

CULPA INNATA

CULPA INNATA

V58L-FTKS-ZN0R3



Strategy First



903809M

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INTRODUCTION

The year is 2047.

It is the golden age in mankind's evolution. For the first time in history, countries with significant resources have united under one World Union. In this utopian society, "survival of the fittest" takes its next inevitable step. Only the elite are deemed worthy to live under the World Union banner – the smartest, healthiest, and wealthiest. Forsaking the altruistic tendencies that have crippled individual development and economic progress in the past, the World Union has ushered in an unprecedented era of self-interest and fulfillment. Prosperity is a science, sex is entertainment, disease and capital crime are non-existent, and the future has never looked better.

But beneath a perfect world lies an unspeakable truth. That truth is ready to surface.

A World Union citizen is murdered in Russia, one of the few remaining "rogue states". This murder oddly coincides with the accidental death of a prominent professor in Adrianopolis, an important border town between the World Union and Russia. Peace Officer Phoenix Wallis is assigned to lead the investigation of this unprecedented murder. Still young and inexperienced, she will soon make discoveries beyond her wildest imagination, as skilled hackers and subversive characters begin taking an inexplicable interest in Phoenix. Her investigation reveals enigmatic clues that lead her deeper and deeper into a mystery that challenges not only her case, but her very beliefs in the worldview she has sworn to protect.

You are about to join Phoenix in her exciting adventure. Set aside your archaic Understanding of the world around you, because that world no longer exists. Culpa Innata welcomes you to the World Union.

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

- Windows 2000/XP/Vista
- 1 GHz Pentium III or Athlon processor (or equivalent)
- 512 MB RAM
- GeForce3 Ti / Radeon 8500 Video Chipset w/64MB VRAM
- DirectX 8.0
- DirectX 8.0 compliant sound card
- 2X DVD-ROM drive
- 3.8 GB free hard disk space

RECOMMENDED

- Windows XP/Vista
- 2.8 GHz Pentium 4 or Athlon processor
- 1024 MB RAM
- GeForce4 Ti / Radeon 9600 Video Chipset or better w/256MB VRAM
- 4X DVD-ROM drive
- DirectX 8.1 or newer
- DirectX 8.1 or newer compliant sound card
- 4.2 GB free hard disk space

NOTE: It may be necessary to update your hardware drivers.

INSTALLATION

In order to play CULPA INNATA, you must first install the program on your computer's hard drive. The CULPA INNATA DVD contains an AUTO-RUN screen that automatically guides you through the installation process.

- 1) Insert DVD into your computer's DVD-ROM drive.
- 2) Once the AUTO-RUN screen appears, click INSTALL GAME.
- 3) Follow the on-screen installation instructions.

If the AUTO-RUN screen does not appear:

- 1) Double-click on the MY COMPUTER icon on your computer's desktop. On computers running Windows XP, the MY COMPUTER icon can also be found on the START menu.
- 2) Double-click on the DVD-ROM drive showing the CULPA INNATA icon.
- 3) Double-click on setup.exe.

Once you have successfully installed the game, you're ready to play!

NOTE: Please note that due to the large size of some of the last install files, the progress indicator may pause for a long period of time. Please wait until CULPA INNATA SETUP finishes installation, which may take up to 30 minutes. Do not reset or turn off your computer.

Now that you've installed the game, you can begin playing:

- 1) You may begin the game by clicking on the Windows START button, and selecting Programs>Strategy First>Culpa Innata.

- 2) If you chose to add a desktop shortcut during installation, you may double-click the CULPA INNATA icon on your desktop.
- 3) Begin Playing CULPA INNATA

UNINSTALL CULPA INNATA

If you need to uninstall CULPA INNATA, you may do any of the following:

- Click on the START button, choose Programs, Strategy First, Culpa Innata, Uninstall Culpa Innata or:
- Click on the START button, go to Settings, Control Panel, Add/Remove Programs and remove CULPA INNATA.

MEMORY AND PERFORMANCE

CULPA INNATA requires at least 512 MB of RAM and a 1 GHz processor; the performance of the game will improve if you have more RAM and a faster processor. Regardless of your machine specs, you can maximize your available memory and increase the overall performance of the game by doing the following:

- Close any open windows.
- Shut down all other programs, including system tray programs.
- Defragment your hard drive.
- Make sure to have additional free space on your hard drive.

GAME CONTROLS

Culpa Innata is a Point and Click Adventure Game and the player does not need any other interface, such as keyboard or game pad.

You can access the GAME CONTROL MENUS during the game start, or by clicking right mouse button during game play. At game start, click OPTIONS and select from VIDEO OPTIONS, AUDIO OPTIONS and CAPTIONS. During game play, click right mouse button, left click on GAME OPTIONS and select from VIDEO OPTIONS and AUDIO OPTIONS.

By default, the game starts with a resolution of 800x600, Anti Alias off and Captions off. We recommend players to switch to a resolution of 1024x768. The sound levels are at 100 for Voices, 50 for Background Music and 50 for Sound Effects by default.

PLAYING CULPA INNATA

Culpa Innata is an interactive 3D Adventure that uses an intuitive point-and-click control scheme, where the player controls protagonist Phoenix Wallis. Possible interactions are represented by different cursors displayed onscreen. Simply left click the mouse when they appear. Right clicking will skip all cut scenes, monologues and dialogues, as well as enabling and disabling the Personal Assistant.



The standard cursor will perform only default actions, including moving Phoenix within the current screen, pushing buttons, and making menu selections.

The following context-specific cursors are designed to help Phoenix further interact with the environment and move around the game world.

INTERACTION



When Phoenix first encounters an object or person she hasn't identified, click this icon and she'll make an observation. Sometimes she'll have more than one comment to make, so be sure to click until the cursor changes, disappears, or until the comment repeats.



Objects that can be examined close up will display this icon.



Phoenix can pick up or manipulate certain objects on screen.



In specific instances, Phoenix must move items around the game screen. To achieve this, left click and hold the mouse button, then drag the item to the desired location before releasing. You will also see this icon when you successfully move an inventory item over the object where it can be used.



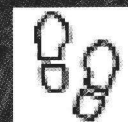
Appears only when Phoenix is holding an inventory item. This cursor indicates that the item cannot be used on that particular object.



Phoenix will spend a lot of time engaging others in conversation. Select this cursor to begin dialogue.



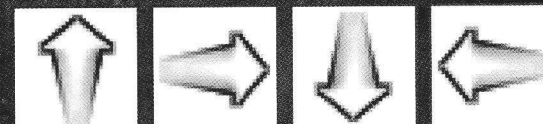
Some images will need to be recorded. Uploaded images will appear as inventory items.



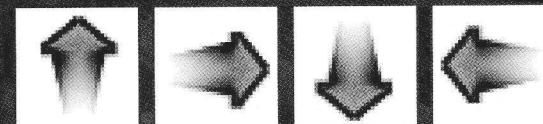
When Phoenix can leave a specific location, this exit symbol will appear. Some exits lead to another area in the same building, while others will automatically call up the navigational travel map.

NAVIGATION

When moving within the current screen, single clicking an accessible area or hotspot will cause Phoenix to walk to that position. Double clicking usually makes Phoenix run, though not all areas allow for running. When moving Phoenix to a different screen, choose one of the following cursors:



Moves Phoenix to an area deeper within the current location.



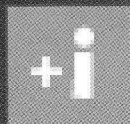
Moves Phoenix directly outside of the current location, or towards the exit.

PERSONAL ASSISTANT (PA)

Early in the game, Phoenix will acquire her Personal Assistant (PA), which includes many functions integral to completing Culpa Innata. To access the PA, and to close out of it when finished, simply right click the mouse.

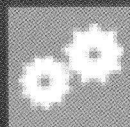
INVENTORY

Items that Phoenix collects during her travels will be represented in the PA inventory screen. By default, clicking on each item shows a small view screen with an image and short description of the item. You can further interact with these items by clicking the following onscreen icons:



Examines items in closer detail

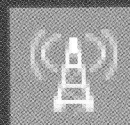
NOTE: Not all items can be viewed close up.



Uses the current item. Selecting this icon will close the PA and return Phoenix to the game world.

CONTACT

As Phoenix meets different people in her travels, she will add them as contacts. Occasionally she will need to reach people through the PA's video phone capability.



To call a person, click on their name, then click this icon.

NOTE: Phoenix may refuse to contact someone if it's not required.

MAP

Adrianopolis, the town that events take place, is a large city. But Phoenix soon receives a detailed map that lets players move between locations easily. To select a location, simply click its icon on the map. Some larger locations have additional maps with more specific locations to choose from.

Travelling between locations is instantaneous for players, but not for Phoenix. Each trip she takes uses up a realistic amount of travel time within the game. (See page 8 for more details.)

Not all locations are available at all times. Some locations are only accessible at specific times, and any location that Phoenix has no reason to visit will be greyed out.

DIARY

Phoenix will note all relevant information from the investigation in her diary, as well as record some personal observations. In Culpa Innata, this diary also serves as a hint function. Most entries will originally appear in black print, but any detail requiring follow-up attention will be recorded in red. When Phoenix completes the necessary actions, the entry will then turn black. As there is so much to do in the game, this makes it easier for players to know what detail they've missed on occasion. Of course, using this feature extensively will cut down on the challenge and enjoyment, so we encourage you to use it only when necessary. Remember, this is an adventure, so explore everywhere, talk to everyone, and interact with everything!

GAME CONTROLS

Save Game:

You can save your game almost anywhere in Culpa Innata, unless Phoenix is in the middle of a specific action (such as dialogues or puzzle screens). There are many save slots in the game, so be sure to save often in different places. You can't die or end your game prematurely, but there are many alternate paths and optional dialogues and activities to enjoy. Keeping a variety of saved games lets you easily revisit any location to try things differently a second and even a third time through.

Saved games are marked with a time stamp and thumbnail for easy reference. The save menu presents a block of four save slots, always defaulting to the first set of four with a free slot for easy convenience.

Load Game:

Like the save menu, the load screen presents a set of four save slots, always defaulting to the set of four that includes your most recent save. If you wish to load a different save, the arrows will scroll through the list in sets of four slots at a time.

Graphics and Audio:

These options allow you to adjust the same settings as the main menu should you wish to make adjustments as you play.

Exit:

We know you'll want to keep playing Culpa Innata, but it's a very long game, so when you need to reluctantly tear yourself away, here's where to do it.

SPECIAL FEATURES

Computer functions:

In Phoenix's office is a computer with many unique abilities that will be required to analyze information and solve puzzles. From database searches to decryption to 3D image reconstruction, to name just a few, you'll need to experiment with the computer's functions to figure out how to proceed. Fortunately, Phoenix knows what won't work, even if you don't, so she'll help point you in the right direction.

Wardrobe:

Ever notice how so many games have characters wearing in the same clothes all the time? Not so in Culpa Innata. In fact, Phoenix will have to change her clothes at times, as her work uniform just doesn't suit the night life of Adrianopolis. When needing new attire, simply click on Phoenix's wardrobe and sample the many different outfits available.

Clock:

Culpa Innata takes place in a pseudo real time. Day turns to night, night turns to day, and the clock is ticking as you travel between locations. There's no time limit on the game, and actions are never rushed, so you're free to play the game at your leisure. But this is an investigation, and Phoenix will want to make the best use of time. To make that more challenging, a Peace Officer can only demand a limited amount of time each day from World Union citizens.

Just like real life, you'll usually have more to do than you have time to do it all, but as some activities only occur at night, you may occasionally find yourself looking to pass time quickly. In such cases, why not have Phoenix catch up on her paperwork or head to the Pyramid gym for an energetic workout?

Re-playability:

No matter how thorough you are, you can't experience everything Culpa Innata has

to offer in a single play through. With branching paths, optional activities, and non-linear gameplay, there are plenty of ways to experiment, and no two games play exactly alike.

Choice and Consequence:

Many times throughout the game, you'll be faced with choices that impact your experience. Rarely is there a "right and wrong", but there are consequences to each decision, and you'll be held accountable for the choices you make. Sometimes the results will be minimal, while other times you may open or close off entire new puzzles and locations!

One of the key responsibilities of a Peace Officer is requesting warrants. You're encouraged to experiment, but keep in mind that the investigation ultimately hinges on your decisions, so choose wisely.

Optional Activities:

A murder case leaves little free time, but no law-abiding World Union citizen will neglect personal needs. When Phoenix has the chance, she might benefit from meeting with her friends, dancing at a club, or even getting a makeover. Don't miss out on the best of what Adrianopolis has to offer.

HUMAN DEVELOPMENT INDEX (HDI)

A measurement of one's personal value, the HDI is critical for every World Union citizen, and players are not exempt. By purchasing Culpa Innata, you've already met the required intelligence and financial conditions for entry, but the real tests are yet to come.

As you guide Phoenix through her many decisions, your progress will be monitored and your successes and failures noted. If you want to distinguish yourself, it's not enough just to solve the case. You'll also need to impress your GPSN superiors with your discipline and aptitude.

At the end of the investigation, you'll be assigned your own HDI based on the choices you've made. But don't worry – a successful investigation will always guarantee a passing grade, as we feel no one should ever be punished for experimenting. Besides, sometimes the politically correct decisions just aren't as much fun!

TROUBLESHOOTING

PROBLEMS LAUNCHING THE GAME

If you are having difficulty launching the game:

- 1) Close any other applications that are running on your PC, including applications in the system tray.
- 2) Make sure that DirectX 8.1b or higher is installed on your system.
- 3) Make sure to update your graphics card drivers to the latest drivers available.
ATI Technologies <http://www.atitech.com/>
Creative Labs <http://www.creativelabs.com/>
NVIDIA <http://www.nvidia.com/>

TECHNICAL SUPPORT

Please consult our Technical Support Knowledge Base:
<http://www.strategyfirst.com/en/support/kb/>

For further assistance, you can reach us at the following:

Technical Support contact form: <http://www.strategyfirst.com/en/support/request/>
Phone: (514) 844-2433 Monday to Friday from 9:00AM to 5:00PM Eastern time
Fax: (514) 844-4337 Attn: support
E-mail: support@strategyfirst.com

You can also visit our website at <http://www.strategyfirst.com>

When you call, please have the following information handy for faster service:

- Computer type and processor speed
- Amount of RAM (memory)
- Operating System Used
- Type of video and sound card
- Make and model of video card
- Version of DirectX installed on your machine.

All this information can be obtained through the dxdiag utility:
(start/run/dxdiag).

Momentum DMT

produced by

Burak Barmanbek
based on novel by
Alev Alatl

story by

Burak Barmanbek
A. Tanju Erdem
Mehmet K. Özkan
Mart Bördü
Alev Alatl

designers

Kevin Reynolds
Mart Bördü
Mehmet Can İlek

additional design

consultancy
Laura MacDonald
Jack Allin

written by

Kevin Reynolds
script writing
Burak Barmanbek
Julia Allaman

additional material

Alev Alatl
Sermin İldirar
Erkin Cam

script editing

Mehmet Can İlek
Jack Allin

programming

Ahmet Karmen (Lead)
Meta Balci
Eylem Uğurel
A. Tanju Erdem

tool programming

A. Tanju Erdem
Mart Bördü
Eylem Uğurel

editing

Ahmet Karmen
Elif Bozkurt

additional programming

Cam Sarman
T. Can Gürel

research & development

A. Tanju Erdem (Lead)
Cigdem Eroglu Erdem
Engin Erzin

3d graphic art

M. Levent Kerman
Gökhan Uysal
Funda Güven

3d animation

Gökhan Alpak
Gökhan Uysal
Ertürk Buluc

director of photography

Oral User
Pelin Esmer

artwork

Tansel Körikeli
Ertürk Buluc

additional modelling

Saba Cil
Inanc Turay

original score

Lorenzo Peris Rodriguez
David Varga

facial photo casting

Pelin Esmer
audio casting
Amy Kraushaar
Oral User

audio production

Burak Barmanbek
Sharon Karp
Oral User

main characters

Diana Slickman
as Phoenix Walits
Anne Wakefield

Kari Carloscio Keillor

as Sandra Pescara
other voice characterizations
BJ Albert

Julie Allaman
Joseph Patrick Boggs
John B. Boss

sound engineers

Dennis Brown
Keith Enroll
Arthur Hartnett

sound fx

Sharon Karp
Kari Carloscio Keillor
Laura F. Keyes

walkthrough courtesy of

Michael S. Kreil
Christopher Kuckenkaker
Rudi Piechowski

editors

Dean Sagman
Brenda Schatzlau
John Taber

testers

Deborah A. M. Vaughn
Anne Wakefield
Angela Wyod

walkthrough courtesy of

Marita Robinson
GameBoomers.com
testers
Taly Talayman (Lead)

3d graphic art

Ana Sprague
Leri Gran
Max Novall

3d animation

Mats Biström
Dennis Lepine
Becky Waxman

director of photography

Marita Robinson
Jennifer White
Ceren Gaziolu

artwork

Anıl Onur
Soner Türkçümez
M. Toğa Eren

business director

Burak Barmanbek
Levent Kant
Emre Yeri

localization & special events

coordinator
Lucia Markovova

web site design

Jeff Tobler, Omni Creative Group
Int'l

additional web design

Gita Lal
very special thanks
Bane Ünüvar

special thanks

Numerical Design Limited
3D sk
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Marlin Studios

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Emad
Tuna Casting
Foremedia
Sound Ideas

facial photos

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Tilay Oydemir
Seda Orsel

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Hatice Ketel
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