor, representing the primary action associated with that object. Click with the left mouse button to perform this action. Click the right mouse button to view all available actions, then move the cursor over the desired action and press the left mouse button. Press the right mouse button to return to normal control.



Arrow Cursor  
(normal)



Cross Cursor  
(interaction)

### INVENTORY

The inventory is a list of the objects that your character is carrying. To display the inventory, move the mouse pointer to the top of the screen. To select an inventory object, move over it with the cursor and press the left mouse button. Press the right mouse button to examine it, or in the case of the PDA to use it. While an inventory object is selected, its icon will appear next to the cursor. When in this mode, pressing the left mouse button on a background object, or a different inventory object, will have the effect of 'using' the inventory on the second object. Partner characters can be asked for help through this mechanic. To deselect an inventory object, press the right mouse button.



**Inventory**  
(objects being carried)

### TOP TIPS

- Remember that the primary action (left mouse button when over an object with which you can interact) may not always be the correct solution. Try pressing the right mouse button to get the full list of available actions.
- Some inventory and background objects reveal vital information when examined. If you get stuck in the first few screens then please refer to the Opening Section Walkthrough (later in this manual) which details how to complete the first section.

## MENUS




### MAIN MENU

Once the game loads, you will be offered a menu with the following options:




**New Game:** Select this option if you wish to start a new game.

**Load Game:** Select this option if you wish to load a previously saved game.

**Options Menu:** This option will offer you a list of the following in-game options:

-  **Control preferences** - Allows you to remap your keyboard controls if you are using the keys for character movement and change how you get your character to run.
-  **Graphics** - Allows you to change the graphics settings of the game. This also includes the language in which the subtitles are displayed.
-  **Sound Menu** - Allows you to adjust the sound levels.

**Extras Gallery:** The options available are:

-  **Credits** - A list of all those that worked on the game.
-  **Art** - Examples of concept art created for the game are made available once the game has been completed.
-  **Links** - Provides links to relevant websites.

**Exit:** For when you wish to quit the game.

## SAVING AND LOADING

### SAVING A GAME

During the game, when you want to save your progress, pause the game and select the Save Game option on the Pause Menu. To overwrite an existing save, select the save you wish to overwrite with the left mouse button. To create a new save, select the slot entitled new save. To delete a save, click the cross in the top right-hand corner of the save game; you will then have the option to cancel or confirm this deletion.

### LOADING A PREVIOUSLY SAVED GAME

Previously saved games can be loaded from the Load Game option on the Main Menu. The Load Game screen details the section and time at which each of the save slots were created. Simply pick the game you want to load and you will be returned to the game at the point you saved.

## GAME CONTROLS

We have endeavoured to make the controls simple and intuitive. The control system has been designed such that it can be played using the mouse only, or with a combination of the mouse and keyboard. Please note that keyboard controls can be re-defined. The following are the default controls in the game.

### IN-GAME GENERAL CONTROLS

**Mouse:** Controls movement of character, interaction with PDA, manuscript, inventory, city map and speech menus

**Mouse Wheel:** (if enabled) Change character movement speed between walk and run (Note: run is turned off by default and needs to be enabled in the Options Menu)

**Arrow Keys:** Control movement of character

**Left Control:** Run when moving character

**Escape:** Pause game - enter Pause Menu



### GAME WORLD CONTROL

Normally the mouse cursor is an arrow. However, it will change to a cross when over an object with which you can interact, and icon for the primary action appearing beside the cursor.

### NORMAL (CURSOR AS ARROW)

Mouse control in normal mode, when not hovering over an object with which you can interact.

**Left Mouse button: (Held Down)** The character will attempt to move 'directly' to the mouse arrow and will not attempt to route around any in-game obstacles

**Left Mouse button: (Clicked)** The character will generate a path to the location that the cursor is over.

**Mouse Wheel: (Forward if enabled)** The character will change from walk to run

**Mouse Wheel: (Backward if enabled)** If in run mode, the character will return to walk

**Right Mouse button: (Pressed)** If the character is routing to a location, the right mouse button cancels the route

**Moving mouse: (Cursor to top of screen)** Opens the inventory (see inventory control below)



### INTERACT (CURSOR AS CROSS)

Mouse control in interact mode, when hovering over an object with which you can interact.

**Left Mouse: (Held down)** The character will attempt to walk 'directly' to the mouse cursor

**Left Mouse: (Released/Clicked)** The character will perform the default action for the object. If they are not close enough, they will walk to the object first; cancel this with the right mouse button

**Mouse Wheel: (Forward if enabled)** The character will change from walk to run

**Mouse Wheel: (Backward if enabled)** If in run mode, character will return to walk

**Right Mouse: (Pressed)** This will open up the radial menu, which will show all the available actions that can be performed on this object (see radial menu control below)

**Arrow Keys:** Using the arrow keys will also move the character; up arrow will move the PC into the screen (away from the camera), down arrow will move the PC towards the screen (toward the camera), and the left and right arrows move the PC left and right from the camera's perspective

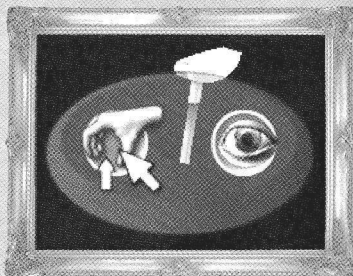
**Left Control:** Run when moving character



## RADIAL MENU CONTROL

**Left Mouse (Released/Clicked):** The character will undertake the selected action from the radial menu. Interaction can again be cancelled with the right or left mouse button if the cursor is still visible

**Right Mouse: (Pressed)** This will close radial menu



## CHARACTER MOVEMENT

**Mouse:** Left click on a point in the world to make your character walk there. To allow more control over the player, press and hold the left mouse button to cause the character to route directly to the cursor, regardless of obstacles. Naturally, if an obstacle is in the way he will not be able to pass through it!

**Keyboard:** You may also move the character around using the arrow keys. This method allows you to move the character around the environment, while simultaneously searching the world using the mouse cursor.

## INTERACTION

If the cursor is hovering over an interactable object, the mouse cursor will show an interaction icon. Left clicking when an icon like this is displayed will perform that particular interaction. Right clicking will bring up a radial menu showing all the actions appropriate for this object. Left click on an icon to select that action. If the character is too far away, they will attempt to automatically route to that object and then interact with it (this can be cancelled by moving anywhere else in the world or by simply pressing the right mouse button, provided the mouse cursor is still shown!)

## INVENTORY CONTROL

Your characters can pick up and carry objects. The objects being carried, the *inventory*, can be displayed by moving the mouse to the top of the screen.



Some inventory items can be used on each other. To do this, first highlight the item with the mouse and press the left mouse button; this attaches the object to the mouse cursor. Then move the mouse over the item you wish to combine it with and press the left mouse button.

Some inventory items can be used on objects in the world. To do this, first highlight the item with the mouse and press the left mouse button. Again, this attaches the object to the mouse cursor. Finally, move the mouse over the item in the world you wish to use it on and press the left mouse button.

To examine an object in the inventory, move the cursor over it and press the right mouse button. A selected item can be deselected by clicking on it again in the inventory or pressing the right mouse button. To close the inventory, move the mouse below the inventory interface.

## TALKING TO SOMEONE

If a speech icon is available, then your character can talk to that person. Selecting the 'talk' icon will trigger a conversation – if there is a choice of subjects then icons will be displayed. To select a subject to talk about, left click the relevant icon. It is always worth talking to people because they may provide vital information or clues.

## MOVING BOXES

Some boxes can be pulled and pushed. To move a box, move the cursor over it. If the cursor changes to a cross, and the 'grab box' icon is displayed then click on it and the character will walk up to it and grasp it. To move a box in a particular direction, position the character on the appropriate side. Click in front of the character to move the box forwards, and behind the character to move the box backwards. Boxes can



only be slid along a surface of the same height. Boxes can only be pulled backwards if there is an area onto which your character can step after having grabbed the box.

### CLIMBING, DROPPING AND SHIMMYING

When you encounter a ledge or a wall, your character may be able to jump up and grab it. Click on the relevant wall or ledge and the character will climb up if they can. While hanging from a wall, the character may be able to shimmy left or right. To do this simply click to the left or right of the character. To drop down, either press the right mouse button or click beneath the character. Your character can also climb onto certain objects by clicking on them.

### EXAMINING AND SEARCHING

As you progress, it is always worth taking the opportunity to search for clues - because information may be revealed that is vital in order to progress! Wherever possible use the 'search' icon to rummage through a body, and the 'examine' icon to take a closer look at things around you. Remember that objects in your inventory can be examined, and this may also reveal a vital clue.

### PDA

The characters are equipped with a Personal Digital Assistant with which the characters record their progress, can make phone calls and, later in the game, hack into various computers and websites.

### HACKING SECTION

During the game your character will come into a possession of the very latest hacking gizmo. This will allow you to use your PDA to hack computers and websites - provided you can work out how to divert the data stream from your PDA through a variety of network points to a specific data server.

The playable area of the hacking section is shown by the grid on the PDA. Components on the grid can be picked up, moved and rotated. To pick up an object and move it to another location simply 'drag and drop' the object using the left mouse

button. To rotate an object clockwise press the right mouse button, to rotate an object counterclockwise press the left mouse button.

### COMPONENTS



**PDA**  
This piece streams data.



**RESTRICTED NETWORK**  
A data stream may not pass through one of these for more than a few seconds.



**ONE WAY**  
Data streams may only pass through in the direction of the arrow.



**SINGLE MIRROR**  
One side of this will reflect a data beam by 90 degrees.



**FIXED DOUBLE MIRROR**  
Both sides reflect a data stream by 90 degrees, this piece cannot be moved.



**45 DEGREES SPLITTER/MERGER**  
This splits the stream into two streams by 45 degrees or merges 2 streams into one.



**NETWORK POINT**  
All of these must be passed by only one data beam.



**DATA SERVER**  
A single stream must finish here after passing through all the network points.



**WALL**  
Data streams cannot pass through these blocks.



**DOUBLE MIRROR**  
Both sides reflect a data stream by 90 degrees.



**DIVERTOR**  
This will divert a beam in the direction shown by the graphic.



**90 DEGREE SPLITTER/MERGER**  
This splits the stream into two streams by 90 degrees or merges two streams into one.



**DATA STREAM**  
This is the data stream you must divert though all the network points to solve the puzzle.

### SOOLVE A PUZZLE

Each hacking puzzle has several network points on it. In order to successfully complete a puzzle you must divert the data stream through each network to finish at the data server. Only one data stream may pass through a network point at any time.

If a beam has been split, then it must be merged again - if a beam is not merged, data is lost and hacking is unsuccessful.

Data streams move in the direction indicated by the stream itself, in some cases streams can only pass over a certain tile in the direction indicated by that particular tile (one way piece).

If a data stream passes into a restricted network then you must quickly divert the stream away before the security system closes the ports.

### CITY MAPS

The city map screen shows the locations that the character can visit. Simply move the mouse cursor to the location you wish to go to and left click. The character will then automatically travel there.

### MANUSCRIPT

Moving the mouse over the Manuscript will highlight areas of interest which, when clicked on, will provide in-depth details. To exit the Manuscript, press the return arrow in the corner. The return arrow will not initially appear.



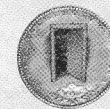
## ACTION ICONS



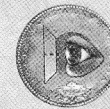
TALK TO



INTERACT



OPEN DOOR



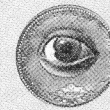
LOOK THROUGH



GRAB BOX



PICK UP



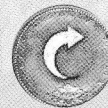
EXAMINE



SEARCH



ROTATE  
COUNTER-  
CLOCKWISE



ROTATE  
CLOCKWISE



CLIMB ONTO  
BALCONY



CLIMB OFF  
BALCONY



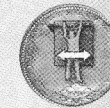
CLIMB ONTO  
LEDGE



DROP FROM  
LEDGE



POSITION TO  
SIDE STEP



POSITION  
TO SHIMMY



## CREDITS

### REVOLUTION SOFTWARE

#### Director

Charles Cecil

#### Story Writers/Game Design

Charles Cecil  
Neil Richards

#### Script Writer

Neil Richards

#### Story advice

Tony Warriner  
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### Chief Technical Officer

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Darren Mills

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#### Audio Director

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#### Sound Effects

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#### Tim Shepherd

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Adam Rowley  
Tom Laws

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Ben McCullough

#### "Mafia Theme" Soprano Voice

Sarah Holyome

#### Slide Guitar

Chris Stimpson

#### Music for the Black Cat Club

W. A. Mozart (K330 and K545)

#### Additional Music

written and performed by Ubernoise  
([www.ubernoise.co.uk](http://www.ubernoise.co.uk))

I am on your shoulder  
(End credit music)

#### Summer Rain

(NY Hotel lift musik)

Ghosts (NY Mix) (Bail bonds Ghetto blaster  
music)

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Pre-Cleared Music - [www.sugarstar.com](http://www.sugarstar.com)

### Voice Director

Dirk Maggs

### UK Voice Actors

George Rolf Saxon  
Anna Maria Regina Regan  
Nico Katherine Pagon

### Other cast members

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Bob Golding  
Wayne Forester  
Andrew Secombe  
Tasmin Heatley  
Alison Pettitt

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#### Quality Assurance Testing

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Richard Westmoreland  
Craig Turner, Daniel Colman  
Kenton Fletcher

### Special thank, to

John-Henry Clay  
Latin translation, and to the Centre for Medieval  
Studies, University of York

Caroline Deane and

Qui Lei-Lei

Paintings in the Black Cat club

John Walker

'Brian the Templar' image

## THE ADVENTURE COMPANY

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Trang To

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**Director of Global Marketing:**  
Lorraine Lue

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**QA Manager:**  
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**LEGAL AFFAIRS**  
Leslie Rosenthal

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**President and CEO:**  
Richard Wah Kan

**VP and CFO:**  
Sean Carr

**VP Marketing:**  
Marshall Zwicker

## PRODUCT WARRANTY

DreamCatcher will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for US\$8.00 to cover postage and handling fees. (Please Note: Add US\$2.00 for each additional disc).

Please be sure to include the following:

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- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:

DreamCatcher Interactive Inc.  
1658 North Milwaukee Ave., Suite #450  
Chicago, IL 60647  
United States



## TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Web site where we have posted common problems and solutions that may help you at:

Online Support -  
<http://www.adventurecompanygames.com/tac/support/index.php>

You may also complete the Technical Support form located at our Web site at:

Email Support -  
[http://www.adventurecompanygames.com/tac/forms/tech\\_support.php](http://www.adventurecompanygames.com/tac/forms/tech_support.php)

Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

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