HOPKINS
FBI

1) THE STORY

In 1984, an organised crime syndicate, claims to be in possession of nuclear weapons and threatens to use them against the population unless the United States government meets their demands. When the government categorically refuses to give in to their threats, two nuclear missiles are launched and explode over California killing 50,000 people. The FBI, the Federal Bureau of Investigation, is put in charge of what becomes the biggest investigation of the century.

Finally, in 1986, following a two-year an investigation lasting two years, the leader of the crime syndicate, Bernie Berckson, is tracked down, thanks to the incredible work of F.B.I. special agent Hopkins.

In 1987, Bernie Berckson is sentenced to death. However, even though strapped to the electric chair, and after two shocks have been administered, he somehow manages to escape and disappear in highly mysterious circumstances.
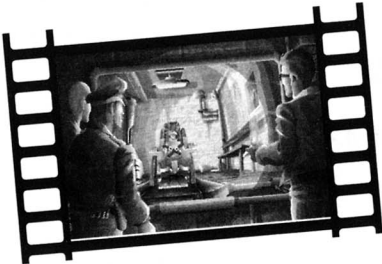
Since that day, Bernie Berkson seems to have disappeared off the face of the Earth.

You will take on the role of Hopkins in his new investigation.

2) INSTALLING THE GAME

Before you can play HOPKINS FBI, you must first install the game. To do this, follow the instructions below.

Insert the HOPKINS FBI CD-ROM into your drive and a menu will appear. Click on INSTALL HOPKINS FBI.

> **Note :**
> **If DirectX™ has not been previously installed, click on the INSTALL DIRECTX™ option before clicking on INSTALL HOPKINS FBI.**

If this menu does not appear, double-click on your CD-ROM icon in my computer, then on the AUTORUN.EXE file.

Once the installation program has been loaded ...

The computer will ask you what type if installation you want...

- **Minimum Installation :**   Choose this option if you have less than 20 MB available on your hard disk.

- **Normal Installation :**   Choose this option if you have a minimum of 40 MB available on your hard disk.

- **Complete Installation :**   We recommend this option if you have at least 90 MB available on your hard disk.

You must then indicate in which directory you want the game to be installed.
Ex: C:\GAMES\HOPKINS.

A status bar lets you know how the installation is proceeding.

You have just installed HOPKINS FBI...

A new dialogue box appears proposing the following choices:

- **PLAY HOPKINS FBI**   (Click on this button to start the game)
- **CHANGE THE CONFIGURATION**   (Click on this button to change the game options)

- **VISIT THE INTERNET SITE**   (Click on this button to visit the game's Internet site. note : this feature requires internet access)

- **UNINSTALL HOPKINS FBI**   (Click on this button to uninstall the game)

IMPORTANT :

Whenever you want to start **HOPKINS**, *you must insert the* **CD-ROM** *into your* **CD-ROM** *drive, regardless of the type of installation chosen.*

If you choose to uninstall the game, your saved games will be lost.

3) HOW TO PLAY HOPKINS FBI

3.1 STARTING THE GAME.

To start the game once it has been installed, simply follow the instructions below :

      1) Insert the HOPKINS FBI CD-ROM into your CD-ROM drive.

      2) When a menu appears, click on the PLAY HOPKINS FBI option.
         If the menu does not appear, open the "Start", then "Programmes",
         and FBI HOPKINS menus and click on HOPKINS FBI.

3.2 THE MAIN MENU.

Après le chargement et l'exécution de l'introduction du jeu, le menu principal apparaît vous proposant un choix d'options.

Once the game has been loaded and the introduction sequence has finished, the main menu appears, displaying a choice of options.

NEW GAME	If you want to start a new game, click on this option.
LOAD GAME	Click on this option to return to a saved game.
OPTION	Click on this option to change game's options
INTRODUCTION	Click on this option if you want to review the game introduction sequence.
QUIT	Click on this option to leave the game and return to WINDOWS™.

    Choose the **NEW GAME** option to start a new game; HOPKINS will then appear in his apartment.

3.3 AN INTELLIGENT INTERFACE.

3.3.1 MOVING THE CHARACTER

The mouse is used to move the character around: position the mouse pointer to where you would like Hopkins to go, then press on the left button of the mouse.

> **Note :**
> **GO must be selected in order to move the character (default action).**

3.3.2 GIVING ORDERS.

When you move the mouse pointer on the screen, you will see it flash when in contact with an active field (Hopkins can only do things within an active field).

***Example* :**

Move your mouse pointer over to the fridge and the pointer flashes and the field description appears at the bottom of your screen (e.g. "fridge").
Once the mouse pointer is in an active field, you can choose what you want Hopkins to do. To do this, click on the right button of your mouse to scroll through the possible actions.

***Example* :**

Place the pointer on the fridge, then click on the right button of the mouse. There are two options to choose from in this field **(OPEN/GO)**. Choose OPEN and confirm your choice by pressing the left button of the mouse. Hopkins will then open the fridge.

The game interface is intelligent and will only propose actions relevant to the field and its status.

***Example* :**

When the fridge is open, you can choose the following actions:
- **SEARCH**
- **CLOSE**
- **GO**

When the fridge is closed :
- **OPEN**
- **GO**

3.3.3 THE INVENTORY.

The inventory contains the list of items that can be used within active fields. If you want to browse through the inventory, move the mouse pointer to the top-left of the screen. An icon will appear.
Click on it, and the inventory will appear.

At the start of the game, the only item in the inventory is Hopkins' FBI card. You can do things with these objects. To view all possible actions, position your mouse pointer on the object and press the right button of the mouse. To choose the action, press on the left button of the mouse.

Hopkins can only hold one object at a time; you must choose this object from the inventory list.

Example :
> To choose the FBI card.
>
> - Open the inventory.
> - Position the mouse pointer on the FBI card.
> - Choose TAKE with the right button of the mouse.
> - Confirm the action by pressing on the left button of the mouse.

When scrolling through the list of actions, you will see your mouse pointer transform into an object. This option lets you use one object with another.

When you order Hopkins to pick up an object, or if he discovers a new object, it will automatically appear on the inventory.

Example :
> - Position the mouse pointer on the sofa.
> - Choose and confirm the **SEARCH** action.

Once this action has been executed, Hopkins will let you know that he has found the keys.
The keys will be automatically added to the inventory.

> **Note :**
> **To leave the inventory, move the mouse pointer away from it and press on the left button of the mouse.**

3.3.4 FINDING THE EXIT.

The mouse pointer will indicate the exit via the EXIT option. If you want to leave the apartment, you must confirm the action by pressing on the left button of the mouse. If you press the button twice, Hopkins will leave the room immediately.

3.3.5 USING AN OBJECT WITH AN ACTIVE FIELD.

If you move the mouse pointer to "an active field" and scroll through the various actions possible, it will transform into an object at a given moment. If you press the left button of the mouse, you are asking HOPKINS to use this object within "the active field".

Example :

You want HOPKINS to use the keys to open the car :

- Leave the apartment (you will find yourself in the street).
- Click on the inventory icon.
- Place the mouse pointer over the keys, select and confirm the TAKE option.
- Leave the inventory.
- Position the mouse pointer over the car.
- Scroll through the possible actions by pressing on the right button of the mouse.
- When the keys appear, confirm the action by pressing on the left button of the mouse.

3.3.6 USING AN OBJECT WITH ANOTHER OBJECT.

You want to use the keys with the FBI card :

- Click on the inventory icon.
- Place the mouse pointer over the keys.
- Click on the keys with the action TAKE.
- Click on the inventory icon.
- Place the mouse pointer over the FBI card.
- Scroll through the possible actions by pressing the right button of the mouse.
- As soon as the keys appear, confirm the action by pressing on the left button of the mouse.

4) QUESTIONS / ANSWERS

The game doesn't start.

- Make sure there is a CD-ROM in your drive.
- Check compatibility between DirectX™ and your system, as specified in the **Technical Support** chapter of this document.

The game starts but there's no sound !

- Check compatibility between DirectX™ and your system, as specified in the **Technical Support** chapter of this document.
- Make sure your speakers are correctly connected.
- Turn up the volume.

The game starts but I'm getting the following error message : NOT ENOUGH MEMORY .

- Your computer must have 16 MB of RAM.

The game starts but I'm getting the following error message : FILE NOT LOCATED

- The main program cannot access certain data.
- Delete the Hopkins FBI directory and reinstall the game.
- Choose the maximum installation. If the error occurs again, ask the shop to test the game.

If you have encountered technical problems when installing or running the game.

- Refer to the **Technical Support** chapter at the end of this document.

5) THE CHARACTERS

Hopkins will come across numerous characters during the course of his investigation. To talk to any one of these characters, position your mouse pointer on him and choose the TALK option. A close-up portrait of the character will appear. You must then choose how HOPKINS replies.

Various possibilities will appear at the bottom of the screen. Select a phrase and click on it with the left button of the mouse.

> **Important :**
> **Dialogue may change depending on where you are in your investigation. Should you uncover new facts, don't hesitate to question characters again. Both your questions and their replies may change.**

You can obtain objects or new clues through the intermediary of these characters. Any new object will be added to your inventory automatically.

You can also give an object to a character...

- Select the object you want to give from the inventory.
- Place the mouse pointer over the character.
- Scroll through the actions until the object appears on the character.
- Confirm the action by pressing on the left button of the mouse.

6) GAME SAVE/LOAD

6.1 SAVING A GAME.

You should always save a game before leaving it. In this way, you will be able to continue your investigation, at the point you stopped, the next time you play.

- Scroll through the inventory.
- Select the **SAVE** option.
- Choose a save number (from 1 to 6)
- Press the left button to confirm.

Important :
there are certain places in the game where you cannot save.

6.2 LOADING A GAME

- Scroll through the inventory.
- Select the **LOAD** option.
- Choose the number of the game to be loaded.
- Press the left button to confirm.

You can also select the LOAD GAME option in the main menu.

7) GAME OPTIONS

To access the game options, simply select the second to last box of the inventory. A dialogue box appears, displaying the following options :

MUSIC + / - :	Click on the '+' icon to turn up the music volume. Click on the '-' icon to lower the volume.
SOUND + / - :	Click on the '+' icon to turn up the sound effects volume. Click on the '-' icon to lower the volume.
VOICE + / - :	Click on the '+' icon to turn up the voice volume. Click on the '-' icon to lower the volume.
TEXT ON / OFF :	Activates or deactivates the subtitles display.
VOICE ON / OFF :	Activates or deactivates the voices.
MUSIC ON / OFF :	Activates or deactivates the music.
SAVE CONFIGURATION :	Click on this icon if you want to save current settings as default settings.
LEAVE THE GAME :	Click on this option to leave the current game.

To return to the game, move the mouse pointer outside the dialogue box and press the left button of the mouse. |

8) GAMES WITHIN THE GAME

8.1 BREAKOUT.

Move the bat with the mouse.

8.2 THE 3D GAME IN THE SUBMARINE BASE.

Move with the direction keys on the keyboard.
To fire a shot, press the Ctrl key.
To open the doors, Press the space key. (*Only required for doors giving access to rooms at the base, the others open automatically*).

Options :

F1: Activate/Deactivate textures.
F2: Increase movement speed.
F3: Decrease movement speed.

9) CHANGING THE DEFAULT
GAME PARAMETERS

9.1 STARTING THE CONFIGURATION PROGRAMME.

1) Insert the HOPKINS FBI CD-ROM in your CD drive.
2) A menu appears : click on the **CHANGE CONFIGURATION** option.
   Should the menu not appear, open the "Start", then "Programmes", then "Hopkins FBI" menus and click on **HOPKINS SET UP.**

Once the configuration programme has been loaded, select **CHANGE DEFAULT OPTIONS.**

9.2 CONFIGURATION

A dialogue box displays the various game options.

SOUND	**ON/OFF**	Activates or deactivates the game's sound effects.
MUSIC	**ON/OFF**	Activates or deactivates the game's soundtrack.
VOICE	**ON/OFF**	Activates or deactivates the actors' voices.
TEXT	**ON/OFF**	Displays or does not display the subtitles.

SCROLL SPEED :

Speed of screen scrolling.

SCENE TYPE :

This option enables you to choose the quality of the cinematic scenes.
If you are equipped with a CD-ROM (8 speed and +) : Choose SVGA.
If you are equipped with a CD-ROM (4 speed and -) : Choose VGA.

IMAGES PER SECOND :

Normally you won't have to change this option, as the installation pro-gramme tests the speed of your configuration. However, if you get the impression that the animations are jerky, you must lower the value of this option. The possible values are 60, 30 and 15.

Once you have made your choice, confirm by clicking on the OK option.

At this point, you return to the main menu. Click on the **LEAVE INSTALLATION PRO-GRAMME** option.

> **NOTE : You can restart the installation programme at any time, to change the default options.**

10) ADVICE

Find the all active fields in each new screen. Explore your environment thoroughly. Open cupboards and drawers. Push stones or objects that you think may be concealing smaller items.

Each time you uncover a new fact, think about questioning the characters who previously were not very talkative. Report to your chief whenever you have some vital information as he could assist you in your investigation!

Always have your revolver in your hand when visiting dangerous looking places.

Think about the intelligent functioning of the interface; one action can make another action appear within the same field.

Think about saving your game regularly.

Ask someone to help you, it could be useful and fun to play with a friend. Perhaps they'll discover some new clues.

11) THE START OF THE SOLUTION

For a few days I'd needed sleeping pills to sleep. The memory of Bernie Berkson haunted me. How could he possibly have survived two electrocutions, and how the hell did he manage to escape?

Both the FBI and the government had decided to keep the information from going public. Officially, Bernie was dead and buried. But I knew better..... I knew we knew absolutely nothing about what had happened.

The sun rose slowly and its first rays pierced the darkness of my apartment. The week had been so hectic, I hadn't even had the time to tidy the place up. The night before, I'd watched the news and learned that yet another scientist had disappeared. After checking out the babe across the street with my binoculars, I grabbed my revolver, a screwdriver

and the keys to my car which I finally found under a cushion on my sofa.

I left my place, had a few words with a man who was reading a newspaper, then with a young woman. This is when I found out that a garbage collector had been killed and that the body of a young woman had been found on a roof, attached to a television antenna.

Once in my car I got a call from Johana, the FBI receptionist. She told me that there was a hold-up in progress at the central bank and then let me know that I was in charge of the case.

Once at the scene, I had to show my badge to the cop who mistook me for a reporter. Their chief, sergeant Anderson, briefed me on the situation: two men were in there holding hostages. The scum had already killed some innocent people (a cashier, a guard and a customer) and they were claiming to have hidden a bomb inside the bank...

12) TECHNICAL SUPPORT

Hopkins FBI requires the installation of DirectX™ 5 and compatibility between DirectX™ 5 and your computer.
To make sure your system is compatible with DIRECTX™, proceed as follows :

- Double-click on "Work Station", open "Disc C :", open the file "Program Files", "DirectX" "Setup" and double-click on the "DxSetup.exe" icon.

- Check that "Primary display driver " and "Primary sound device" (sound card manager) are "certified" or marked "handle it" and that the version number is "4.05" or better.

- Without this mention and a correct version number, DIRECTX™ cannot function properly, which may explain any problems encountered when running the game.

However, if any of your drivers are not "certified", you will have to upgrade the card drivers or managers in question. These drivers are available from the manufacturers of your peripherals.
Contact your dealer if you do not know the manufacturer or the reference of the elements in your configuration.

Hopkins FBI does not run under WindowsNT4 or DOS.

Contact Technical Support :
By Email :   hopkins-fbi@aventurier.com

13) THE WRITERS

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HOPKINS FBI

Musical credits :
Crédits musicaux :

"I can't control myself" by The Troggs
(Reg Presley) Dick James Music
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"Lost Girl" by The Troggs
(Reg Presley) Dick James Music
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"Tobacco Road" by The Blues Magoos
(John Loudermilk) Cedarwood publishing Co., Inc
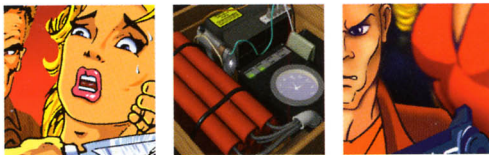© 1966 Fontana / Mercury

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HOPKINS

FBI

HPMN-1

KULT