XBOX 360

THE TESTAMENT OF SHERLOCK HOLMES™

frogwares

FOCUS HOME INTERACTIVE

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

SUMMARY

INTRODUCTION 4

GAME CONTROLS 4

MAIN MENU 5

SAVING AND LOADING 6

INVESTIGATE CRIME SCENES 6
- 3RD Person view 6
- 1ST Person view 7
- Run 7
- Game Icon 8
- Puzzles 9
- Help System 9

ANALYSIS TOOL FOR CLUES AND INFORMATION COLLECTED 10

DEDUCTION AND RESOLUTION 12
- Deduction Table 12

XBOX LIVE 13

WARRANTY 13

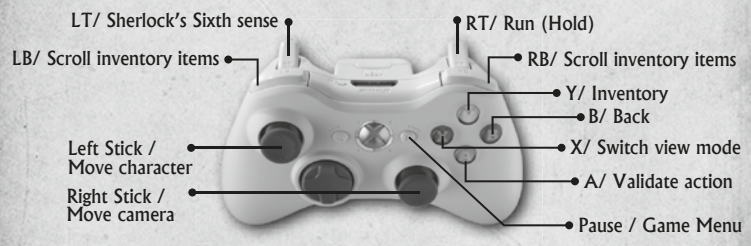
TECHNICAL SUPPORT 13

CREDITS 14

INTRODUCTION

"1898, London. Sherlock Holmes is the main suspect in a case involving theft, fraud and double-crossings. Doctor Watson's faith in his friend begins to waver, as the famous detective flees Scotland Yard and raises further suspicion; prowling around at night, destruction of evidence... would Holmes go so far as to commit murder? "

GAME CONTROLS



If you are using a Wireless Controller, please ensure it is sufficiently charged.

You will have an opportunity to learn more about these commands and put them into practice via the tutorial offered at the beginning of the game.

MAIN MENU

Once you have launched "The Testament of Sherlock Holmes" via the game disc, you will access the main menu. From here you can choose one of the following options:

1. Resume: Continue your investigation from where you last saved your progress.

2. Load: This menu allows you to load and play the save of your choice among all of those made during the game.

3. Launch a new game: Start your investigation from the beginning, with your loyal friend Doctor Watson, and discover what's going on behind the Testament of Sherlock Holmes.

4. Options: In order to enjoy the game more, the game options can be modified as you please. These range from graphic options to sound options.

To confirm your choices, press the A button.

5. Game Controls: This is where you will learn more about the game's controls.

6. Credits: See the names of the people who have worked on the Testament of Sherlock Holmes.

7. Exit Game: Quit the game.

8. Honours: Throughout the adventure, Sherlock unlocks prices that you can consult via this menu. So, do justice to your detective's reputation and collect them all!

SAVING AND LOADING

The Testament of Sherlock Holmes does not offer an automatic saving and so we strongly recommend that you regularly save throughout your adventure. In order to do so during the game phase, press **START** and select **'Save'**. Before confirming the save, please ensure you are logged in to your usual user profile as the save data is associated with a profile and cannot be shared with another one.

After that, if you want to load this save, you have the opportunity to use the **'Load'** option from the main menu or **'Resume'**, if the save is the last one you made.

Be careful! Ensure you do not switch off the console during saving/loading!

INVESTIGATE CRIME SCENES

In order to offer a total immersion in the adventure, the Testament of Sherlock Holmes has two view modes. These will enable you to enjoy the game more but above all to explore different places and crime scenes to a greater or lesser degree to help your investigation.

3RD PERSON VIEW

The 'classic' third person view enables you to have an overall view of the scene as well as the character you are controlling. Sherlock (or the character controlled) will move around and react according to the orders you give via the game controls.

1ST PERSON VIEW

The first person subjective view enables you to see exactly what the character you are playing is seeing. It can also provide a better view when you are looking for objects or clues that require thorough searching. To display this view, use X.

Please note that it is also possible, via the options menu, to display a cursor of your choice in the centre of the screen. This can be very useful in cases where this view is inconvenient.

RUN

By default, Sherlock walks when you are investigating a given place. Nevertheless, if you have larger environments to explore, you have the option to make your character run. To do so, simply press and hold [RT]. Using this will make moving quicker in both game modes.

GAME ICON

Armed with your pipe and your magnifying glass, you are playing the detective who is renowned for his sense of deduction and analysis. But to be able to keep up with what is going on in this murky affair you are going to have to put an emphasis on your sense of observation in order to remove and collect the necessary clues for your investigation. There are several ways to assemble these information:

- By carefully observing and analysing the different places and crime scenes. You may also learn more about past events by doing this.
- By finding and removing objects from these places. They could be useful for the case.
- By questioning witnesses or people linked to the affair, so they may provide you with some information or vital clues.

Thus, during your investigation, you will have to examine several places in order to recover these precious clues. To do so, the screenshot below shows you the different actions you can carry out.

1. Magnifying glass: When a blue magnifying glass is displayed, it means an object or a clue is present and can be examined. You can study it by pressing A. When several blue magnifying glasses are available at the same scene, you can select the one you want to inspect by using the left stick of your controller – the one you want to examine will then be enlarged. Simply confirm the action using A.

Note that when a clue has been examined, its icon turns green.

2. The Hand: This shows that an item can be taken or interacted with.

3. Speech Bubble: This icon is displayed when a dialogue is possible with a character. You can question them and thus obtain precious information for your investigation. To do this, press A when the icon is visible.

4.Inventory Items:

Used Object: Throughout your investigation, you are encouraged to collect or remove clues. These clues can be objects, substances or any other elements that will (or won't) be linked to your case. They will be very useful as you try to work out the ins and outs of your investigation. Every object that you obtain is then stored in your inventory.

Throughout your adventure, you can use them in order to advance your investigation by using them in conjunction with other elements in your environment. For example, by using your magnifying glass to examine a clue more closely. To be able to use an object, you have two options:

- Open your inventory with Y and select the object of your choice.
- Use [LB] and [RB] to scroll through your objects until you reach the one you want.

The object you choose is then displayed on-screen.

New element recovered: During the discussions and additionally by recovering new clues, a reminder informs you that a new element is available in your inventory (accessed via Y).

5. Sixth sense. When you call on Sherlock's sixth sense, this icon is displayed. Consult the 'Help system' section to learn more about it.

PUZZLES

Across your investigation, Sherlock will have to solve lots of enigmas in order to advance and throw more light onto this affair. You will have to call on your sense of logic to solve these puzzles and once completed, they will enable you to access new clues and information to carry on with the investigation. When a puzzle is displayed, you can view the instructions by using [LT].

HELP SYSTEM

If you are stuck in one place or can't solve a puzzle, you can call on Sherlock's sixth sense. By pressing [LT] in a given area, you can display all objects that you are able to interact with. Depending on the difficulty, this 'help' will take more or less time to be available again after it has been used. During puzzles, the help system also offers you the opportunity to simulate solving them. This allows less experienced players to progress in the story without having to suffer the repercussions of an unsolved puzzle.

However, to retain your total immersion as a detective, we advise you to use this help sparingly.

ANALYSIS TOOL FOR CLUES AND INFORMATION COLLECTED

Usually, the second phase of an investigation consists in making the clue you have found 'talk' to you. To do this, you will have some tools at your disposal

To enable you to analyse your clues or search for information, you can rely on a range of tools. This is where you will find all the clues and information you have collected during the investigation. Please note that the corresponding icon is also displayed on the right top screen when a new inventory item is available in the inventory (Dialogue, new deduction item...). To access the menu, use Y. You can then use the right stick to change and consult one of the following tools:

1. Inventory :

Gathered in Doctor Watson's bag, this is where you will find the inventory and where the items collected during the investigation can be used. Use the left stick to select an object and learn more about it. To use an object from the inventory, you have two possibilities:

- Select an object and press A to take it and Y to return to the game.
- During the game, you can choose the object required by using [RB] and [LB]. The objects will scroll past in the upper right of your screen.

Also, you may have the possibility to combine items in order to make a new one. This new item could help you to move forward in your investigation.

Then simply choose an interaction area (dialogue, examination or other) and confirm to use the object.

2. Dialogues summary.

You may not have remembered all the conversations you have had with different people. Don't worry - this icon is displayed when a conversation summary is available during the game. You can then re-read the conversation summary and maybe even spot some precious information that will help you with the case.

3. Documents

The documents you find will not only help you to understand the context of your case or the profile of certain protagonists, but they can provide additional clues to solve certain puzzles.

4. Deduction table

This tool is very useful since it enables you to consider the overall context in a concise manner, in order to be better able to deduce conjecture from it and verify the truth. Learn more about it in the 'Deduction and resolution' chapter of your game manual.

When this image appears in the game, it indicates that a new element is available in your deduction table.

5. Change character

Depending on the context, you may play characters other than Sherlock Holmes such as his loyal friend Doctor Watson. You can therefore use this menu to choose your character. If the context does not allow it, you will be advised via a message.

6. Decorations and honours

As a loyal servant of Her Majesty, and unequalled detective that you are, your outstanding actions throughout this investigation will lead you to being distinguished through numerous awards. These will be collected here to bear witness to your well-known acts of bravery.

7. Map of London

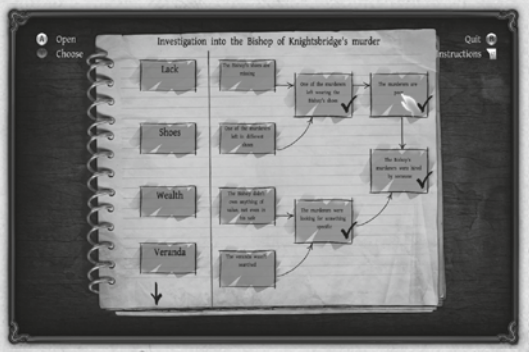
The map of London allows you to move throughout the city to meet some protagonists or to investigate some locations during your adventure.

DEDUCTION AND RESOLUTION

DEDUCTION TABLE

A good detective has an innate talent for deduction and as Sherlock Holmes you outperform in this aspect. Thanks to your deduction table created by the good Doctor Watson, you can assemble the information you have collected in order to deduce a logical outcome to events and have a clearer idea of the different scenarios placed in front of you.

Throughout this investigation, you will collect information and clues that will enable you to create your own theories. To be able to confirm them, find each logical outcome. If the chain is correct, it will be displayed in green.



Be careful, sometimes you may feel stuck. Confirm your deduction table regularly in order to be sure that you have solved it correctly and can continue your investigation.

XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun.

Go to **www.xbox.com/live** to learn more.

Connecting
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings
These easy and fl exible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts withothers online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings.**

WARRANTY

PRODUCT NAME: The Testament of Sherlock Holmes

Focus Home Interactive guarantees up to ninety (90) days from the purchase date of the Product that the recording medium the product is supplied on is exempt from latent defects and manufacturing errors under normal conditions of use (excluding negligence, abuse or incorrect usage). In the event the recording medium turns out to be defective within this period, Focus Home Interactive promise, at their discretion, to replace the product (insofar as the product is still manufactured by Focus Home Interactive) or to supply you with a product of an equal or lower value, under the conditions described hereafter. In order that the defective product can be exchanged, please send the Product in its original packaging (postage costs to be paid by the sender), accompanied by the original proof of purchase, a description of the problem encountered and your full address and contact details to the Focus Home Interactive technical support department. We recommend you send the package via registered mail requiring a signature – please send it to the following address:

Focus Home Interactive,
Support Technique,
100 avenue du général Leclerc,
93692 PANTIN CEDEX FRANCE

TECHNICAL SUPPORT

If you encounter difficulties installing or operating the game, please contact our technical support department by:

Email : support@sherlockholmes-thegame.com

Tel : +33 148 107 595 (Monday – Friday 9h00 AM à 1h00 PM)

CREDITS

FROGWARES

Alexander Masliukivskyi
Alexander Novak
Alexander Panenko
Alexandr Donets
Alexandr Kuzmin
Alexey Yurkin
Alexey Zaryuta
Andrey Sibiryakov
Artyom Kravchenko
Aurelie Ludot
Dima Kryzhanovskiy
Dmitriy Eremenko
Dmitriy Martynenko
Eugene Musienko
Evgenia Leonova
Igor Dyakov
Ilya Rubinskiy
Katerina Kovalchuk
Kateryna Isaeva
Lesia Hvorostina
Ljudmila Starodub
Marina Orlova
Maxim Shcherbakov
Olga Ryzhko
Pascal Ensenat
Pavel Kostuchenko
Roman Litvin
Sergei Chervonnyi
Sergey Gulevatiy
Sergey Salnikov
Sergey Usachev
Svetlana Gunchenko
Vadim Kalinichenko
Valeria Sheveleva
Valeriy Drobyazhenko
Viktor Myhno
Vitaliy Tetiora
Wael Amr
Yevgen Fiklistov
Yura Boyko
Yuriy Sholudchenko

Tabatha Reed (Dialogues)
Franck Scharff (Game Design)
Alexandr Dudko (Music)
Alexandr Ohota (Lipsynch)

Face Motion Capture (Cubic-Motion)
Gareth Edwards
Simon Elms
Steven Dorning

Motion Capture (Atopos)
Stéphane Dalbera
Laurent Helmlinger
Richard Le Bihan

SPIDERS

Amine Tahri
Bertrand Carré
Emmanuel Julien
Guillaume Munier-Richard
Guillaume Werlé
Jehanne Rousseau
Julien Lecorre
Nicolas Bertrand
Vincent Jérôme
Walid Miled
Wilfried Mallet

FOCUS HOME INTERACTIVE

Metropolitan Police Commissionner
Cédric Lagarrigue

MP Assistant Commissioners
Thomas Barrau
Xavier Assémat
Anne-Sophie Vernhes
Adrien Rotondo
Sandra Mauri
Tristan Hauvette
Special crime Inspectors
Luc Heninger
Mohad Semlali
Nathalie Phung
Thierry Ching
Florent D'Hervé

Dream dealers
John Bert
Aurélie Rodrigues
Aline Janzekovic
Vincent Chataignier
Pierre Vinson
Yann Le Guellaut
Vincent Duhnen

Whitechapel beggars
François Weytens
Diane Dufraisy-Couraud
Manon Lestrade

MP Spokeswoman
Marie-Caroline Le Vacon

Incriminating evidences guards
Jean-Michel Hellendorff
Damien Duca
Jean-Joseph Garcia
Gildas Souka

Lumières' Brothers
Stéphan Le Gac Savoye
Camille Lallement

Informers
Naddir Meridji
Olivier Baudart
Marie-Thérèse Nguyen
Julian Ricq
Jean Tramier
Larbi Ghalem
Xavier Sanson
Bank of England
Nathalie Jérémie
Adrien Bro
Florette Nsele
Sebastien Lin
Maureen BOLGER
Stéphane FIGON
Lasconie Lukusa M.
Ramata Diallo.

Queen Victoria
Deborah Bellangé

Prime Minister
Jean-Pierre Bourdon

The Testament of Sherlock Holmes©Copyright 2012 Frogwares. Published under license and authorization of Frogwares. All rights reserved. Copyright 2000-2012 "Sherlock Holmes" and Frogwares and their respective logos are trademarks of Frogwares. Focus, Focus Home Interactive and its logos are trademarks or registred trademarks of Focus Home Interactive. All rights reserved. All other company names, brand names and logos are property of their respective owners. "Sherlock Holmes", inspired by the Adventures of Sherlock Holmes written by Sir Arthur Conan Doyle.

KINECT, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.