

BINK  
VIDEO



NOBILIS

THE  
ADVENTURE  
COMPANY



Visit

[www.TheAdventureCompany.com](http://www.TheAdventureCompany.com)  
to see our other exciting titles!

© 2007 Nobilis Group / developed by Atlantis Interactive Entertainment, licensed exclusively to DreamCatcher Interactive Inc. for the U.S. and Canada. Package design  
© 2007 DreamCatcher Interactive Inc. Nobilis Group and its logo are registered trademarks of Nobilis Group. The Adventure Company® design and mark are registered  
trademarks of DreamCatcher Interactive Inc. Uses Bink Video. Copyright © 1997-2007 by RAD Game Tools, Inc. Microsoft®, Windows® and DirectX® are trademarks  
of Microsoft Corporation. The ratings icon is a trademark of the Entertainment Software Association. Software platform logo™ and © IEMA 2007. All other brands,  
product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved. Made in Canada.

AOB54910

# THE SECRETS OF ATLANTIS™



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.

## Table of Contents

I. Minimum Configuration .....	2
II. Installing the Game .....	2
III. Uninstalling the Game .....	3
IV. Story .....	3
V. Game Screens .....	4
a) Main Screen .....	4
b) Loading Screen .....	4
c) Options Screen .....	5
VI. Navigation and Interaction .....	5
a) The Different Cursors .....	5
b) Use of Objects and the Inventory .....	6
c) Examining Documents .....	7
d) How Dialogue Works .....	8
VII. Game Help .....	8
a) How to Get Along .....	8
b) Rules of Texas Hold'em Poker (when in Macao) .....	9
c) Rules of Sudoku (for the sarcophagus puzzle) .....	10
VIII. Credits .....	11
IX. Product Warranty .....	13
X. Technical Support .....	14
XI. End User Software License Agreement .....	15

## I. Minimum Configuration

**Operating system:** Windows® 2000, XP, Vista™  
**Processor:** Pentium® III 1 GHz  
**Ram:** 256 MB  
**Free Disk Space:** 2 GB  
**CD-ROM Drive:** 16x CD-ROM Drive  
**Graphic Card:** 32 MB, DirectX® compatible  
**Sound Card:** DirectX® compatible  
**P peripherals:** Mouse, keyboard and speakers  
**DirectX®:** Version 9.0c

## II. Installing the Game

Start your computer and insert the CD called **The Secrets of Atlantis** in your CD-ROM drive. The setup program will start automatically. Follow the on-screen instructions to install the game.

If Autorun is not activated, start the setup program by double-clicking on My Computer, the icon of your CD-ROM drive and then INSTALL.EXE.

Once the game has been installed, you can start the game from the Windows® Start menu.

## III. Uninstalling the Game

Select Add/Remove Programs in the Control Panel. Select **The Secrets of Atlantis**, then click Add/Remove. This will uninstall the main program and the data files, but will not remove files created by the player during the game (such as saved games). These specific files must be removed manually.

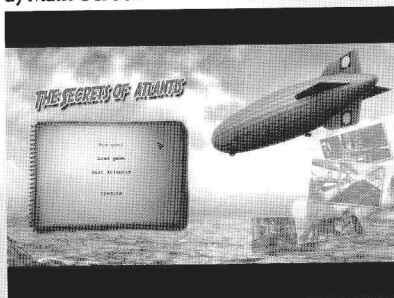
## IV. Story

In **The Secrets of Atlantis**, you play Howard Brooks, a brilliant aeronautical engineer working for the Zeppelin airship company. One morning in 1937, while on board the famous Hindenburg, you are knocked unconscious by a mystery assailant. When you return to your senses, the airship seems deserted. What on Earth could have happened to you? You will soon find out about the last will and testament of your late father of which you are an heir. You will discover it conceals a mystery. For now, you are blissfully unaware of his legacy. However, it will take you on an extraordinary adventure to all four corners of the world.



## V. Game Screens

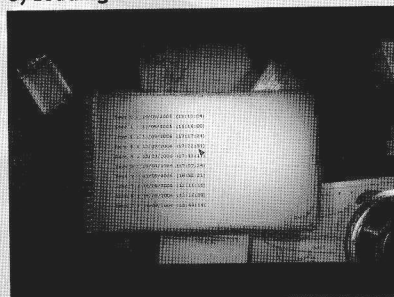
### a) Main Screen



This screen appears after the launch of the game, or after exiting a game in progress. From this screen you can choose between:

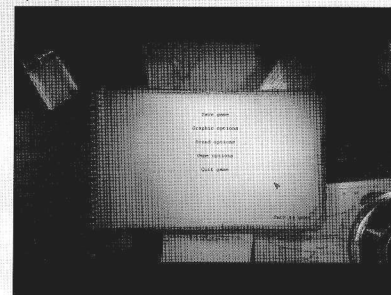
- **New game:** Start a new game.
- **Load game:** Continue a previously recorded game.
- **Quit Atlantis:** Exit the game and return to Windows.
- **Credits:** View the game's credits.

### b) Loading Screen



This screen appears if you are loading a game. From the Main Menu, you can also reload a game already commenced and previously saved. To do this, just select the game from the list. Each saved game is represented by its date and time.

### c) Options Screen



While in the game press the ESC key to access this screen which features a menu enabling you to save and adjust some game parameters:

- **Save game:** Save a game in progress.
- **Graphic options:** Select the graphic quality (low or high) and screen aspect ratio: 4/3 or 16/9.
- **Sound options:** Regulates the general sound volume of the game, as well as the individual volumes of music, voices, and sound effects.
- **Game options:** Enables you to display the crosshair, video sequence sub-titles and inverse the mouse buttons.
- **Quit game:** Enables to exit the game and return to Windows.
- **Back to game:** Enables to return to the game.

## VI. Navigation and Interaction

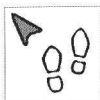
### a) The Different Cursors

All action throughout the game is carried out with the mouse. Using the mouse, you can explore your environment as though you were turning your head, or as if you were looking up and down.

The interaction zones are by default indicated by a change of cursor. To access an interaction zone, it has to be in the centre of the screen. It is possible to display a reference grid or crosshair to locate the centre of the screen (the crosshair is displayed by default).



The different possible actions indicated by a change of cursor are :



**Movement** to another point in the décor.



**Examination of an object** or a part of the décor.

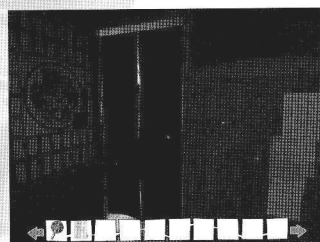


**Picking up or handling an object.**



**Interaction with a character**, calling up dialogue mode.

#### b) Use of Objects and the Inventory



When an object is picked up by the hero, the cursor transforms into an icon representing the object. The name of the object is also displayed on the screen. To use the object you need to click on an interaction zone with this object in hand. Objects can be used on décors, characters, or even other objects. It is possible to move about with an object in hand,

6

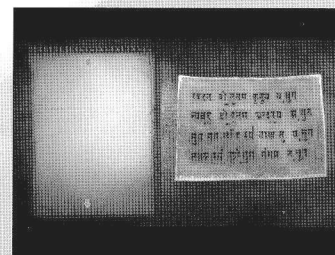
but it is better to store it before use. To store an object, click on your right mouse button, and the object will be automatically transferred to your inventory.

At any moment, it is possible to switch from the game to the inventory by simply clicking the right mouse button (without having the object in hand). The same applies when it comes to closing the inventory and returning to the game.

Any object stored in the inventory appears in the form of an icon in a box. To store an object in a specific box, simply select it with a left click, then place it in the empty box of your choice. To use an object stored in the inventory, just click on the corresponding icon, the mouse cursor then takes the shape of the object. Click the right mouse button to close the inventory and return to the game. The object will remain in your hand. You can then use it directly on a décor zone, or character.

Some objects can be combined to create a new object. To combine objects, left click to select one of the objects, then move the icon in your hand over the second object stored in your inventory and click on it. If a combination is possible, a new object will appear.

#### c) Examining Documents



Some objects can be examined in close-up after the hero has picked them up. It might be a printed document, notes or a notebook. A cross is visible at the bottom right of an icon representing such objects. Right click on the icon of a document, it is then possible to obtain precious information that appears on a special screen.

7

The content of the written documents that you collect during the adventure will be clearly displayed on this screen.

#### **d) How Dialogue Works**

Dialogues are interactive and you can choose the subjects you want to discuss. You can enter the dialogue mode by clicking on a character. In this mode, the décor is fixed and interactions are carried out using a mobile cursor.

Depending on the case, the character talks directly to the hero, or proposes a choice of discussion subjects represented by the icons. Choose a subject for discussion by clicking on an icon to trigger the corresponding dialogue.

Dialogues that have already been heard are still available, but their icons appear shaded out. A character has a limited number of discussion subjects at a given moment, but by talking to more characters you will add to your list of subjects.

Click on the left mouse button outside the subject icons to exit the dialogue mode.

## **VII. Game Help**

#### **a) How to Get Along**

Talk to characters you meet. It is often through their help that you will be able to progress through the adventure. Don't forget you can show or give them objects that you have retrieved. Pay attention to the discussion subjects on offer. Some subjects that are shaded out can become active again if the person you are talking to has something new to say.

Some objects can be combined to create new ones. Finding the right object to use can unblock a lot of situations.

Pay attention to cursor changes: during your explorations, the cursor indicates where the interactivity zones are. If you meet a character but the cursor doesn't react, it is not worth striking up a conversation; he or she has nothing to say.

#### **b) Rules of Texas Hold'em Poker (when in Macao)**

The aim of the game is to make the best possible combination with five cards using the seven cards on offer. You have two cards in your hand; the five others are on the table and are turned over gradually with each round of bets.

There are four rounds of betting per game. At the start of a game, you have to pay the kitty. Afterwards two cards are distributed to each player. Then the first round of betting starts. When everybody has called, three cards are turned on the table, before moving onto the second round. The two other cards on the table are turned over after the third and fourth round of bets.

On each round, you can fold (give up), follow (match the bet someone has placed before you), or raise the stakes (bet higher than the previous bet). You can only raise twice per game, not more.

With each round of betting, the stakes can only be raised once. If you want to raise the stakes when another player has already done so, you have to wait for the next round of betting.

The hierarchy of winning hands is as follows (by increasing value): one pair (two cards of

the same value), two pairs, three-of-a-kind, full house made up of both a three-of-a-kind and a pair, and four-of-a-kind.

There are naturally other combinations available in poker, but they are not on offer in this particular variation in the game.

### c) Rules of Sudoku (for the sarcophagus puzzle)

Fill in the empty squares using the different symbols in such a way that the symbols only appear once per line, column and region (a box of three-by-three squares).

## VIII. Credits

**Edition**  
NOBILIS GROUP

**Distribution**  
NOBILIS FRANCE

**Executive Production**  
NOBILIS PUBLISHING

**Development**  
ATLANTIS INTERACTIVE  
ENTERTAINMENT

**Project Manager**  
Eric SAFAR

**Concept, scenario, scripts,  
dialogues and adaptation**  
Bruno MARTIN  
Eric SAFAR  
Stéphane RESSOT

**Lead Programmer**  
Ugo ROBAIN

**Additional Programming**  
Cyrille PAULHIAC

**Artistic Direction**  
Martial BRARD

**Designs and Storyboards**  
Angel BAUTISTA

**Additional Designs**  
Martial BRARD

**Music composed by**  
Stéphane BRAND

**Sound Designer**  
Laurent FRICK

French Voices recorded  
at Studio Bande Annonce  
Production

MZONE STUDIO

**Direction**  
Martial BRARD  
Philippe GRELLIER

**3D Modeling  
and Animations**  
Eric BELLANGER  
Pierre BERGER  
Julien BRARD  
Martial BRARD  
Hervé CASTAING  
Aurélien HUPON  
Christophe LECLERC

Franck LE DORZE  
Juliette POUGETTOU

NOBILIS GROUP /  
Publishing Team

**Managing Director**  
Arnaud BLACHER

**Production Manager**  
Sébastien BRISON

**Publishing Senior Product  
Manager**  
Christine PESTEL

**Test Coordinator**  
Nicolas DANIERE

**Operation Manager**  
Régine RIBOT

**Publishing Junior  
Product Manager**  
Audrey SETTELEN

**Assistant Producer**  
Nicolas MULLER



**NOBILIS France /  
Marketing Team**

**Marketing Manager**  
Hervé PERRET

**PR Manager**  
Agnès ROSIQUE

**PR Assistant**  
Fabrice POIRIER

**Senior Product Manager**  
Pamela ALARCO

**The Adventure Company**

**PRODUCTION**

**Associate Producers**  
Bryan Cook  
Dan Dawang

**Executive Producer**  
George Chastain Jr.

**MARKETING**

**Global Product Marketing  
Manager**  
Byron Gaum

**Product Manager**  
Christos Andrikakis

**Art Director**  
Jay Kinsella

**Lead Illustrator**  
Russell Challenger

**Graphic Designers**  
Esther Sucre  
Trang To

**PR Coordinator**  
Suzanne MacGillivray

**Director of Global Marketing**  
Lorraine Lue

**Localization Manager**  
Gennaro Giani

**QUALITY ASSURANCE**

**QA Lead**  
Burt De Francesco

**Testers**  
Allison Skerl  
Michael Ashe  
Michael Geist  
Steve Sutton

**QA Manager**  
Dan Dawang

**Legal Affairs**  
Leslie Rosenthal

**IX. 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:

- Full Name
- 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

## X. 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.dreamcatchergames.com/dci/support/index.php>

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

Email Support - [http://www.dreamcatchergames.com/dci/forms/tech\\_support.php](http://www.dreamcatchergames.com/dci/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.

## XI. End User Software License Agreement

Copyright © 1997-2007 DreamCatcher Interactive Inc.

This Software License Agreement ("Agreement") is a legally binding agreement between DreamCatcher Interactive Inc. ("DreamCatcher") and you. Please read the Agreement carefully before using the software. If you have any questions about it, we encourage you to seek independent legal advice. By clicking on "I AGREE," you are agreeing to be bound by the terms of this Agreement (by law, clicking on the "I AGREE" button constitutes a valid signature). If you do not agree to be bound by the terms of this Agreement, please cancel the installation of this application and return the product to your point of purchase for a refund.

1. License. DreamCatcher grants you a non-exclusive, non-transferable limited license to use, for your own personal, non-commercial use, the application(s), demonstrations, data files, graphic images, and other software, whether on disk, compact disc, in read-only memory, or on any other media (the "Application Software"), and the related documentation. ("License").

2. Intellectual Property. While you own the media on which the Application Software is recorded, DreamCatcher retains all rights to the Application Software and related documentation. The Application Software contains copyrighted material, trade secrets, trade marks and other proprietary material which is protected by intellectual property laws. The copying, redistribution, selling or publication of any part of the Application Software is strictly prohibited.

3. Representations and Warranties. You represent and warrant to DreamCatcher as follows:

(a) You are responsible for supplying your own equipment and operating system for using the Application Software, and for keeping it in good working order, at your own expense;

(b) You will use the Application Software for your own personal entertainment and not for any commercial purpose;

(c) You will not copy, decompile, reverse engineer or disassemble the Application Software, or otherwise reduce the Application Software to a human-perceivable form;

(d) You will not modify, network, rent, lease, distribute or create derivative works based upon the Application Software in whole or in part;

(e) You will not electronically transmit the Application Software from one computer to another or over a network;

(f) You will not make any attempts to discover the source code of the Application Software, or create any derivative works.

4. ESRB Notice and Multi-User Disclaimer.

ESRB Notice: Game Experience May Change During Online Play.

DreamCatcher acknowledges that the Application Software may be utilized by several different users during the same session, and that communications may be exchanged between players over the Internet during play. DreamCatcher disclaims all liability for any damages suffered by you as a result of any such communications made by other users online.

5. No Endorsement. The display of the DreamCatcher trade mark, trade name, logo, or any domain name owned by DreamCatcher, on any third party web site does not constitute an endorsement of such third party or its web site, nor any products, services or content contained on such web site. Your access to or use of such third party products, services or content is solely at your own risk.

6. Termination. This Agreement is effective until terminated. You may terminate this Agreement at any time by destroying the Application Software and related documentation and all copies thereof. DreamCatcher can terminate this Agreement at any time if it determines you have failed to comply with any provision of this Agreement. Upon receiving notice of termination from DreamCatcher, you must immediately destroy the Application Software and related documentation and all copies thereof.

7. DreamCatcher Media Warranty. DreamCatcher warrants that for one year from date of original purchase, the compact disc used to distribute the Application

Software shall be free of all manufacturing defects. Additionally, for the same one year period, DreamCatcher will replace, free of charge, any compact disc that may be damaged in any way. You must return the defective or damaged compact disc along with proof of purchase and signed warranty card. A postage and handling charge of US\$8.00 must accompany the order. (Please note: Add US\$2.00 for each additional disc.)

8. Disclaimer of Warranty on Application Software. The Application Software and related documentation are provided AS IS and without warranty of any kind, and DreamCatcher expressly disclaims all warranties, expressed or implied, including but not limited to, the implied warranties of non-infringement, merchantability and fitness for a particular purpose. DreamCatcher does not warrant that the functions contained in the Application Software will meet your requirements, nor that the operation of the Application Software will be uninterrupted or error-free, or that defects in the Application Software will be corrected. Furthermore, DreamCatcher does not warrant or make any representations regarding the use or the results of the use of the Application Software or related documentation in terms of their correctness, accuracy, reliability, or otherwise. No oral or written information or advice given by DreamCatcher or a DreamCatcher-authorized representative shall create a warranty or in any way increase the scope of this warranty. Should the Application Software prove defective, you (and not DreamCatcher or a DreamCatcher-authorized representative) assume the entire cost of all servicing, repair or correction. You expressly acknowledge and agree that use, quality and performance of the Application Software is at your sole risk.

9. Limitation of Liability. Under no circumstances, including negligence, shall DreamCatcher, its shareholders, subsidiaries, officers, directors or employees be liable for any indirect, incidental, special or consequential damages that result from this Agreement or your use or inability to use the Application Software or related documentation, even if DreamCatcher or a DreamCatcher-authorized representative has been advised of the possibility of such damages. In no event shall DreamCatcher's total maximum liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the total amount paid by you for the Application Software. Any allowable claim must be brought against DreamCatcher no later than sixty (60) days after the date of the event giving rise to such claim.

10. Indemnity. You agree to indemnify and hold harmless DreamCatcher, its shareholders, subsidiaries, officers, directors and employees in respect of any claims, demands, causes of action, liability, damages, costs, fines, expenses (including legal fees) that result directly or indirectly from your use or misuse of the Application Software or any violation of this Agreement.

11. Governing Law, Language and Severability. This License shall be governed by and construed in accordance with the laws of the province of Ontario and any disputes arising from this Agreement shall be adjudicated in the courts of the province of Ontario. The original version of this Agreement is in English, and any interpretation will be based on the English text. In the case of any discrepancy between a translated version and the English text, the English version will prevail. If for any reason a court of competent jurisdiction finds any provision of this Agreement or portion thereof to be unenforceable, that provision shall be enforced to the maximum extent permissible so as to affect the intent of the parties, and the remainder of this Agreement shall continue in full force and effect.

12. Complete Agreement. This License constitutes the entire agreement between DreamCatcher and you with respect to your use of the Application Software and related documentation, and supersedes all prior or contemporaneous understandings or agreements, written or oral, regarding such subject matter. No amendment to or modification of this Agreement will be binding unless in writing and signed by a duly-authorized representative of DreamCatcher.

© 2007 Nobilis Group / developed by Atlantis Interactive Entertainment, licensed exclusively to DreamCatcher Interactive Inc. for the U.S. and Canada. Package design © 2007 DreamCatcher Interactive Inc. Nobilis Group and its logo are registered trademarks of Nobilis Group. The Adventure Company® design and mark are registered trademarks of DreamCatcher Interactive Inc. Uses Bink Video. Copyright © 1997-2007 by RAD Game Tools, Inc. Microsoft®, Windows® and DirectX® are trademarks of Microsoft Corporation. The ratings icon is a trademark of the Entertainment Software Association. Software platform logo™ and © IEMA 2007. All other brands, product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved. Made in Canada.