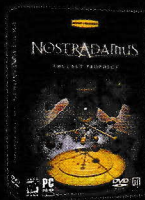


B. Sokal SINKING ISLAND

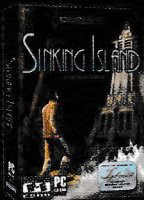
A PSYCHOLOGICAL THRILLER



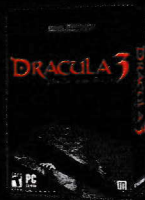
MYSTERY ADVENTURE GAMES



Nostradamus



Sinking Island



Dracula 3



Still Life 2

COLLECT THEM ALL

www.MYSTERYADVENTUREGAMES.COM

A Multimedia Program co-produced by White Birds Productions / MC2-Microids Developed by White Birds Productions.
© 2007 White Birds Productions / MC2-Microids. All rights reserved. Microsoft, Windows and the Windows logo are registered trademarks of Microsoft Corporation in the United States and/or other countries. Pentium is a trademark or registered trademark of Intel Corporation or its subsidiaries in the United States and other countries. Software platform logo (TM and ©) IEMA 2006. The ESRB ratings icon is a registered trademark of the Entertainment Software association. Encore and the Encore logo are trademarks or registered trademarks of Encore Software, Inc. All other brands, logos, marks, copyrights and/or trademarks are properties of their respective owners.

USE OF THIS PRODUCT IS SUBJECT TO CERTAIN RESTRICTIONS AND LIMITATIONS OF WARRANTY UNDER THE LICENSE AGREEMENT CONTAINED HEREIN. YOUR USE OF THIS PRODUCT CONSTITUTES YOUR AGREEMENT TO ITS TERMS.

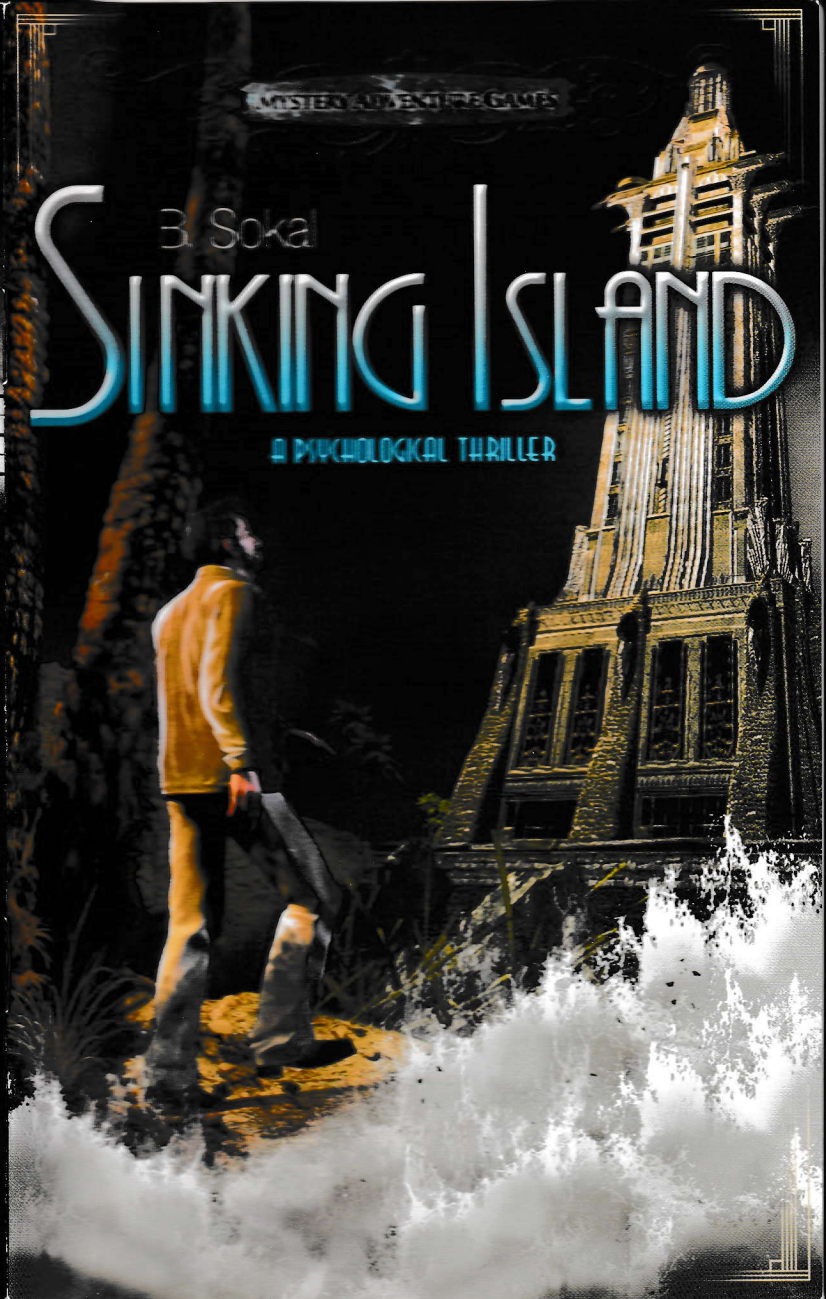


ENCORE
A MULTIMEDIA ENTERTAINMENT COMPANY

www.encoreusa.com

B. Sokal SINKING ISLAND

A PSYCHOLOGICAL THRILLER



1. A word from Benoît Sokal

I've always liked stories where the policeman cleverly uncovers the devious operations of criminal intelligence. Methodical inquiries is only one scientific explanation that can unravel the web of horror. The implacable logic of a good sleuth seems to leave little room for improvisation, yet the killer sometimes has such strange motives and often, the well-oiled procedures that we like to believe exist in criminal processes are not enough to restrain the unfathomable darkness of the human soul.

Benoît Sokal



2. Walter Jones, an extraordinary destiny

New York, 24th October 1929. Otherwise known as Black Thursday. The start of the Great Crash in the United States. Walter Jones is just five years old as he studies the pensive figure of his father looking out of the windows of the Jones Company offices, gazing at the port of Manhattan covered in fog. Samuel Jones is ruined. It will take him more than twenty years to rebuild his fortune. Along the way, he'll teach the young Walter all about the principles of American success. Walter will learn his lesson well: today he is one of the wealthiest people in America. It is said that everything he touches turns into dollars. It is also said that when it comes to business, he cares neither for scruples nor mercy and that he shows no compassion for his family either.

Walter Jones is egocentric, a manipulator and paranoid. A fascinating ogre who seems only to love one thing: New York. The city in which he grew up has always been an endless source of energy for him; an environment in scale with his oversized ambitions.

So it is hardly surprising that the colossal project he began some years ago on the atoll of Sagorah, in the middle of the Indian Ocean – an atoll that he bought for next to nothing from illiterate natives – brings to mind the art-deco architecture of Manhattan skyscrapers.

His project is a gigantic tower, used both as a hotel and a palace; a monument to the glory of its megalomaniac owner. A huge lighthouse in the middle of the ocean. This is where Walter Jones has decided to retreat from the rest of the world and to live out his life.

This week, the billionaire has invited his heirs to join him on the island. It would seem he wants to inform them of his will. Well, that's what his grandchildren, who quickly replied positively to the invitation, want to believe in any case.

Today, there are eleven people on the isle of Sagorah:

1. Walter Jones.
2. Sonia Jones, his granddaughter.
3. Martin Abruzzi, Sonia's husband.
4. Billy Jones, his grandson.
5. Clara Jones, Billy's wife.
6. Marco Jones, his grandson.
7. Cristina Bromski, Marco's partner.
8. Lorenzo Battaglieri, the architect of the tower of Sagorah.
9. Hubert de Nolent, Walter Jones' lawyer.
10. Kolio Jumhu, a native fisherman.
11. Baïna Jumhu, the fisherman's daughter.

Latest news: the weather in the sector is bad: violent storms are forecast for the following days.

3. Introduction to the story

Jack Norm was enjoying a well-earned holiday when his friend and colleague, Victor Reeves, tied to a hospital bed for several days, asked him to lead an inquiry for him into the death of the ultra rich Walter Jones. The latter had died after a fall in his wheelchair in dubious circumstances. Jack Norm packs up his things and flies directly to the isle of Sagorah and its huge tower, the dead billionaire's second home. Was it murder? The answer to this question is the prelude to Jack Norm's inquiry, and his ultimate mandate/objective.

4. Precisions on the inquiry's development

Jack Norm's inquiry is divided into several mandates. Each one represents a step/an objective of the inquiry. For each mandate, the player has to collect a certain amount of evidence and statements.

The police and Jack Norm, give a lot of importance to material evidence. It serves as the basis for a fact. This does not mean that statements/declarations are not important too. They are used to support or interpret material evidence. Most mandates will be solved with a combination of physical clues (material evidence, fingerprints, photos, documents) and statements/declarations.

5. Configuration

System Requirements

Windows® XP (Home & Pro) SP2/Vista™,
Pentium® III 1.5 GHz or higher (Pentium IV 2.2 GHz or equivalent recommended),
512 MB RAM (1 GB RAM recommended),
16x DVD-ROM drive or faster,
3 GB free hard disk space,
800 x 600 16-bit color display,
DirectX® 9.0c (included on disc) compatible or higher 3D video card with 64 MB of video RAM (3D video card with 256 MB of video RAM recommended) (ATI Radeon 9600 series or NVIDIA GeForce 6 series recommended),
DirectX® 9.0c or higher compatible 16-bit sound card, Keyboard & mouse.

¹Administrator privileges are required to properly install the program on Windows XP and Vista.

Installing the Program

1. Exit all programs and insert the **Sinking Island** DVD into the DVD-ROM drive. The Installation window opens automatically if Autorun is enabled on your system.

Note: If you have disabled Autorun on your computer, choose **Run** from the **Start** menu to open the Run dialog box. Type **D:\Autoplay.exe** and click on **OK**. (If your DVD drive is something other than "D", substitute the correct drive letter.) 2. Follow the instructions on the screen to complete the installation.

Uninstalling the Program

1. Choose **Settings** from the Start menu.
2. Choose **Control Panel** from **Settings**.
3. Double-click on **Add/Remove Programs**.
4. Select the name of the program you want to uninstall and click on the **Add or Remove** button.
5. Click **Yes** to confirm file deletion.

Running the Program

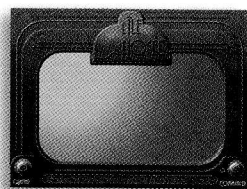
To run the program, double click on the title's desktop icon. You can also run the program from the start menu. Click on **Start, Programs**, and select the **Sinking Island** folder. Click on the **Sinking Island** menu item to start the program.

Technical Support

Technical Support and Customer Service is provided by visiting our website at: <http://support.encoreusa.com>

Limited Warranty information is available at: <http://support.encoreusa.com/limitedwarranty.asp>

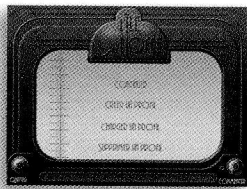
7 Play Sinking Island



7.1 Game menus

Start/Quit

Click **Start** to run the game.
Click **Quit** to close the game.



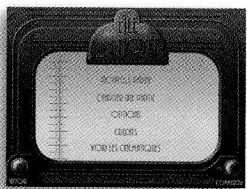
Profile screen

Continue: only accessible if a profile has already been created and saved. Runs the default profile (the last profile used. A window shows its name.)

Create a profile: used to create a new profile – simply enter the name for the profile using the keyboard and click ok.

Load a profile: choose a profile from the list of existing profiles and load it.

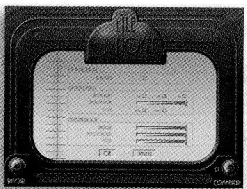
Delete a profile: choose a profile from the list of existing profiles and delete it.



The main menu

New game: start a new game from scratch.

Load a game: choose a game from the list of saved games. On the left, the time at and date on which the game was saved is shown. On the right, the type of game (personal or automatic) shows if the game was saved by the player or saved by the game after successful completion of a mandate. Under the image, the time at and date on which the game was saved is shown. Choose the game and click **Load**.



Options: show the options menu.

a. **Subtitles:** show or hide the game's subtitles.

b. **Video options:**

i. **Antialiasing:** set the antialiasing level (smoothing of contours. Uses the machine's resources.)

ii. **Level of detail:** each bar, starting from the end, removes a graphic function for enhanced performance. It removes, in order: reflections, shadows (and replaces them with discs), particles (smoke, rain, dust, fire effects) and animations (which become static).

iii. **Mode:** adjust the default game display. Check 16/9 or 16/10 according to the configuration of your screen. For standard display, don't check any box.

c. **Sound options:** move the tabs to change the volume of music, sound effects and voices.

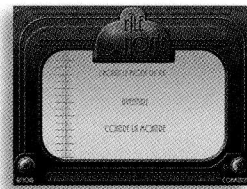
Credits: See the game's credits.

See cinematics: See the cinematics that have already been viewed during the game.

Choose your game mode

Adventure: classic mode with no time constraint. Play takes place at player's own pace and events are triggered by his/her actions.

Race against time: Real-time mode. You have obligations and the enquiry has to make progress quickly (each mandate must be solved in time)! In the event of failure, Norm is taken off the enquiry and the game is lost. As for the other characters, they will live their life and events will happen at precise times.



7.2 Game menu

During the game, the player can access the game menu via the PPA (Personal Police Assistant) or by pressing **Escape**. The following options are available:

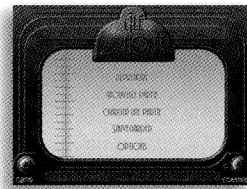
Resume: resume the game from where you left it.

New game: start a new game from scratch.

Load a game: load a previously saved game; see above.

Save: save the game in progress. Choose a location from those available in the left-hand column and click Save. On the right, the image shows the player's screen. The date in the game and the actual date are shown respectively above and below the image.

Options: access the options menu; see above.



7.3 Moving

A single click enables Jack Norm to walk to the place indicated by the cursor. A double click makes Norm run to this place. The player can change screen when the cursor shows a direction to follow. This is shown as follows:



To climb a ladder:



7.4 Actions



Take a photo: the player can sometimes take photo evidence and view it later in the PPA.



View Close up: when the player wants to see certain elements of the scenery in close-up.



Interaction: when interaction is possible between the player and a mechanism or between an object owned by the player and a mechanism.



Doors and keycards: as the game takes place in a hotel, most doors operate with keycards. So, if the door doesn't open, you need to use a keycard. Keycards do not all have the same access authorization, which means that all doors cannot be opened with certain keycards. When a door can be opened (by default if it is not closed or after using a key or keycard), the "door" cursor is shown. When a door cannot be opened, Jack Norm informs the player.



Taking/picking up an object: when the player can take an object or evidence, the "hand" cursor is shown.



Using an object in an interactive zone: when the player can use an object from his inventory, the cursor takes on the form of this object. The object is transparent and becomes opaque when the player can use it somewhere.

For example:

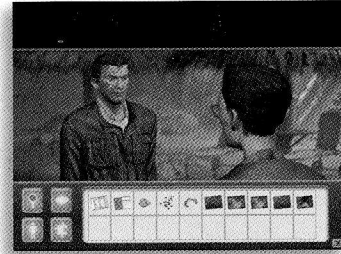
Talk/interrogate: when the player meets a character and he can talk to this character, the "talk" cursor appears.



Fingerprints: Jack Norm was assigned the inquiry while he was on holiday, so he doesn't have any police equipment with him, except his PPA (see below). To take fingerprints, he needs graphite powder (pencil lead powder) and paper. The aim is to compare the suspects' fingerprints with fingerprints found on clues or on parts of the scenery (see below).

7.5 Dialog

The player starts dialog mode after meeting a character. He can choose 4 topics of conversation according to the icon chosen.



Magnifier icon: talk about evidence found. Display all evidence and documents that the player has and enables the player to ask questions about them.

Speech bubble icon: talk about statements gathered. Display all statements/declarations that the player has gathered and enables him/her to ask questions about them.

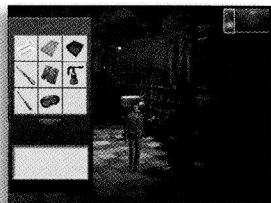
Person icon: ask a character's opinion on another character. Display all characters known (met or for which the player has obtained information) and enables the player to ask questions about them.

Puzzle icon: talk about mandates in progress. Display all mandates opened by the player and enables him to ask questions related to them.

Note: when an object (or statement, character or mandate) no longer enables questions to be asked, it disappears from the list. If an object does not disappear after asking a question, it means you can ask further questions.

7.6 The inventory

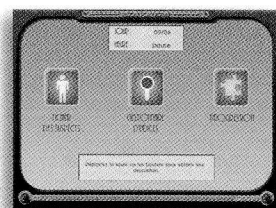
The inventory contains all the player's objects. All objects that do not provide evidence for the inquiry, but are tools that trigger mechanisms, open doors, etc., are in the inventory. The inventory is opened by clicking on the icon on the top right corner of the screen or by pressing **I** on the keyboard.



An object is equipped simply by clicking on it. When you roll over the object, its name appears on the cursor and the description is displayed at the bottom of the inventory in the description box.

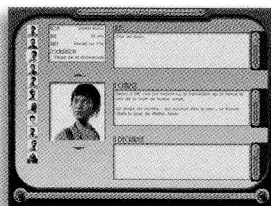
To close the inventory, click anywhere in the screen, outside the inventory window, or press **I** again.

The inventory can also be opened and closed by right-clicking with the mouse.



7.7 The PPA – Personal Police Assistant

The PPA enables the player to manage the inquiry. It lists all pieces of evidence, statements, suspects and mandates. The player can open it by clicking on the icon at the top right corner of the screen or by pressing **P** or **TAB** on the keyboard.



When the player recovers a new clue or new information or a mandate opens, the **PPA** flashes this clue/info/mandate.

The **PPA** frame: there are two buttons in the **PPA** frame: "Menu" which enables the save/options menus to be accessed (see above in games menu) and "Quit PPA" which enables you to leave the **PPA** and go back to the game.

PPA home page: provides access to

- **Day and time frame:** shows the day and time in the game.
- **Characters database:** to access the suspects' file.
- **Clues database:** to view the clues manager.
- **Progression:** to display the state of progression of the enquiry.

Suspects' file

Everything the player learns about a character will be shown in this file:

- Name, age, where he/she is residing in the tower or nearby.
- Where he/she is right now.
- His/her links with the victim or other characters.
- All charge elements (everything that incriminates the person).
- All acquittal elements (everything that proves the person's innocence).
- Available characters are shown in the left-hand column. To view another character's information, click on the person or click on the arrows above and below the portrait.

Clues manager

This is divided into two parts: the left concerns the selected mandate (the one in progress) and the right concerns all the clues the player has found.



Left – solving the mandate: the selected mandate is shown in the top left window in the form of a puzzle piece.

Below, in the form of empty boxes, the number and type of clues required to solve the mandate are shown.

The gauge under the puzzle piece shows how much proof the player has gathered to solve the mandate. A full gauge means that the player has everything he needs to solve the mandate; an empty gauge shows that, up to now, the player has not gathered any information to solve the mandate.

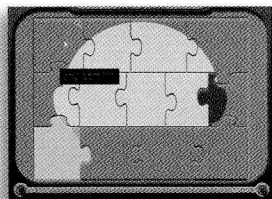
Right – clues: all the clues that the player has gathered are here: material evidence, photos, traces, fingerprints, documents and declarations. Their name is shown on the cursor and their description in the frame at the bottom. Each piece of evidence can be dragged and dropped into the mandate solving part on the left – then click ok to solve the mandate.

Viewer: double-clicking on a clue that has a small magnifying glass in the top right corner, or clicking directly on the magnifying glass, displays a close-up view of this clue in the viewer. If arrows are shown, this means you can turn over pages. You can scroll the image if it is bigger than the frame by holding the click down.

The declaration "pop up": on the declarations/statements line, double-clicking on an icon or character opens a "pop up" showing the list of statements that the player has obtained. By clicking and holding a portrait with a number, the player

can drag and drop the declaration to the mandate solving part, or listen again to the declaration by clicking on the text (loudspeaker cursor) or double-clicking on the portrait.

“Compare” icon: on the bottom right is the “compare” icon that opens the comparator. This enables the player to compare certain clues. Choose a clue in each column and click compare. If the clues match (for example, if a fingerprint found somewhere is identical to that of a suspect), the comparator shows this and updates the clue definition. This also changes the appearance of the icon of the clue compared in the clues manager.



Progression

This screen shows the players' progression in the inquiry.

Each piece of the puzzle is a mandate, and each mandate is a question to answer or objective to reach. Each solution clears up part of the inquiry.

The grey pieces are mandates which are not yet open. When several mandates are open at the same time, you can choose the mandate you want to solve by clicking on it in this screen.

When a mandate has been solved, the piece changes color and reveals part of a white silhouette.

Double clicking on a piece of the mandate opens the page of the mandate in question. Whether the mandate has been solved or not, it shows: the question or solution to this mandate, the image of the solved or unsolved mandate. If the mandate has been solved, the image shows a section related to the enquiry.

7.8 Keyboard and mouse shortcuts

Escape: access menu.

P and TAB: access the PPA.

I and right-click: access the inventory.

Credits

White Birds Production

Creator: Benoît Sokal

Producer: Olivier Fontenay

Based on an original universe creator Benoît Sokal

Project management: Karim-Armand de Visme

Assisted by: Romain Deschamps

Design

Scenario: Benoît Sokal – Charlet Denner

Game Design: Victor Druillet

With help from: Norman Bosse-Platière

Jérémy Deleray

Julien Jourdain

Sven-Erick Ratiéville

Nicolas Vandellanoot

French version dialogs: Eliette Abecassis

Rose Lallier

English version dialogs: Abha Dawesar

Graphics

Creative manager: Benoît Sokal

Lead Artist: Franck Sitbon

Art and illustrations: Benoît Sokal

Etienne Schreder

Modelling and animation: Borut Banjac

Robin Delpuech

Benoît Ferrière

Brane Herak

Nejc Jurejevic

Andrei Kononov

Larisa Kotnik

Ales Krajnc

Gorazd Kranjc

Andres Kukeste

Olivier Lesaint

Denis Lis

Nikolai Lis

Julien Noel
Predrag Petrovic
Janja Pirc
François Rimasson
Benoît Schille
Alexis Smadja
Marko Videcnik
Stéphane Webber

Post Production: Jean-François Bruckner
Thomas Marcotte

Montage: Claire Lemoine

In-game lighting: Florent Bory

Interface: Benoît Schille
Wilfried Brunet

Motion capture actors: Ana Cuzela
Domen Kralj

Programming

Lead programmer: Yann Planqueel

Programming: Renaud Burger
Damien Kochanek
Fabien Simon
Jean-Philippe Bru

Coding: Andrej Bizjak
Primoz
Milan Baloh

Technology: Opalium - Nebulaquest

Engine Programming: Didier Poulain

Codec Video: Bink Video. Copyright © 1997-2006 by Rad Game Tools, inc.

Sound: Bande Annonce Productions

Music: Christophe Jacquelin

Sound production: Jean-Baptiste Merland

Production of French and American voices: François Dussolier
Jean-Baptiste Merland

French voices

Stage management: François Dussolier

Actors: Marc Brunet
Alexandra Chabert
Emmanuel Fouquet
Martial Le Minoux

Leon
Emmanuel Rausenberger
Atena Rivoli

US voices

Stage management: James Shuman

Actors: Paul Bandey
Eddie Crew
Jodi Forrest
Davis Gasman
Sharon Mann
Doug Rand
James Shuman

Tests and debug

Lead tester: Olivier Berteil

Functional tests: Quang-Minh Dang
Sven-Erick Ratiéville
Norman Bosse-Platière
Pierre-Yves Denonfoux
Aurélien Ferry
Josselin Loizeau
Robert Ly

Quality test coordination: Thierry Bard

With help from: Jean-Paul Adrover
Yves Castagnet
Jean-Philippe Dagbert
Charles Delaforge
Brian Delaporte
Michèle Drieu
Catherine Feuillet-Denis
Richard Fontes
Ivan Godfriaux
Jacqueline Jacqmotte
Robert Lamblin
Christophe Le Corre
Else Knudsen
Michèle Michaud
Lise Mongrain
Susanne Ronchi
Geneviève Saplaïroles
Elisabeth Sureau
Pierre Alexandre Taix

SINKING ISLAND

With the participation of the Centre National de la Cinématographie (CNC) and the French Ministry of Economy, Finance and Industry.

White Birds would like to thank the following for their participation or support:

Art Rebel, Christine Beunaiche, Consoriana, Vasko Cuturilo, Louis Delas, Antoine Dellugat, Matthieu de Sauve, Fox 3D Studios, Gaelle Germain, Christophe Girault, Matjaz, Mitja Umer, Martine Sokal, Tokkun Studio, Diego Zanco.

SINKING ISLAND: A JACK NORM INQUIRY

Creator: **Benoît Sokal**

Producer: **Olivier Fontenay**

Associated producers: **Michel Bams**
Jean-Philippe Messian

Multimedia program co-produced by White Birds / MC2 © 2007

Micro Application

Chairman: **Philippe Olivier**

Production manager: **Rémy Poirson**

Marketing: **Alexandre Leroy**
Caroline Richard

Producing: **Pascal Mory**
Xavier Laisney
Philippe Groleau

Press relations: **Sandrine Loegel**

QA: **Sébastien Aubre**
Stéphanie Heunthep
Vincent Lerenard

Acknowledgements: **Nicolas Gaborieau**
Harouna Moussa
Sophie Pastre
Alexandre Rimbault

SINKING ISLAND

ENCORE SOFTWARE CREDITS

President: **Calvin Morrell**

Vice President of Marketing: **Betsi Gijanto**

Vice President of Licensing & Business Development: . . **Richard Lowenthal**

Corporate Counsel: **Carrie Helwig**

Director of Entertainment Products: **Dena O'Loughlin**

Director of Production: **Robert Coshland**

Marketing Product Manager: **Mike Domaguing**

Graphic Designers: **Patty Marquez**
Matthew Gabe

Production Manager: **Renee Bauer**

Quality Assurance Manager: **Andrew Simpson**

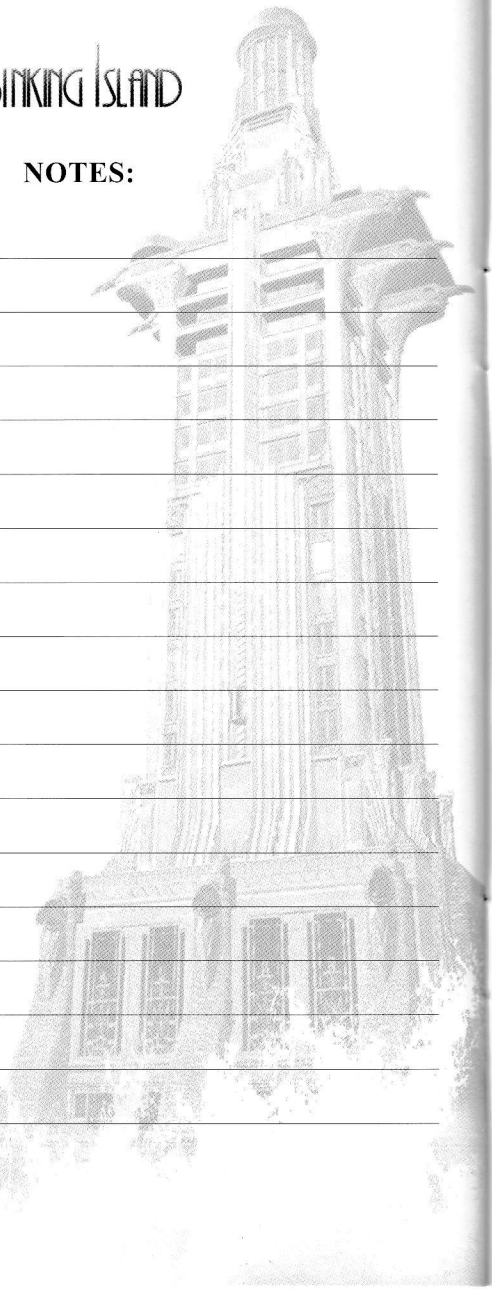
Quality Assurance Leads: **Omar Castillon**
Ron Duke

QA Testers: **Christopher Wingood**
Oscar Martinez
Andre Snell
Stephen Warren

Special Thanks: **David Braucher**
Raul Encarnacion

SINKING ISLAND

NOTES:



SINKING ISLAND

NOTES:

[illegible]