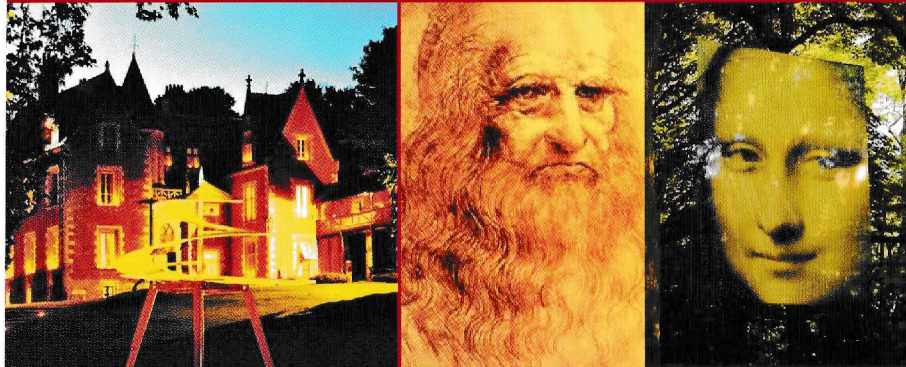


LEONARDO DA VINCI AU CHATEAU DU CLOS LUCE *sa dernière demeure / his last home*

C'est au Château du Clos Lucé que Léonard de Vinci vécut les trois dernières années de sa vie travaillant à l'aboutissement de ses peintures et inventions. Aujourd'hui, elles sont mises en scène dans un parcours inédit et interactif.

It was at the Château du Clos Lucé that Leonardo da Vinci spent the last three years of his life, completing his main paintings and inventions. Nowadays, Leonardo's genius is explained in the course of an initiatory journey.



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PARC
Leonardo da Vinci

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the Secrets of Da Vinci

THE FORBIDDEN MANUSCRIPT



NOBILIS

EPILEPSY WARNING

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such persons could risk a seizure while watching televised images or playing videogames. This can occur even if there have been no previous medical problems or history of epilepsy. The following symptoms are characteristic of epileptic seizures: blurred vision, eye or face twitches, trembling arms or legs, disorientation, confusion or a temporary loss of bearings. During an epileptic seizure, the loss of consciousness or convulsions can lead to serious accidents in the case of a fall. Stop playing immediately if you recognise any of these symptoms. We strongly recommend that parents watch over their children while they are playing with a videogame, as children and adolescents tend to be more prone to epileptic seizures than adults.

If these symptoms appear, STOP PLAYING IMMEDIATELY AND CONSULT YOUR DOCTOR. Parents and tutors should keep an eye on the children and ask them if they are experiencing some or all of the above mentioned symptoms. Children and adolescents are more prone to experience these effects related to the use of videogames than adults.

1. SYSTEM REQUIREMENTS

Minimum

Operating system:	Windows® 98SE/ME/2000/XP
Processor:	Intel Pentium® III 800 Mhz
Ram:	64 MB
free disk space:	1.2 GB
CD-ROM:	16 x
Graphic card:	64MB DirectX® 9 compatible
Sound card:	DirectX® 9 compatible
Pheripherals:	mouse and keyboard

Recommended

Operating system:	Windows® /XP
Processor:	Intel Pentium® IV 1Ghz
Ram:	256 MB
free disk space:	1.2 GB
CD-ROM:	24 x
Graphic card:	64MB DirectX® 9 compatible
Sound card:	DirectX® 9 compatible
Pheripherals:	mouse and keyboard

2. HISTORY

After Leonardo Da Vinci's death, many of his notes and sketches were left to Francesco Melzi, his friend and heir. However, many people believe that much of his work has disappeared.

A mysterious patron of the arts and technology called on a former pupil of Francesco, to ask him to find a codex that Leonardo was believed to have hidden in Cloux Manor. Valdo, to whom the man had promised a handsome sum of money, accepted this mission and found himself plunged in a meticulous investigation to track down a vanished but forever enigmatic genius.

3. INSTALLING THE GAME

Start your computer and insert the CD called "THE SECRETS OF DA VINCI" in your CD-ROM drive. The setup program will start automatically. Follow the on-screen instructions to install the game.

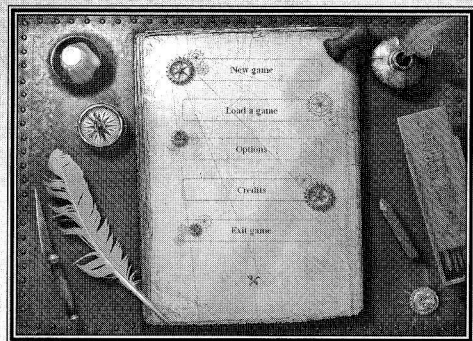
If Autoplay is not activated, start the setup program by double clicking on My Computer, the icon of your CD-ROM drive and then SETUP.EXE.

Once the game has been installed, you can start the game from the Windows Start menu or by inserting the CD called "THE SECRETS OF DA VINCI". The CD must be inserted in the drive in order for the game to function.

4. UNINSTALLING THE GAME

Select Add/Remove Programs in the Control Panel. Select "THE SECRETS OF DA VINCI", then click Add/Remove. This will uninstall the main program and the data files "THE SECRETS OF DA VINCI", but will not remove files created by the player during the game (such as saved games). These specific files can be removed manually.

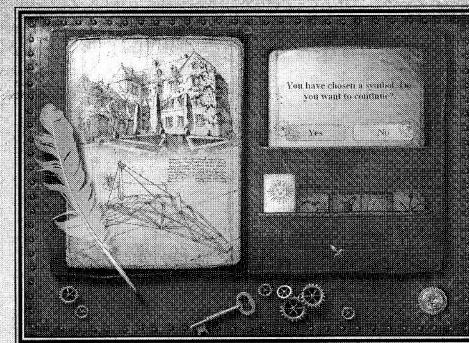
5. MENU PAGE



On this screen you can:

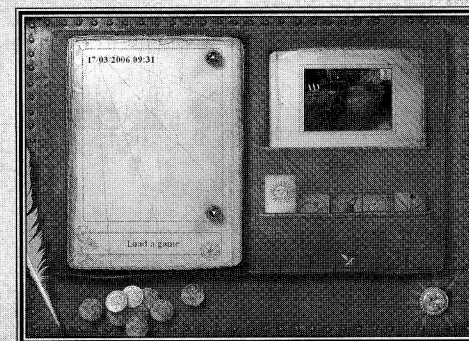
- **New game:** Start a new game.
- **Load a game:** Continue a game saved previously.
- **Options:** Adjust the game's parameters.
- **Credits:** Access the credits of the game.
- **Exit the game:** Leave the game and return to Windows®.

a) Game selection screen



To prevent several players from mixing up their saved games, each player must choose one of the five symbols above before starting a session. These sessions will then be saved separately and thus can be accessed in the loading screen.

b) Loading screen

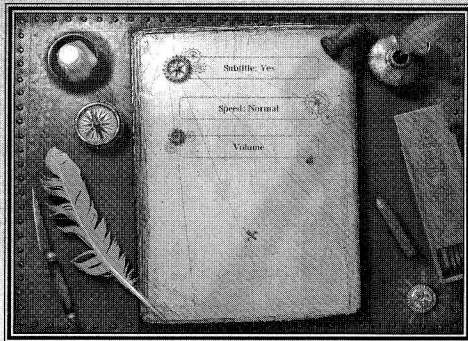


You can reload a game already started at any time. To do this, simply select the game in the scrollable list. Each saved session is displayed with its date and time and an image representing your position in the game when it was last saved.

If you have more saved sessions than the screen can display, use the up and down arrows in the scrollable menu to make them disappear.

c) Option screen

From the main menu, you can access the option menu. This menu allows you to adjust certain parameters in the game:



The subtitles

These allow you to decide whether or not to display the subtitles at the bottom of the screen.

Speed (choose between slow / normal / fast)

This allows you to choose the camera rotation speed.

Volume

This allows you to adjust the sound volume of the game with the cursor.

6. EXPLANATIONS OF THE CURSORS



"Neutral" cursor: this is displayed when no action can be carried out.



"Go" cursor: this signals a zone towards which you can move.



"Talk" cursor: this signals that you can talk with a person.



"Magnifying glass" cursor: this indicates that information can be found at the place indicated.



"Take" cursor: this signals that the object on which you have placed your cursor can be taken and will be added to your inventory. In certain cases, the object taken remains attached to the cursor. This means that you must use the object at the place where you found it. You can release it by clicking the right hand button.

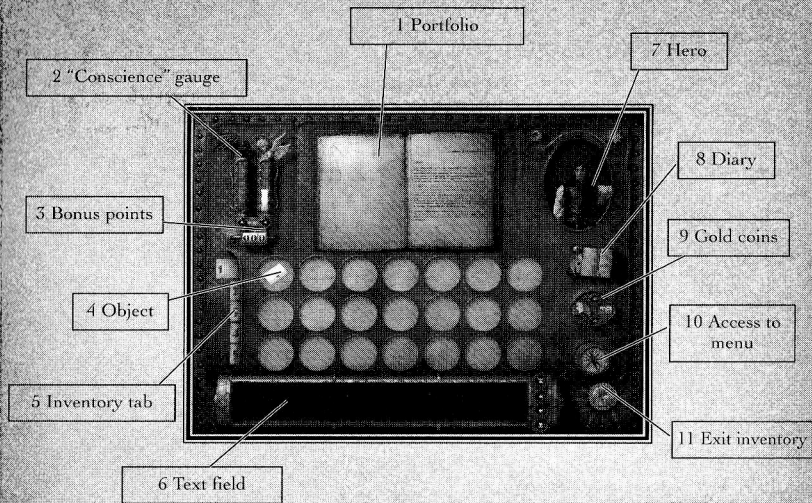


"Use" cursor: this signals that an action can be carried out on the interactive zone.



"Specific use" cursor: this signals that an action can be carried out if you use the right object on the zone.

7. INVENTORY



IMPORTANT: At any time you can switch from the game to the inventory simply by clicking on the right hand button, and vice versa.

① The portfolio

Here you can consult and interact with all the documents and sheets you will collect during your investigation. To add a sheet to the portfolio, simply drag it from the inventory to this field.

② "Conscience" gauge

Some of the actions you will have to carry out during the game will have an impact on these 2 gauges, depending on whether they are "good" or "bad" actions. The status of the gauge has a direct impact on the events that will occur, and on the way that you should understand and solve them.

The status of the gauge will open up multiple scenario trees for you. If it is balanced, you will be able to choose between all the paths and possibilities. On the contrary, if the status is too angelic or too diabolic, you will have only your conscience to guide you.

The "good" actions fuel the angel side of the gauge, whereas the "bad" actions fuel the demon side of the gauge.

You can change the level of your gauge with your bonus points, by using the two arrows that link the bonus points window with the gauge. 10 points allow you to raise one of the sides of the gauge by one unit. These arrows are therefore only active from the moment you have at least 10 bonus points.

③ Bonus points

These points reward successful actions in a "judicious" way. They can be used to modify the level of your conscience gauge (see above).

The counter is set at zero at the beginning of a game.

④ Object

Any object collected during the game appears in the form of an icon in the inventory. To use an object simply click on the corresponding icon. The mouse cursor then takes the form of the object. By clicking on the right hand button to return to the game, the object remains in play and is displayed in a box at the top left of the screen. You can then use it directly on a zone of the scene or on a person.

After a document has been dragged onto the portfolio, it disappears from the inventory.

By placing the mouse cursor on the object in the inventory, you will see its name and characteristics displayed in the text field at the bottom of the screen and in an info bubble.

Special objects



Objects containing the icon representing a magnifying glass have to be dragged into the portfolio (1), in order to find clues and solve puzzles.



Objects containing the icon representing a torso can be dragged onto a person (7) in order to change their clothes and give them certain accessories.

⑤ Inventory tab

The objects collected in the game are placed directly into your inventory.

They fill the different pages that are activated by using the numbered tables placed on the left.

⑥ Text field

This is where the contents of the written documents that you collect during your quest are displayed.

You will also find information on the different fields of the interface and on the objects in your inventory.

Four buttons are provided to allow you to advance, go backwards and go directly to the end or the beginning of the text.

⑦ Hero

This shows Valdo, the hero you play throughout the story.

This window allows you to change his clothes and equip him with tools. To do this, simply drag the desired object from the inventory to the image portraying the hero. If the adventure runs well and your relations with Babou are good, you will have the pleasure of seeing her appear next to Valdo in different moods and positions showing the level of her support for your cause.

⑧ Diary

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At any time you can use this button to give you access to a diary in which are displayed your objectives, sketches and information on the characters you meet as your adventure progresses.

⑨ Gold coins

At the beginning of the game, you have 5 gold coins. With them, you can buy objects from the guardian or even bribe him.

To take a coin, you must click once on the coin icon with the left hand button. A centred object cursor representing a coin is displayed. By using the "+" and "-" signs you can change the number of coins you take in at one time, though no more than 3.

To release them, you can click on the right hand button of the mouse or on the "." button until you do not have any coins left.

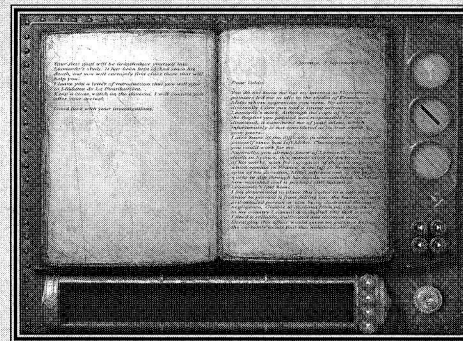
⑩ Access the menu

This button allows you to go directly to the main menu.

⑪ Exit the inventory

From here you return to the game.

8. THE PORTFOLIO



This interface can be accessed via the inventory interface, by clicking on the portfolio without an object being selected. This is where you can read and act concerning the documents in your possession.

It includes the notes in full scale, a text field and an escritoire containing objects such as charcoal that are grey and thus inaccessible at the beginning of the game. You simply have to pick them up in order to make them usable.

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9. CREDITS

"THE SECRETS OF DA VINCI"

The Forbidden Manuscript

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KHEOPS STUDIO /
MZONE STUDIO

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