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INTRODUCTION

My desire to create video games dates back to the arrival of 3D real time. I remember how many possibilities suddenly opened up because of this new technology. I saw it as a new means of expression where the world could be pushed to its limits. It was my way of exploring new horizons. I felt like a pioneer filmmaker at the start of the 20th Century: grappling with basic technology, but also being aware that there is everything left to invent - in particular a new language that is both narrative and visual.

To be honest, the ten years that followed didn't satisfy my hunger. I was under the impression that video games were only exploiting a tiny part of their amazing creative potential, because they concentrated on "Action" and totally neglected a fundamental element of all human experience – emotion. The technology, meanwhile, was moving much faster.

Indigo Prophecy is my contribution to the transformation of video games into a true form of expression that conveys emotion. The solutions I offer are not the only ones, but *Indigo Prophecy*'s huge merit is that it asks real questions and offers concrete answers. It shows how it's possible to create an interactive experience that is more than just killing monsters in corridors and shooting crates to find ammunition. It shows that it's possible to create experiences that are richer and deeper. It shows that it's also possible to tell a story and play a game without sacrificing either the interactivity or the narrative. I hope you, as skilled or occasional players, will enjoy the experience that we have tried to create here. If you hold prejudices against video games, I hope that *Indigo Prophecy* will help you reconsider your judgment. I also hope that more people will be tempted to explore this new creative path, injecting their own inspiration, talent and ambitions. Interactivity is still in its infancy. There is still everything left to invent.

Indigo Prophecy has been a huge part of our lives these last two years and has proved to be a vast human and intellectual adventure for the whole Quantic Dream team, one that has forced us to question many of the principles that we previously took as read. I will consider myself fortunate if, like the books, films, and songs that have made lasting impressions on you, *Indigo Prophecy* could leave some small trace too.

David Cage

SETUP AND INSTALLATION

The ReadMe File
The *Indigo Prophecy*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the Indigo Prophecy directory found on your hard drive (usually C:\Program Files\Atari\Indigo Prophecy). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Indigo Prophecy, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98SE/Me/2000/XP
Processor:	Pentium® III 800 MHz or faster
Memory:	256 MB RAM (TBD MB recommended)
Hard Disk Space:	2.5 GB free
CD-ROM Drive:	8x speed or faster
Video:	32 MB Hardware T&L-compatible video card*
Sound:	Windows® 98SE/Me/2000/XP-compatible sound card
DirectX®:	DirectX® version 9.0c (included) or higher

*32 MB video cards that do not support Hardware T&L, such as the Nvidia Riva TNT or any Intel integrated video card, are not supported.

Installation
You must be logged in as a user with Administrative privileges to install Indigo Prophecy. However, once installed, you do not need administrator privileges to play the game, provided you installed the game for all users.

1. Start Windows® 98SE/Me/2000/XP.
2. Insert the *Indigo Prophecy* CD-ROM into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Indigo Prophecy* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Indigo Prophecy/ Indigo Prophecy to start the game.

Note: You must have the *Indigo Prophecy* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Indigo Prophecy* CD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" when asked if you would like to install it.

SAVING AND LOADING

Your progress through the game — including unlocked story chapters and bonus points — will be automatically saved each time you see a red icon in the upper right corner of the screen (providing you have not disabled the AutoSave feature in the Options Menu). When you select Continue from the Main Menu, the game will load at the last save point of the current Log In.

To load a new Profile, select Options at the Main Menu and then select Change Login. You will be prompted to select a Profile or create a new one.

THE STORY

Indigo Prophecy begins as you witness an unspeakable crime. However, unlike most murder mysteries, the criminal's identity is no secret. In fact, you should quickly figure out how to cover your tracks and get away even though ample evidence points directly to you as the murder suspect.

You know that you are not consciously guilty, but you also know you were holding the murder weapon as you came out of your murderous trance. Now you must somehow discover the truth before the cops find you, or you simply succumb to the gravity of the situation you are in and lose your mind.

Stories are always better when told from more than one perspective. In *Indigo Prophecy*, you also play as two NYC detective partners assigned to the murder. It looks like a psycho killer went off and left lots of evidence behind in the process. But it's clear that something isn't right. Can you figure out what it is and stop the serial killings?

There are many ways that the *Indigo Prophecy* story can be told and end. The decisions you make as the characters you play will steer the story through one of these paths. We encourage you to experiment with different responses, actions and outcomes.

CHARACTERS

LUCAS KANE

There is no reasonable explanation for why Lucas brutally murdered a stranger in a late-night diner. But Lucas knows he wasn't controlling his own body while the crime took place. Lucas has one option – uncover the truth and somehow find a way to clear himself.

CARLA VALENTI

As an NYPD detective, Carla knows all about the bizarre. The gruesome scene in Doc's Diner seems like the work of a psychotic mind, but Carla suspects that this case involves a force more sinister than madness.

TYLER MILES

Tyler knows he has been working too much. He can see it in the way that he and his girlfriend Samantha are getting along. Unfortunately, nights aren't getting any shorter now that he and Carla have picked up the Doc's Diner case.

MARKUS KANE

It has been two years since Markus last spoke to his brother Lucas. And now this terrible confession… What will Markus do with the knowledge that his brother is a murderer?

CONTROLS

KEYBOARD CONTROLS	
arrows	Walk
shift + arrows	Run
keypad	Swing camera
num 3	Display Mental Health
enter	Character switch
num 1	Reset camera in the back of the character (only in outside sets).
esc	Pause Menu
num lock	Display PDA
MOUSE CONTROLS	
left + right click (hold)	Walk
left click (hold)	Move camera
right click	Change camera POV
right click (hold)	Swing camera
wheel click (hold) or spacebar + left click (hold)	First-person camera

Indigo Prophecy allows you to re-bind keyboard, mouse and gamepad layout to your specific liking. From the Main Menu, go to the Options-Controls section and select "Control Settings". Once at the Control Settings screen, simply highlight the key you want to change and press the new new key you want bound.

INTERACTING WITH ITEMS

When you move your character in front of an object or person, an action icon will some-times appear at the top of the screen. The white line and moving red dot indicate the direction to move the **arrow keys** in order to perform an action.

> **Note**
> If you slowly move the arrow keys, you will also be able to unfold the animation or move back and forth. Do it slowly to really feel that you have control of the motion.

INTERACTING WITH PEOPLE

If you choose to talk to another character, dialog options are presented at the top of the screen. Move the **arrow keys** in the direction indicated by the white line and moving red dot to select a dialog choice. The blue meter below the dialog choices represents the amount of time you have to choose your response. If you don't say something before the blue bar disappears, the game will make a default choice for you. If there is a red symbol, you will exit the dialog.

Dialog is structured in a way to give a strong feeling of natural pacing and emulate the continuity of a real dialog. Key words appear as ideas cross your mind. You won't be able to ask all of them as the dialog progresses, so you should think about what you want to ask.

Don't worry — you will never get stuck because you did not ask the right question or missed something in a dialog. The game always checks that you have the minimum amount of information you need to understand the story and continue. But if you don't play dialogs, you may miss some side information or even some scenes.

It is generally better not to let the game make a default choice for you, as it is generally not the most interesting or revealing choice that will be made.

> **Note**
> If you are not interested in a dialog and want to make it as short as possible, just don't make any choice when the red symbol is displayed on the left of the time bar and the dialog will quickly end.

ACTION CONTROLS

During an action sequence, two colored rings appear in the middle of the screen, corresponding to the directions of the **arrows** and the **number pad**. Make the corresponding moves as quickly as directions are turned on, in order to successfully complete the sequence.

When you see this on screen, push the **arrows** and/or the **number pad** in the directions indicated.

The white dots at the top of the screen indicate the number of lives you have left. When you run out of lives, the story ends.

This symbol appears on screen each time strength or stamina is involved. When you see this on screen, alternately push the **left arrow** and the **right arrow** as quickly and steadily as you can. The quicker you are, the faster the animation will be played.
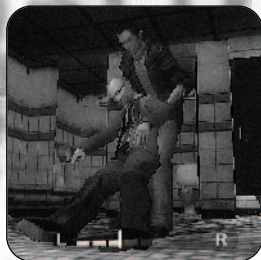
In some places in the game, slight variations of this interface may occur, where your task will be to keep the dot in the middle by balancing the **left arrow** and the **right arrow**. You will be informed by an alert on screen before this type of variations occurs.

NOTE
You can modify the difficulty level of the action sequences by selecting the Option Menu, then Controls, and then changing the "Difficulty Level" setting to easy, normal or hard.

MAIN MENU

Press the **arrows** to highlight an option (listed below), and press the **Enter** to select it.

New Movie

Load the Tutorial or play *Indigo Prophecy* from the opening scene.

Continue

Continue the game from the last save point for the current Profile.

Chapters

As you complete chapters in *Indigo Prophecy*, they are unlocked and available for replay here. Select a chapter and press **Enter** to replay it. You will have the option of not saving your progress, loading a new profile, or overwriting your saved progress for the current profile. Press the **right arrow** to page ahead; press the **left arrow** to page back.

Options

Modify game options (see "Options Menu" on next page).

Bonus

As you play the game, you will discover Tarot Cards that earn you Bonus Points. Spend your Bonus Points here to unlock concept art, movies, Making Of material, exclusive scenes and more.

OPTIONS MENU

Choose Options from the Main Menu to adjust various game settings. Press the **arrows** to select an option. Press **Enter** to go to that option sub-menu.

Audio

Global volume – Set the overall game volume.

Music volume – Set the music volume.

Voices volume – Set the volume for character voices.

Effects volume – Set the volume for sound effects.

Visual

Graphic Level – By default Indigo Prophecy picks hardware specific default values that match your computers specs the first time you run the game. This should result in solid performance but there is always room to tweak. You can tweak your visual settings by setting the Graphic Level to "Custom" and clicking on "Advanced Graphic Options."

Resolution and texture detail levels have the greatest impact on performance, so you might want to tweak the settings to achieve the visual quality / performance tradeoff you desire.

• **Anti-Aliasing** – Sets the AA sample rate between 2x, 4x, 6x and None.
• **Filtering** – Allows you to select Bilinear, Trilinear and Anisotropic filtering levels.
• **Environment Mapping** – Turns Enviroment Mapping reflections ON / OFF.
• **Texture Quality** – Allows you to toggle between 16-bit and 32-bit texture sets.
• **Vertical Synchronization** – Synchs the game to monitor timing.
• **Front Bufffer Effects** – Toggles between high and low noise level. If you prefer a cleaner, less filtered-looking version, set this to OFF.
• **Shadows** – Turns shadows ON / OFF.

Screen Position – Press **Enter** to readjust how the game screen is positioned on your monitor. Press the **arrows** to reposition. Press **Esc** to return to the Visual menu.

Display Type – Select Normal or Panoramic (widescreen) display mode.

Controls

Controls – Change in-game controls. To change a control, select it and press the new key you want assigned.

Subtitles

Turn dialog subtitles ON / OFF.

Change Login

Press **Enter** to go to the Profiles screen. Select an existing profile to load or create a new one.
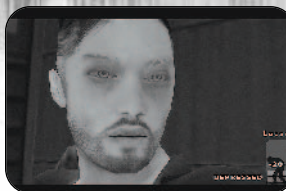
Autosave

Toggle the Autosave feature ON / OFF. This feature automatically saves your progress at regular checkpoints.

Difficulty Level

Select Easy, Normal or Hard. (Only affects the action sequences).

MENTAL HEALTH

You will really need to care for your character as you will also have control on their Mental Health. Certain physical actions, some moral choices you will have to make, but also the relationships you will have with other characters will have positive or negative effects on your characters' mental health. When a character's mental health drops too low, it can lead them to depression or other negative outcomes.

Your Mental Health Status is displayed in the lower right corner of the screen, with a blue meter. This meter is automatically displayed each time your Mental Health changes. You can also display it manually at any time by pressing **Numpad 3**.

> **TIP**
> Regularly check the Mental Health of your character. If it goes too low, try to find a physical or emotional action that will help him/her to feel better and to avoid any unpleasant action or event.

PDA

Press **NumLock** to bring up a character's Personal Digital Assistant (PDA). Press the **arrows** to switch between the Information and Character Log screens. The Information screen contains the following:

Mental Status: The state of the character's mental health. Try not to let it fall too low.

Elapsed Time: The amount of time you have been playing the movie with the current Profile.

Lives: Some action sequences can injure or even kill a character. Each "miss" in a critical action sequence costs a life. If you run out of lives, the game is over.

Bonus Points: Certain actions and discoveries in the game earn you Bonus Points. You can use these to unlock concept art, movies and other goodies at the Bonus Menu.

Bonus Unlocked: The percentage of total Bonus Points that you've earned.

Story Completed: The percentage of the story that you've completed.

On the Character Log screen, press the **arrows up** and **down** to scroll through the current entry; press the **arrows left** and **right** to scroll through entries.

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My son Quentin, for all the hours, evenings, week-ends and hollidays, we have not spent together. I promise I will never let that happen again. Christophe Ramboz for his enthusiasm and clear thinking, without who this game would have never been made. Philip Campbell for his talent, passion and enthusiasm, and all his inspiring crazy ideas.

Written And Directed By David Cage

Drama Experience (Ide)

Developed With The Support Of The Centre National De La Cinematographie (Cnc)

David Cage
Steeve Kniebihly
Jerome Britneff-Bondy
Directing

Jerome Britneff-Bondy
Caroline Marchal
Add Game Design

Charles Coutier
Movies

MUSIC CREDITS

"No Surprise"
Performed by Theory of a Deadman
Produced by Howard Benson
Mixed by Chris Lord Alge
Music and Lyrics by Tyler Connolly, David Brenner and Dean Back
Published by Theory Music Inc. d/b/a Mock-me Publishing (SOCAN)
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℗ 2005 604 Records, Inc. for Canada
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"Say Goodbye"
Performed by Theory of a Deadman
Produced by Howard Benson
Mixed by Chris Lord Alge
Music and Lyrics by Tyler Connolly, David Brenner and Dean Back
Published by Theory Music Inc. d/b/a Mock-me Publishing (SOCAN)
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"No Way Out"
Performed by Theory of a Deadman
Produced by Howard Benson
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Published by Theory Music Inc. d/b/a Mock-me Publishing (SOCAN)
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"Santa Monica"
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"Love T.K.O."
Performed by Teddy Pendergrass
Courtesy of Philadelphia International Records
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"Sandpaper Kisses"
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Published by Songsmith Music.

"No Good Man"
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Published by Sony/ATV Tunes LLC (ASCAP)
Published by Microhits Music Corp.

"Hang It Up"
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"Street Tough"
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Written by Willie Hutch
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And It's A Song Music (BMI)
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"Just An Illusion"
(New 21st century version)
Master courtesy of L.J. Music Ltd.
© RedBus Music.
Published by RedBus Music.
Writers : L. John, Tony Wain, Steve Jolley, A. Ingram
Performed by LEEE JOHN
Produced and mixed by Adam Pendse and LEEE JOHN for JOHNBOY PRODUCTIONS 2000

Say Goodbye
by Theory of a Deadman

She said "Don't leave this up to me to say that I don't love you anyway"
Just leave it up to me to say goodbye
Because these good times will never last
Keep a handle on the wheel and a foot on the gas
We thought it would last forever
I wish you'd just remember

Chorus
No
Will anything change your mind?
(She said)
A one way ticket was a pretty good sign
(And I said)
Well how can you leave it all?
(And she said)
There ain't much to leave behind
Just say goodbye
So say goodbye
Say goodbye
So say goodbye
Just say goodbye
So say goodbye
Say goodbye

Next time I'll take it slow
And as for you I'll never know
At least next time I'll try to understand
So please don't leave this up to me to say that you don't love me anyway
I'll just leave it up to you to say goodbye
Cuz these good times will never last
Keep a handle on the wheel and a foot on the gas
We thought it would last forever
In case you don't remember

(Chorus)

Just say goodbye...

Well, these good times will never last
Keep a handle on the wheel and your foot on the gas
We thought it would last forever
In case you can't remember

No
Will anything change your mind?
(She said)
A one way ticket was a pretty good sign
(And I said)
No
(And she said)
No
(And I said)
No
(And she said)
(Chorus)

Santa Monica
by Theory of a Deadman

She fills my bed with gasoline
You think I wouldn't notice
Her mind's made up
Her love is gone
I think someone's trying to show us a sign
That even if we thought it would last
The moment would pass
My bones will break and my heart would give

And I remember the day when you left for Santa Monica
You left me to remain with all your excuses for every-thing
And I remember the time when you left for Santa Monica
And I remember the day you told me it's over

It hurts to breathe
Well every time that you're not next to me
Her mind's made up
The girl is gone
And now I'm forced to see
I think I'm on my way
Oh, it hurts to live today
Oh and she says "Don't you wish you were dead like me?"

And I remember the day when you left for Santa Monica
You left me to remain with all your excuses for everything
And I remember the time when you left for Santa Monica
And I remember the day you told me it's over

I wanted more than this
I needed more than this
I could use of more than this
But it just won't stop
It just won't go away

I needed more than this
I wanted more than this
I asked for more than this
But it just won't stop
It just won't go away

And I remember the day when you left for Santa Monica
You left me to remain with all your excuses for everything
And I remember the time when you left it all behind
And I remember the day you told me it's over

And I remember the day when you left for Santa Monica
You left me to remain with all your excuses for everything
And I remember the time when you left for Santa Monica
Yeah, I remember the day you told me it's over

No Surprise
by Theory of a Deadman

Friday is when you left me
So I drank myself to sleep
And Sunday is when I'll wake up
Not to remember a thing

My friends all say the same thing
I don't know my new girl too well
(I know)
That all this lying gets to me
And no one seems to give a shit
(The way)
She talks to every guy in the bar
(I guess)
It should've raised some kind of alarm
Who'd ever think I'd go in and end up
Like all the other guys that you're gunning for

Chorus
Well it ain't no surprise
That you'd turn me on and leave
It ain't no surprise
That you'd turn it around on me
I don't know why
You won't give me what I need
It ain't no surprise
That that bitch is leavin' me

My friends are mean to me
They say I don't break up too well
(They know)
All this crying gets to me
And no one seems to give a shit
Well I know you want to
So go on and say it
Just go on and say it
Just go on and say it

(Chorus)

Friday is when you left me
So I drank myself to sleep
And Sunday I never woke up

(Chorus)

No Way Out
by Theory of a Deadman

Such a beautiful face
Such a beautiful waste I say
Just when you think I'm lost you found your way
That little angel on my shoulder says
Not to do those things you did
That little angel on my shoulder screams
"I think I lost my way"

So take your thoughts and run away
From a god who ain't much of a know-it-all
So follow me and hold your breath again till I say when
Did I say when?

Such a beautiful land
Such a beautiful sin I say
(A sinner say)
Just when you pull me in I push away
(I push away)
That little devil on my shoulder says
I'll make you do those things you did
That little devil on my shoulder screams
"I think you found your way"

So take your thoughts and run away
From a god who ain't much of a know-it-all
So follow me and hold your breath again till I say when
Did I say when?

There's no way out for you
But you can follow me, just follow me down
There's no way out for you
So just follow me, just follow me down

Your god ain't much of a know-it-all
Your god ain't much of a know-it-all
Your god ain't much of a know-it-all
Your god ain't much of a
No, he's nothing at all

There's no way out for you
But you can follow me, just follow me down
There's no way out for you
So just follow me, just follow me down

There's no way out for you

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