PC CD-ROM

Inquisition

wanadoo

EPILEPSY WARNING

Please read before using this video game system either by yourself or by your children.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Precautions to take in all cases whilst using video game systems:

- Do not stay too close to the screen.
- Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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Prologue

"Do not think that I came to bring peace to the earth; I did not come to bring peace, but a sword."

(Matthew 10:34)

1348. Matthew, a penniless young gentleman, quick-witted and smart, arrives in Paris in the hope of making his fortune. But times are tough, what with the constant threat of plague and the all-powerful Inquisition levelling unfounded accusations and practising torture. Sinister Châtelet prison is overflowing and the last of the once powerful and wealthy Templar Knights have been eliminated, carrying the secret of their fabulous treasure with them...

Installation

Welcome to the INQUISITION installation instructions!

To install INQUISITION, insert CD 1 into your CD drive and follow the on-screen instructions. If 'Autorun' is not enabled, click on the icon representing the CD drive in 'My Computer'. This will display all files on the CD. Double-click on the 'setup.exe' file to start the installation process.

Now follow the instructions in the dialogue box.

Click on 'Next' in the first dialogue box.
The end user licence agreement (EULA) will appear in the next dialogue box. You will have to accept this agreement to continue installing the game. The next dialogue box will ask you where you want to install INQUISITION on your hard disk. The game requires 1.2 GB of free space and the default location is 'c:\program files\wanadoo edition\inquisition'. The file containing last-minute changes will then be displayed on the screen. You can now start installing the game files onto your hard disk. Just click on the 'Install' button, You will be asked to insert CD 2 during installation. Once the files have been installed, and provided you have an Internet connection, you can check for the latest downloads and patches on our website.
Congratulations! You have now installed the game successfully.

Uninstalling the game

You can uninstall the game via the Start/Programs menu (use the shortcut created by the installation program) or via the 'Add/Remove programs' function in the 'Control Panel'.

Getting Started

The Interface

1: Contextual help. This corner displays messages and tips based on the situation you find yourself in. You can turn it off in the Options menu.

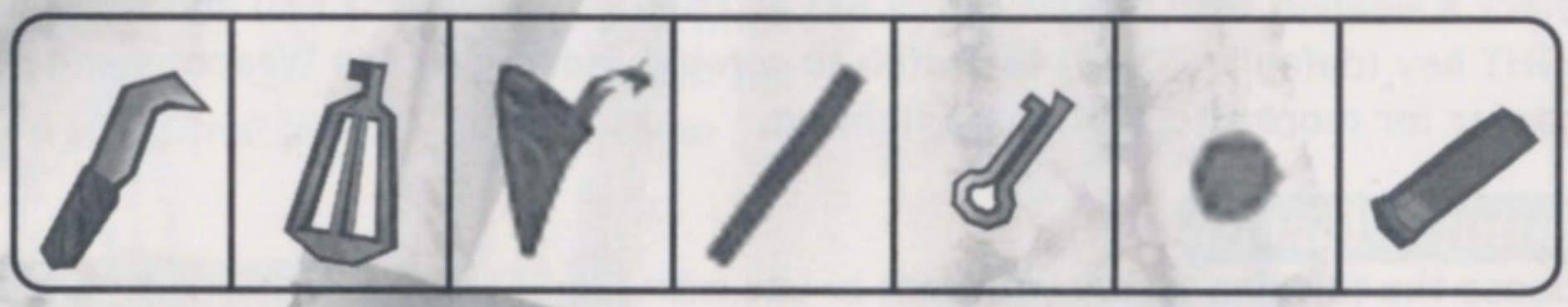
2: Life bar. The red line represents Matthew's health and it shortens every time he's wounded. He will die when it reaches zero. The green bar below it represents the store of herbs and spices available in the mask.

3: Selected weapon. The icons representing the different weapons available to Matthew are as follows:

bare hands | daggers | double-edged sword | axe | crossbow

See the Weapons and objects chapter for more information on these weapons.

4: Selected thieving ability. The icons representing Matthew's different thieving abilities are:



pick pocket | shine light | wear mask | knock out | pick lock | throw stones | whistle

Controlling Matthew

Moving

Use the keyboard to make Matthew move about on the screen.
He has several different ways of moving: run (default), walk, walk crouched.

Mathieu moves quickly when he runs, but there is a danger he will make noise and so alert his opponents.

To walk, hold the WALK key down (default: right SHIFT) while moving.

To crouch, hold the CROUCH key down (default: left CTRL). Matthew won't make any noise and his enemies won't be able to see him if he hides behind crates or barrels. However, there are certain actions he can't accomplish while crouched (such as fight, for example). Let go of the CROUCH key to stand up again.

Hiding

Whenever you're standing against a wall, you can use the HUG WALL key to flatten yourself up against it (default: left SHIFT). You can walk along beside the wall while flattened up against it. If you select subjective view, the view will shift to two metres behind you, allowing you to look around more easily (especially around corners...).

Jumping

Press the JUMP key (default: left ALT) to jump. This enables Matthew get to hard-to-reach places and jump over traps.

Interacting with the environment

Use the ACTION key (default: SPACE bar) to interact with your environment: you can pick up objects, open doors, speak, push crates around etc.

Fighting

Select a weapon with the WEAPON SELECTION key (default: END) and then press the FIGHT key (default: HOME) to switch to combat mode. See the Weapons and objects chapter for more information on fighting.

Using Objects

Choose the thieving ability you want to use with the SELECT ABILITY key (default: PAGE DOWN) and then press the USE key (default: PAGE UP) to use the object you selected. See the Weapons and objects chapter for more information on thieving abilities.

Controlling Matthew

Inventory

Press the INVENTORY key (default: TAB) to switch to inventory mode. Move the cursor over them to examine or use the objects in your inventory. You can also press the ACTION key (default: SPACE bar) to use an object.

Subjective view

Press the SUBJECTIVE VIEW key (default: left mouse button) to change your point of view. This will enable you to see directly through Matthew's eyes. Use the mouse to look around. Press the SUBJECTIVE VIEW key once more to return to normal view.

Pause

Press the PAUSE key (default: ESC) to pause the game.

Default control settings

Move	Directional arrows
Walk	Left Shift + Directional arrows
Jump	Left Alt
Hug wall	Left Shift
Crouch	Left Ctrl
Action	Space bar
Use object	Page Up
Select thieving ability	Page Down
Select weapon	End
Switch to combat mode	Home
Inventory	Tab
Subjective View	Left mouse button
Pause	Esc

Combat mode:

Move	Directional arrows
Power blow	Left Alt
Light blow	Left Ctrl
Combo	Left Ctrl (2 in a row)
Parry	Left Shift
Kick	Space bar
Return to normal mode	Home

Using a Joypad

The game can also be played with all joysticks and joypads compatible with DirectX8.1. Use the Options menu to assign commands to the joypad's buttons.

Launching the game

To launch the game, make sure CD 1 is in your CD drive and then click on the 'INQUISITION' shortcut in the Start menu.

The main menu will appear once the introductory screens have played. Use the directional buttons to select NEW GAME, LOAD GAME or OPTIONS.
Press Enter or the Space bar to confirm your choice. Press Esc to cancel your choice.

New game

Select NEW GAME to start a new game.

Load game

Select LOAD GAME to load a previously saved game. Use the directional keys to select the game you want to load and confirm with the Enter key.

Note:

The LOAD GAME option will only appear in the main menu
if you have previously saved a game.

Save game

You can save your progress when between levels.

Starting a game

Objective

Matthew arrived in Paris in the hope of making his fortune. Unfortunately, his Parisian career got off to a bad start, as he soon found himself in prison...
If he manages to escape from prison and avoid his many enemies, he may just unravel the huge plot he is caught up in despite himself...

Be stealthy

Matthew has to move about INQUISITION'S different levels without being spotted.
His enemies only see what lies within their field of vision. This field appears in green on the screen and moves about whenever that character patrols or turns his head. As long as Matthew stays outside this field of vision, he won't be seen. However, if he gets caught in a field of vision, it will turn red and the game will switch to alert mode.
In alert mode, the character who spotted Matthew will call out to the guards in the area and some doors may be locked. Matthew will have to get rid of all his enemies to cancel alert mode. Matthew can always hide to avoid being seen. He can hug the walls by standing facing one and pressing left Shift. He can also hide behind crates, barrels and other objects by crouching down (left Ctrl). Matthew's enemies will only see him if he drifts into their field of vision. However, he may attract their attention if he makes noise. Generally, they will head for the source of the noise. Matthew can make noise by running or stepping into puddles.

Characters

Matthew

Matthew is the youngest and last son of a penniless landed family. He arrived in Paris in search of fortune and adventure. He may be young, but he is cunning and nimble and believes luck is on his side.

Jacques

He is a prisoner Matthew meets while in Châtelet. What crimes did he commit to find himself in such a pitiful state? What is the secret he refuses to reveal, even when faced with the INQUISITION's cruellest torturers?

Coher

The one all the rogues of Paris fearfully call the Mighty Coher is the lord of the Court of Miracles and the uncontested leader of the deadliest band of cut-throat scoundrels, plunderers, con men and crooks in Paris. It is only wise to grovel when in his presence.

Malandrin

He is the leader of a small gang of bloodthirsty and brutal crooks. His aim is to overthrow Coher and he and his men will stop at nothing to achieve it.

Albéric de Maulévon

A zealous servant of the Church, Albéric has been instructed by Pope Clement VI to purge Paris of the abominations overrunning it. He lives in monastic poverty but, protected by the Pope and his elite bodyguards, he is one of the most powerful men in France, feared even by the King. He seems particularly determined to wipe out the Templar heresy. Why?

Blanche

She is a pleasant and chaste young maiden from a good family. Despite herself, she will find herself caught up in a plot she doesn't understand.

Arminius

A wise and learned monk, he is as faithful a friend as he is devoutly religious.

Weapons and objects

Combat

In combat mode, the default controls change (see table on page 6) and some will no longer be available (jump, crouch, action, use object or ability, hug wall).

Use the SELECT WEAPON key (default: End) to scroll through the different weapons in your arsenal. Press UNHOLSTER to use the selected weapon (default: Home).
When you hold a weapon in your hand, you switch to Combat Mode (UNHOLSTER key). This means that certain actions will no longer be available to you. E.g. you can't pick up an object or use a thieving ability. To do this, you will have to quit Combat Mode by pressing REHOLSTER (same as the UNHOLSTER key).

There are several different attacks you can use. The POWER BLOW key (default: Left Alt) unleashes a powerful attack that is easy to dodge. The LIGHT BLOW key (default: Left Ctrl) unleashes a faster attack. If you combine two light blows at the right pace (Combo), you will make it harder for your opponent to block them.
The PARRY key (default: Left Shift) makes you adopt a defensive posture. You can block attacks coming from an enemy facing you, but you can only block attacks in one direction at once.
Use the KICK key to kick your opponent (default: Space bar). Kicks aren't very powerful but they let you keep your opponent at a safe distance.

Weapons and objects

Bare Hands

Matthew will have to fight with his bare hands until he picks up a weapon.

Daggers

Knives, daggers, awls and even kitchen knives are the preferred weapons of Parisian thieves. They are easy to use and easy to hide but aren't much good against opponents wearing armour.

Double-edged sword

This is the sword used by the city's guards. It is solid and well-balanced and deadly in the hands of a trained soldier. If only Matthew had listened more closely to his weapons instructor's advice...

Axe

Matthew can use this heavy axe to break through barricades and split his enemies' skulls...

Crossbow

This weapon is so deadly that the council of Latran banned its use between Christian armies in 1139. It can, however, still be used against the infidel. Fortunately, Matthew's quest for the truth means that he isn't too worried about Papal bulls...

Objects

Use the inventory to access your different objects (cf. Controlling Matthew).

Bread and sausages

Eating these increases Matthew's energy levels.

Gold

Matthew will occasionally have to borrow rich Parisians' purses – to help him in his quest, of course. However, there are others who won't hesitate to rob Matthew of his hard-earned gains.

Thieving abilities

Whistle

Matthew can draw the guards' attention by whistling. He can then go and hide elsewhere.

Throw stone

Matthew can throw stones to distract the guards. He will first have to pick up a pebble but, fortunately, these aren't particularly rare in Paris.

Throw spike

When he's being chased, Matthew can throw these spikes behind him to wound his pursuers.

Lantern

Selecting the lantern will enable Matthew see more easily in the various cellars, underground passages and crypts he has to go through. Once the lantern is selected, the USE OBJECT key (default: Page Up) will let him light a nearby torch. Simply select another tool to put the lantern away.

Pick pockets

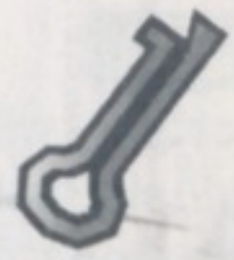
Matthew can use his thieves' blade to rob bourgeois passers-by. To do this, he must approach his victim discreetly from behind. If he's spotted, he won't be able to steal anything. The thieves' blade can only be used to rob characters carrying purses.

Knock out

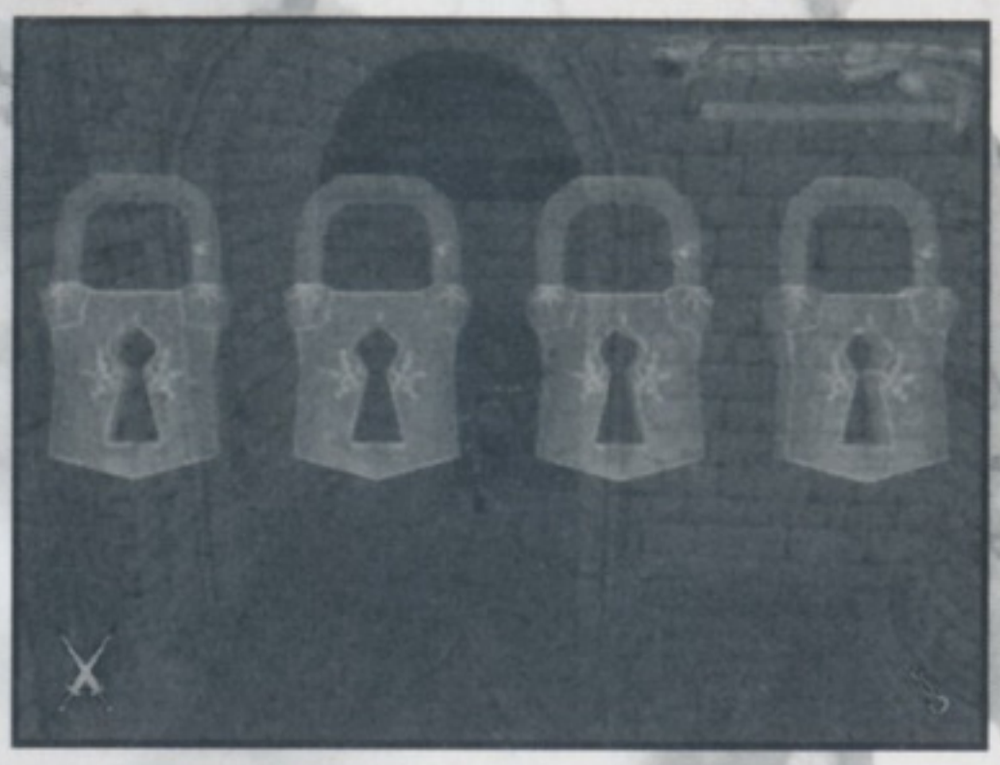
Matthew can use his thieves' blade to rob bourgeois passers-by. To do this, he must approach his victim discreetly from behind. If he's spotted, he won't be able to steal anything. The thieves' blade can only be used to rob characters carrying purses.

Pick locks

Once Matthew has a skeleton key, he can try to pick complex locks. Picking a lock involves finding the right combination required to open it. Whenever Matthew tries to pick a lock, a number of padlocks will appear.



Thieving abilities



One of the four directional keys (up, down, left, right) will open the lock on the left. Matthew must keep trying until he opens it.

Once he's opened the padlock on the left, he must try to guess which direction will open the second padlock. If he gets it wrong, all the locks will close again and he'll have to start over (with the padlock on the left). If he gets the second one right, he'll have to try and guess the direction for the next lock – and so on until they're all open.

Options

Options

This menu gives you access to control, video, audio and game options.

The control options menu lets you configure all the keys used to move and control Matthew. A full list of these keys is available in the 'Controlling Matthew' chapter. You can assign controls to joysticks, joypads or any other DirectX compatible device. You can also invert the viewing controls if you want: Matthew will then look up when you pull the mouse down.

In the video options menu, you can set your screen's gamma correction factor to ensure maximum visual comfort. The higher the gamma correction factor, the quicker dark colours turn bright. The lower the gamma correction factor, the quicker light colours turn dark.

You can use the audio options menu to set the music and sound effects volume levels.

In the game options menu, you can turn blood effects, subtitles and contextual help on and off

Hints and tips

Escaping from guards

In order to survive during INQUISITION, Matthew will have to proceed stealthily. It's possible for him to get by all the soldiers without having to fight them. Take the time to observe the guards on their rounds. Distract their attention with the whistle or stones. Try to avoid walking too quickly or into puddles.

Use the whistle and stones

The whistle can be used to attract a guard's attention. The guard will head for the point where Matthew blew the whistle and Matthew must be able to find a new hiding place quickly and without crossing the guard's path! Here are some examples:

Stones can be used to distract guards who are farther away. They are useful as guards won't normally leave their post without a good reason and sometimes it's too dangerous to use the whistle. As with the whistle, the key here is to find a new hiding place without being seen by the guard! There is a limited number of stones so don't waste them...

The guards' field of vision

Several factors affect the size and shape of Matthew's enemies' field of vision.
The closer he is to an enemy, the greater the angle of that enemy's field of vision.
Guards see better in the day than at night, so darkness reduces their field of vision.
The distance a guard can see will also be reduced if Matthew is hidden.

Subjective view

Matthew can use subjective view mode to examine his surroundings. In subjective view mode, all important objects, i.e. all those Matthew can interact with and pick up, will sparkle. All clues will also sparkle. If an object isn't sparkling then it has no use or function at all. For example, a door which isn't sparkling can never be opened.
In subjective view mode, you can sometimes also see without being seen.

Contextual help

If this option is turned on, then every time you pass next to an interactive object or find yourself in a unique situation, a message will appear on the top of the screen letting you know what you can do, e.g. pick up an object, push a crate, use a certain thieves' tool.

Consumer support

www.support.wanadoo-edition.com

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