

LUST
AMBITION
POWER
SEDUCTION



The partners

MONTE CRISTO
www.montecristogames.com

<http://www.replacementdocs.com>



www.montecristogames.com

Table of Contents

1) Getting Started.....	Page 04
2) The Partners - General.....	Page 05
2.1 Game Idea	
2.2 Main Menu	
2.3 Tutorial	
2.4 Progressing Through Campaigns	
2.5 Freeplay	
3) Basics.....	Page 09
3.1 The Main Screen	
3.2 Main Console Functions	
3.3 Moving in the 3D World	
4) Character Controls.....	Page 11
4.1 The Character Menu	
4.2 Selecting a Character	
4.3 Needs	
4.4 Moods	
4.5 How do I satisfy my characters' needs?	
4.6 Character	
4.7 How do I change my character's personality?	
4.8 Relationships	
4.9 How do I improve the relationship between two characters?	
5) The Secret Language of the Partners.....	Page 15
6) Furnishing the Offices.....	Page 17
6.1 The Buy Menu	
6.2 Purchasing Objects	
6.3 Moving Objects	
6.4 Selling Objects	
6.5 What is the use of furniture and objects?	
6.6 Enlarging Your Lawfirm	

7) To work!.....Page 19

- 7.1 What's the point of working?
- 7.2 Lawsuits
- 7.3 Overseeing the Progress of Cases
- 7.4 How do I win a lawsuit?
- 7.5 Advice for Budding Lawyers

8) Objectives.....Page 22

9) Surveillance Camera.....Page 22

10) Credits.....Page 24

TECHNICAL SUPPORT

If you encounter problems during the installation of, or whilst playing your game, please follow the directions below to obtain help:

Online help - www.montecristogames.com

Go to the SUPPORT section where we have put together the principal problems encountered along with their solutions.

Direct help:

If you would like to obtain help on a specific problem, you can contact us :

- by phone - +33 1 40 39 12 31 from 9am to 6pm, Monday to Friday.
- by email support@montecristogames.com

Before contacting technical support, please have ready the following:

- 1 - the configuration of your PC (RAM, MHz, Video and Sound Cards).
- 2 - a detailed description of the problem (error message, at what moment the problem arrives).
- 3 - a pen and paper in order to take any necessary notes.
- 4 - an immediate access to your PC (support will be quicker and more efficient if you are guided through step by step).

1) Getting Started

Minimum System Requirements

The Partners was developed for use with PCs featuring:

-Windows 98®, 2000 or XP operating system with DirectX®

8.1 or higher

- Pentium® II 300 MHz or equivalent processor
- 64 MB of RAM
- 3D video card with at least 16 MB of RAM
- Sound Blaster or 100% compatible sound card
- 600 MB of free hard drive space

installation

- Insert the The Partners CD into your CD ROM drive.
- Wait a few moments for the splash screen to appear.
- Click the "Install" button and follow the instructions on screen.

If the splash screen should not appear automatically, start the installation manually:

- Double-click the "My Computer" icon on your Windows desktop.
- In the next window, double-click the icon of your CD ROM drive.
- Double-click the "Setup" icon and follow the instructions on screen.

DirectX®

DirectX® is a set of drivers required to run games on the Windows® operating system. The installation program will automatically request you to install or reinstall DirectX® 8.1.

-If you already have DirectX® 8.1 or a higher version installed on your computer, there is no need to reinstall it.

-If you are uncertain which version of DirectX® you have installed or experience problems trying to launch The Partners (particularly video issues), please reinstall DirectX®.

2) The Partners - general

2.1 Game Idea

Have you always dreamt of entering into a TV series, of being right there, surrounded by a web of action and intrigues? Or, even better, of pulling the strings, bringing people together and forcing them apart, weaving the threads of fate, and untangling them? Well, you may do all that and more as you please ("Freeplay" mode) or in several missions ("Campaign" mode) in the world of The Partners: Control the lives of a very colourful group of characters! It is up to you to make them like, love and hate each other.

You will soon find that the success of your partners' lawfirm depends greatly on your ability to guide your characters, and to modify and manipulate them as you please!

2.2 Main Menu

At the beginning of the game, it is up to you to choose your preferred game mode from the start screen.



TUTORIAL

We learn by doing. This first campaign was therefore specially designed to help you learn the basics of the game hands-on. This is the place to start!

CAMPAIGN 1, 2, 3

Each campaign consists of a series of episodes featuring the same lawfirm. As you progress through the scenario one episode at a time, you will be given numerous objectives to complete.

FREE MODE

Select this option to choose your own characters and decor, and make up your own story.

OPTIONS

This option enables you to adjust the sound and video settings for your game.

2.3 Tutorial



In this game mode, you will learn the functions of the main elements of The Partners step by step.

After the title screen, you will discover the environment of a typical The Partners game using the example of a simplified campaign.

Throughout the tutorial, a special menu in the top left-hand corner of the screen will enable you to access the table of contents and the chapters of the tutorial at any time. Simply click on an item in the list to start that chapter.

2.4 Progressing Through Campaigns



Having selected a campaign (Sea, Tex and Sun, Gordon & Gordon, Adios and Goodnight), you will immediately be taken to the title screen.



This screen presents the current scenario of the campaign you have selected, as well as the protagonists.

It also describes the central thread of the campaign. This is a victory condition that must be taken into consideration throughout the campaign. For example, the central thread "Eva must avoid flirting in front of the webcam" indicates that you must make sure that Eva does not kiss any of your other characters in

front of the camera for the entire duration of the campaign.

The central thread is followed by the objectives of the first mission of your campaign. Once these objectives have been completed, the objectives for the second mission will be displayed, and so on, until you have successfully completed the campaign.

You have three buttons to choose from:

- **New Game** => Starts the campaign from the beginning.
- **Load Game** => Enables you to continue a previously saved game.
- **Back** => Returns you to the previous screen.

2.5 Freeplay



This game mode allows you to create your own scenario and set of characters.

In the first screen, you will be presented with a list of scenarios you have created so far. You now have the options to "Create" a new scenario, "Edit" a scenario previously created, or select a scenario from the list and play it.

* Creating a Scenario



Having selected the option "Create", you will now be requested to enter certain information for your new scenario. You may now enter a name, select the amount of initial capital, select one of the three décors (lawfirms) and adjust the difficulty and frequency of cases that will occur.

In the lower section of this screen, you can select your lawyers. By default, one character is selected. Using the three buttons, you can "**Add**" a new character, "**Edit**" the selected character or "**Remove**" this character.

Below, you will see the selected character's relationships to his or her fellow lawyers. You can alter these relationships between your lawyers by simply selecting a new one from the list.

When you are happy with your new scenario, select one of the buttons at the bottom of the screen to either "**Launch**" or "**Save**" the scenario, thus adding it to your list.

* Creating a Character



If, in the previous screen, you selected the option "Add" or "Edit", you will automatically access the character creation screen.

This contains a number of adjustable settings for your characters.

You can alter your character's name and select one of the proposed physical appearances.

Under the "Character" option, you will find a number of character points which you can distribute as you like among your character's 9 traits. For every trait, right-click with your mouse to increase its number of points in the gauge and left-click to make it less pronounced. By default, all traits have the same number of points assigned to them. The counter to the left of the gauges indicates how many points you have left to distribute. The default amount is 0, as all points have already been distributed in this setting.

The buttons at the bottom of the screen enable you to "**Save**" your character and add him or her to your list of characters. You can also "**Load**" a character from this list. Click the "**Confirm**" button to select the character you have just created, edited or loaded and return to the previous screen. Your character has now been added to the current scenario.

3) Basics

3.1 The Main Screen



The main part of your screen is taken up by the 3D view of your lawfirm, where you will be able to watch your characters.

The main console at the bottom of the screen is visible at all times.

3.2 Main Console Functions

The main console contains 5 main buttons:



- **Options** => This button enables you to quit the current game, load/save a game, change game settings ...
- **Objectives** => Enables you to check how far you have come and what objectives have been fulfilled.
- **View Lawyers** => Displays character information.
- **View Files** => Displays the lawfirm's current lawsuits and financial situation.
- **Buy Mode** => Switches to the game's "Buy" mode.

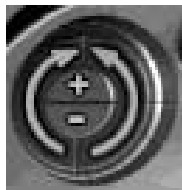
Additional buttons/information:

- An option that switches to the surveillance camera (see further on in this document).
- The current date and time.
- The game speed. There are 3 different game speeds available.
- Move buttons (see below).
- A "camera" button which takes a screenshot of the current view. The images are saved in c:\...\partners\screenshots\fullscreen

3.3 Moving in the 3D World

Move your mouse cursor to the edge of the screen. The game screen will scroll in that direction. Alternatively, you can also scroll the screen by:

- using the keys on your keyboard
- holding down the mouse wheel and moving the mouse.
- press the "Ctrl" key nad the arrow keys.



To **zoom in** or **out**,

- click the "+" and "-" buttons (in the lower left of the screen) or
- use the mouse wheel.

To **rotate** the view (i.e. to look at it from a different angle),

- click the rotation arrows in the **main console** or
- hold down the CTRL key on your keyboard and the mouse wheel, then move the mouse.

4) Character Controls

4.1 The Character Menu



In the main console, select the option "View Lawyers".

This opens the menu, which displays all the relevant information you require in order to understand your lawyers: their needs, their character, their relationships.

4.2 Selecting a Character

To select a character, simply click on him or her in the 3D view, or click on the character's thumbnail in the menu.

A green circle indicates the selected character in the 3D view.

4.3 Needs



Select the "Needs" tab in the menu.

Your selected character's 9 needs are displayed:



Friendship



Seduction



Sport



Love



Success



Beauty



Lust



Relaxation



Culture

Each of these needs is represented by a gauge. If a gauge becomes full and turns red, watch out: Your character's need is very urgent, and in danger of adversely affecting your character and those around him or her!

4.4 Moods

Your character's mood is the sum of all his needs. Check on each character's mood by looking at the television to the left of the characters' thumbnails.

4.5 How do I satisfy my characters' needs?

Your lawyers in The Partners will try to satisfy their needs themselves by performing certain actions. It's up to you to help them! Begin by selecting a character (left-click). To make him or her act, you will have to press your right mouse button.

Solo Actions

Right-click on the selected character to display a selection of actions your character can perform alone. Select the desired action from the list by left-clicking it.

Interaction With Others

Right-clicking on another character displays a selection of actions your two partners can perform together. These actions will affect the needs of both characters.

Interaction With Objects

You can also right-click on an object to access a selection of actions the selected character can perform using it. When you select some of these actions, a series of thumbnails representing your other lawyers will be displayed. In this case, you must choose the target of your action by selecting one of these thumbnails.

Actions and Effects

Every action displayed is accompanied by icons that advise you on the effects your action may achieve.



An icon to the left indicates the need that is affected by this action. Two icons indicate that this action is very effective.

If the action concerned is a character interaction, a "+" indicates that it will further the relationship between the two characters selected.

Finally, red and green indicators denote whether the action is likely to be go down well (green) or badly (red) with the targeted character.

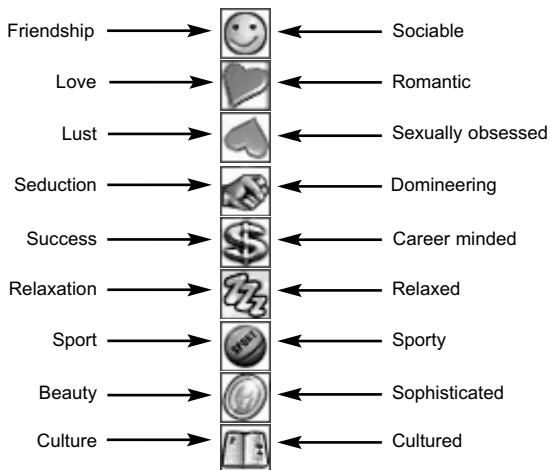
4.6 Character



In the menu, select the "Character" tab.

A series of bars represents the selected lawyer's character traits.

One character trait corresponds to each need:



Each character trait indicates the importance of the respective need to your lawyer. For example, a romantic partner will often be in need of love.

The menu also enables you to compare two people's characters. To do so, select the second character's portrait as a second thumbnail below the active one.

The more alike two characters are, the easier it will be to bring them together (like birds of a feather ...).

"Like attracts like". This parameter is indicated to the right of the character traits, and is known as the relationship. This level will rise or fall with every encounter between two lawyers, depending on their characters.

You can influence the relationship by having one character perform actions that meet the other's needs. This will make the latter content and improve his relationship to the character who performed the action.

4.7 How do I change my character's personality?

Well, it is possible - but it's not exactly easy, especially where your stubborn partners are concerned.

To make a character trait more prominent, you will have to make your lawyer perform actions that exceed his respective needs. For example, once you have completely fulfilled your partner's need for love (i.e. the love gauge has dropped to zero), continue to have him perform actions to make him more romantic.

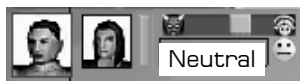
But beware! If you don't keep up the good work, your character will soon return to his old ways!

4.8 Relationships

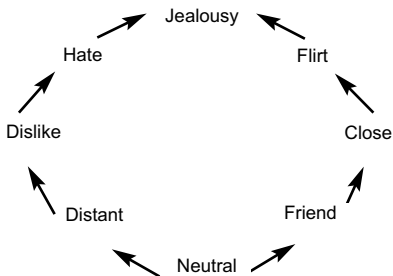


In the menu, select the "Relationships" tab.

This will display the selected character's relationship with each of his or her partners.



The following relationships between partners are possible:



A gauge for each relationship indicates its tendency. Angel: The relationship will soon improve (partners who are friends, for example, will become close). Devil: The relationship may take a turn for the worse.

4.9 How do I improve the relationship between two characters?

Simple: Perform actions.



But remember that, if these actions fail, they will end up worsening the relationship rather than improving it.

The green or red indicator next to the action's name in the list demonstrates whether the action is more likely to have a positive or negative effect.

To increase your chances of success (and have more green actions than red ones), make the relationship between the two characters as strong as possible.

5) The Secret Language of the Partners

Any psychologist will tell you that, in order to help your partners, you must first learn to understand them.

Watch them act, listen to their expressions. This will help you understand what's going on inside their heads, and aid them (or add to their troubles).

"I'm satisfying my needs."



A bubble above a character's head indicates that he or she is preparing to perform an action that will affect this need. The icon within the bubble indicates the exact need affected.

If the bubble is grey, the action about to be performed or participated in affects a need this character doesn't really have. Your character is about to be "forced" into something. This can happen if, for example, one of the character's friends approaches to tell him or her a joke, but the selected character doesn't want to hear it (having no need for relaxation at present). He will listen to the joke, but the relationship of the two characters will deteriorate.

"Nice guy!"



What does it mean when cherubs appear below two partners' heads? It means these two are getting on better and better, and that their last action has improved their relationship.

"Idiot!"



You can see a band of little devils? Oh dear! The last interaction between these two characters did not go well. Their relationship has just taken a turn for the worse!

"What a nuisance!"

When under stress, certain characters will find the presence of others (often secondary characters) annoying. In this case, every contact with the other person will stress your character (and increase their need for relaxation), which is indicated by black clouds.



"Oh no! Not you again!"

Some characters just don't get on. When two arch enemies meet, little flashes of lightning will appear to indicate extreme hostility. In general, this leads to a significant increase in the characters' need for domination.



6) Furnishing the Offices

Your partners need to work in an environment that makes them feel comfortable. Career minded characters often prefer functional furnishings, while romantics like something a little softer, and lovers like it warm ...

6.1 The Buy Menu



Click on the **"Buy Mode"** button. The game switches to "Buy" mode. Time stands still in the partners' world and you can rearrange your lawfirm to your heart's content by moving, buying or getting rid of furniture and objects.

6.2 Purchasing Objects

Click on the tabs to switch between object categories.

Then simply move your mouse cursor over the object thumbnails. As you do so, the objects' names and prices are displayed. Check the icons to see which needs are affected by actions you can perform with the objects.

Click on the arrows to scroll through the selection of objects.

To purchase an object, click on its thumbnail. Then move the mouse in the 3D view. The purchased object appears. Place it where you want it to be in the 3D view.

Note: An object can only be placed where it is highlighted in green. If it is intersected by a wall, another object or a person, it will be displayed in red, meaning that you cannot position it there.

To rotate an object by 90 degrees, press your right mouse button.

When you are satisfied with the object's position and the direction in which it is facing, left-click with your mouse: The object is placed there and becomes part of your lawfirm's decor.

Note: Some objects can only be placed on top of a piece of furniture. In other words, you can't buy them until you have something to put them on. For example, you can't buy a computer unless you already have a desk.



6.3 Moving Objects

In the buy mode, you can click directly an object you already own in the 3D view. You are then able to reposition/rotate it as you wish.

6.4 Selling Objects

While you are moving an object around the 3D view, click on the dustbin icon in the menu. This disposes of the object, and half of its original purchase price is credited to your account.

6.5 What is the use of furniture and objects?

Every item of furniture comes with a series of actions your partners can perform. Therefore, the better their environment is outfitted, the easier it will be for them to satisfy their needs.

For example, your characters will never be able to become very sporty unless you buy the necessary equipment.

6.6 Enlarging Your Lawfirm



The last tab of the "Buy" mode enables you to add extra rooms for your partners. As you move the mouse over the thumbnails, the new rooms will appear in the 3D view. The amount of money required to build them is given in the centre of the menu.

Clicking on a thumbnail irrevocably adds the new room to your lawfirm. The price is automatically deducted from your account. (Rooms cannot be sold like objects.)

7) To work!

Well, you've learnt how to keep your people happy and comfortable. But don't forget that they are lawyers, and must work to keep your firm running!

7.1 What's the point of working?

That's a good question! But in the world of your partners, the answer is simple: The point of working is to make money!

The only way to fill the till is to accept lawsuits (cases), and to make your lawyers win them and pocket the proceeds

7.2 Lawsuits



There is no knowing when your clients will arrive. When they do, the case you are asked to assist them in will be displayed as an envelope which may appear at any time throughout the game.

Click on the envelope. You can now read a description of the case and the advantages you will gain by winning the lawsuit.

You now have two choices. You can refuse the case. All you have to do is click on the red cross to close the window and continue playing.

If you do accept the case, however, you will need to assign a principal lawyer to it. Click on the "Principal Lawyer" option and select a volunteer from among the list of your partners' names. Then click on the green symbol.

Note: Some cases must be accepted. This is indicated by the checkbox to the right of the text "**Obligatory**". These lawsuits are generally connected to the mission objective.

7.3 Overseeing the Progress of Cases



Click the "**Lawfirm**" button. Each tab of the menu you now see represents a case your lawyers are working on (i.e. a case you have accepted and assigned a principal lawyer to).

Clicking on a tab displays information on that lawsuit: the date, principal lawyer, principal lawyer's mood, etc.

Two lists enable you to select one or two secondary lawyers and assign them to the same case. You can remove secondary lawyers from a case at any time by simply clicking on the dustbin button.

The principal lawyer cannot be changed or removed from the case.

7.4 How do I win a lawsuit?

It is essential that you win the lawsuits your lawyers are working on in order to improve your finances.

At the scheduled date, the game is interrupted for the lawsuit. The screen shows the lawsuit taking place, and the jury casting their votes for or against you. If the majority of votes is in favour of your client, you win!

Your chances of winning a lawsuit depend on two things:

No. 1: preparation

Every time you choose to have a lawyer work on the current case (principal or secondary lawyer), he becomes more prepared, which influences the lawsuit's chances of success.

No. 2: a good mood on the day of the lawsuit

The case progress screen (opened by clicking the case's tab in "Lawfirm" mode) displays the principal lawyer's mood next to his portrait.

A lawyer's mood is basically an average value of his needs. This means that, if your principal lawyer's needs have not been fulfilled correctly on the day of the lawsuit, he or she will be in a bad mood and in danger of losing the case.

Thus, the case progress screen demonstrates the likelihood that you will win your lawsuit based on the criteria workload and mood.



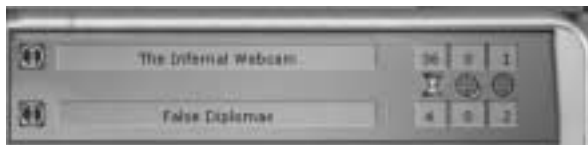
7.5 Advice for Budding Lawyers

·A lawyer's attention is evenly distributed among all the cases he is working on. This means that the more cases you assign a lawyer to, the less efficient he will be.

·On the other hand, the work multiple lawyers contribute to the same case is added up

·However, on the day of the lawsuit, it is the principal lawyer's mood alone that counts, as he is the one who speaks for the client. So the principal lawyer is the one you have to pamper.

8) Objectives



In "Campaign" mode, you will have a number of problems to solve for your characters. These are defined as objectives. Some of these are connected to the central thread (and thus present throughout the campaign), others refer to your missions.

In order to find out how you are doing with regard to the central thread or your mission objectives, click the **"Objectives"** tab.

The central thread is listed first. In order to read the complete description of the central thread again, click the information button "I". Otherwise, this screen should provide you with all the essential information you require:

- The number of days left until the end.
- The number of objectives to be fulfilled.
- The number of completed objectives.

The same information is displayed for the current mission.

Note: In some cases it will be possible to complete the mission before the given date. In this event, a new icon will enable you to choose to either go straight on to the next mission, or to wait until the end of this mission. It is up to you which you choose to do.

9) Surveillance Camera

Do you feel you're getting really good at playing The Partners, but you don't always find it easy to keep an eye on every detail?

The main console contains a useful option to help you.

Click on the button representing a video camera. This opens the surveillance camera window in the top right of the 3D view.





This little window enables you to follow a character of your choice. In fact, you will be able to observe the character you had selected at the time you clicked on the surveillance **camera button**.

The surveillance camera window provides 5 options.



- The first button enables you to see exactly what your selected character sees (first person view).



- The third button switches to a camera view behind the selected character (third person view).



- Follow character button: the camera automatically changes view depending on the character selected.



- Follow all characters button. The camera changes view and character automatically.



- Camera button. Takes a screenshot of the render view.

You can also use the surveillance camera to take screenshots. To do so, click the button that represents a photographic camera. The pictures will be saved to the game directory **C:\...\Partners\Screenshots\Renderview**.

10) Credits



Head of production:

Jean-Philippe DEPOTTE [Mr 5 mn...]

Development team:

Project head:

Laurent NOBLET [VALIANEN]

Lead developers:

Stéphane FOURNIER [GNIUF]

Patrick MARSHAL [PAPY]

Developers:

Eric AUDINET

Florent DOTTO [LOVE MACHINE]

Vincent DUVERNET [SCUBIDOU]

Emmanuel PEREZ [CELT'HIC]

Yann VIELLARD (trainee..ZERONE)

Lead of Graphic design:

Roberto DANIELE [RD3D]

Graphic designers:

Florent ROUAT [JOHN MACCLANE]

Renaud ROUBEIX [SANJURO]

Laurent SAMANI [ZAAC]

Nicolas SIMON [MON]

Olivier THIEBAUT [ZYTTOON]

Game/Level design:

Olivier FARLOTTI [ORIC]

Thomas SOMMER [THAKHYSIS]

Thanks to :

"Plateforme" Team

"Tests" Team

Nicolas DELILLE [BOBCRICKET]

Stéphane PROUST [SAM]

Juan CARBALLO

Jean-Marc de Féty

Jean-Christophe Marquis

Marketing and Sales team:

James Rebours

Claire de La Ruelle

Virginie Dausse

Stéphanie Grasset

Julia Legner

James Glover

Alain André

Jérôme Duffau

Anna Herslow

Matthew Edwards

External suppliers:

Illustrations:

Lionel CHATANAY

Scriptwriter:

Philippe AUBERT

Sound/Music:

Grelot Production

Voices:

Hifi Génie

La Minuterie

All rights of the owner of the work produced reserved. Unauthorised copying, hiring, lending, rental, public performance and broadcasting of the recorded work prohibited.

© 2002 Monte Cristo Multimedia.

Epilepsy Warning

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing video games, and this can occur even if there have been no previous medical problems or experience of epilepsy. Please take the following general precautions when playing video games:

- do not sit too close to the screen; position yourself with the linking cable at full stretch

- play video games preferably on a small screen

- do not play 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 10-15 minutes per hour while playing video games.

Copyright

Copyright © 2002 Monte Cristo Multimedia S.A.

The Monte Cristo Multimedia logo is a trademark of Monte Cristo Multimedia.

All rights reserved.

Windows® and Windows NT® are trademarks of Microsoft. DirectX® is a trademark of Microsoft. All the other marks or products quoted in the software and the documentation which accompanies it belong to their respective owners.



42, rue des Jeûneurs
75002 Paris
France
Tel.: +33 1 40 39 11 11
Fax: +33 1 40 39 00 10