

XBOX 360

XBOX
LIVE

SHERLOCK
HOLMES™

VERSUS

*Jack
the Ripper*


FROGWARES
GAME DEVELOPMENT STUDIO

USER GUIDE

FOCUS
HOME INTERACTIVE

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IMPORTANT NOTICE

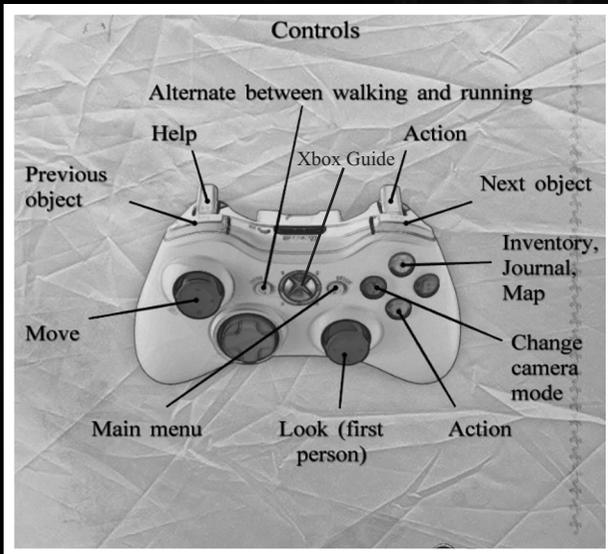
The characters and events in this game are based on one of many theories of who "Jack the Ripper" really was. This game is based on theory rather than fact. The views expressed in this game are not those of its developer, publisher, manufacturer, any licensee or licensor or any person involved with the game. No representation or warranty is given concerning the accuracy of any information in this game. All reference to persons living or dead and their acts and related events is theoretical or co-incidental and should not be taken as fact. This game is not endorsed by or associated with any third party, author, character, company, film, game, book or other work. All trade marks are the property of their respective owners.

1 - INTRODUCTION

IT ALL STARTED...

Saturday, 1st September, 1888: the papers are full of headlines concerning an appalling news item. Last night, in the district of Whitechapel, the horribly mutilated body of a woman was found lying in the gutter on Buck's Row. The newspapers contain reports of murdered women every day, but this killer's methods differ from the usual accounts. The victim, a lady of the night, appears to have suffered the full onslaught of a frenzied attack. The throat has been slit, the tongue lacerated and the abdomen and the genitals have been slashed. This matter has not gone unnoticed at 221b Baker Street and, indeed, has broken a certain monotony, as no case has aroused the interest of Sherlock Holmes for some time. On reading the articles, the famous detective decides to go to Whitechapel police station to obtain the reports of the preliminary investigations by the police and the coroner. Little does Sherlock Holmes know that this is only the start of a lengthy investigation, as 'The Ripper' will certainly strike again and again. Accompanied by his faithful friend Watson as always, Sherlock Holmes will have to be at the height of his powers, demonstrating ingenuity, cunning and an icy calm to find out who is responsible for these horrific crimes.

2 - GAME CONTROLS



3 - START A NEW GAME

When starting the game, it will automatically connect to a profile. You need to be connected to your profile to save your progression. If you change your profile during the game, please make sure that you have saved your progression as the game will restart, and game saves are linked to a profile.

To start a new game, select "New Game" with **B** from the main menu and press **A**.

You can view and modify the options in Sherlock Holmes versus Jack the Ripper in the Options menu.

Instructions will appear at the start of the game to help you getting to grips with the adventure.

We recommend that you save your game progress both during the adventure or before you quit the game.

THE MAIN MENU



New game:

Continue:

Load:

Controls:

Start the adventure from the beginning.

If you have already started the adventure and saved your progression you can continue your adventure from your last save directly with this Button.

Load a previously saved game.

View the controls used to play the game.

- Save:** Save your progress in the adventure with **▶** button.
- Options:** View or change the game and sound settings.
- Credits:** View the list of people who created the game.

🔦 THE OPTIONS MENU

The Options menu enables you to view or change the game settings:

Sound settings

- Main volume:* Adjust the main volume
- Speech volume:* Adjust the speech volume
- Music volume:* Adjust the music volume
- SFX volume:* Adjust the SFX volume

Preferences

- Subtitles:* Display/remove the subtitles for the dialogs and comments
- Camera sensitivity:* Modify the camera speed
- Invert the camera:* Invert the camera direction when you move the right stick **Ⓢ**
- Viewfinder:* Change the viewfinder view

Once your settings are chosen, validate the changes by pressing **A**. You can also reset the settings with **Y**.

🔦 SAVE AND LOAD A GAME

You can save your game progress at any time during the game.

Press **START** to display the main menu, and then “Save” to access the save menu.

Press **A** on the save area to save your game progress. You can select an existing save slot to replace the save in the slot by the new one.

Press **B** to return to the main menu and **B** again to return to the game.

Go to the “Load” menu in the main menu to continue a previously saved game and simply press **A** on the game save you wish to resume.

Notes: saves are linked to a profile. If you play the game with a new profile, you won't be able to access the saves made with your former profile.

4 - CONTROLS

There are two game modes in **Sherlock Holmes versus Jack the Ripper**: 1st person view, in which you embody the character and see what your character sees. In 3rd person perspective in the classic Point and Click adventure game style, your character moves around the game scene following the direction you indicate.

Press **X** to switch modes at any time in the game.

Do not hesitate to change the camera mode when you're stuck in the game. It's often good to see some things from a different perspective

🔦 3RD PERSON PERSPECTIVE



In 3rd person perspective, use the left stick **Ⓛ** in the game screen to move your character in the direction you choose, or to carry out actions on the screen. Action Spots appear when you're close enough from them. The camera perspective will automatically change when you reach the edge of the screen.

🔦 1ST PERSON PERSPECTIVE

In 1st person perspective, use the left stick **Ⓛ** to move around. The right stick **Ⓡ** controls your field of vision and the direction is which you wish to move.



🔦 RUN / WALK

In both camera Modes, you can use **MAX** button to Run or Walk.

THE GAME ICONS

An icon appears when you point at any object, character or element you want to interact with in the scene. The displayed icons on the screen indicate the type of action you can lead.

The displayed icons on the screen indicate the type of interaction.



1. Green magnifying glass

Item to be examined.

2. White magnifying glass

Clue already noted/gathered.

3. Speech bubble

Talk to the character.

4. Hand

Pick up/interact with an object.

5. Object

Object selected in the inventory. You need to get the object selected to perform the action with this object. For example, give the object to someone.

6. Portrait banner

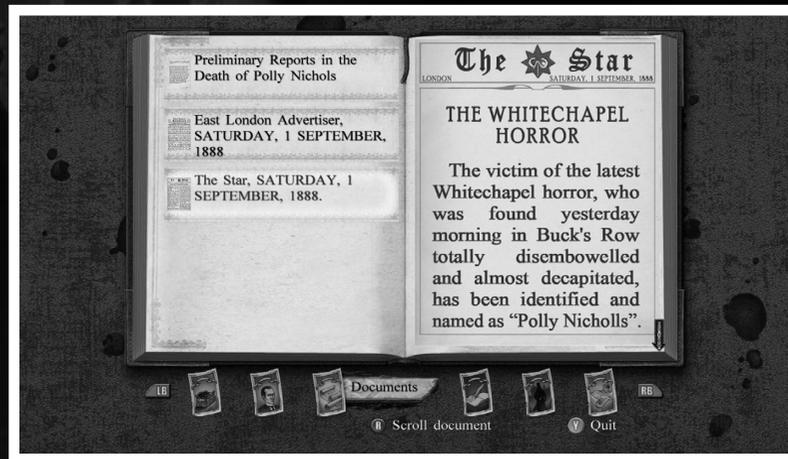
New element gathered: icon appears on the top right of the screen when a new element is added in the **Y** menu: items in the inventory, documents, dialogs, reports, deductions and locations on the map.

HELP SYSTEM

You can press **H** at any time in the game to display all the items of interest to check if you have gathered all the available clues during your current investigation. This may prove to be a very useful tool, but we would of course advise to use this game help sparingly to keep the thrill of discovery and detection during the adventure!

5 - INVESTIGATION MENUS

Press **Y** during to game to go directly to Sherlock Holmes' notebook which contains the following files:



1. Items

2. Dialogue

3. Documents

4. Reports

5. Map

DIALOGUE

Sherlock Holmes leads his enquiries by finding clues, but a part of his investigation is based on conversations with plenty of characters. He is also an expert at interrogating witnesses and suspects in order to piece the clues together.

All of the dialogue is subtitled in the game. Any previous dialogue can be accessed at any time in the file.

DOCUMENTS

Documents are collected throughout the adventure, and these will not only enable you to immerse yourself in the atmosphere of the game, but also to get an idea on the profile of the murderer and the circumstances that provoked his actions.

INVENTORY

The game inventory stores the items you collect throughout your investigation and which could be useful for solving specific puzzles. When you pass the selection over an item, a brief description will appear in the relevant area. When you move the selection box over an item, the required item will then be framed in a white square. Press **Y** to return to the game. You can also use **LB** / **RB** in the game; the item will then appear in the top right of the screen.



To progress in the game, some items can be combined with other items in the inventory. To combine an item with another, select the first item with **A**, then move it on the second one with **L**. If the combination is possible, a symbol is displayed, and you can validate with **A** button.

6 - THE MURDER INVESTIGATION

Sherlock Holmes versus Jack the Ripper offers you an innovative system in which you must arrive at the likely conclusions using your own deductions based on the clues you have gathered.

In this gruesome murder investigation, the only way of conducting a successful enquiry is to collect clues, witness reports and documents and then to analyze them.

The following examples are from the murder of Polly Nichols, the first crime you'll discover.

COLLECT CLUES

You should first collect all the clues on the scene of the crime, either from the body itself or from the area around the crime scene.



Press **A** on the image on the ground to obtain more detailed clues.

RECONSTRUCT THE MURDER

This will be really helpful to understand perfectly how the victim was murdered and to get to correct conclusions.

Once the reconstruction is correct with the "standing" victim, and then lying on the floor, you will see the full reconstitution scene and you will be able to build your deductions.



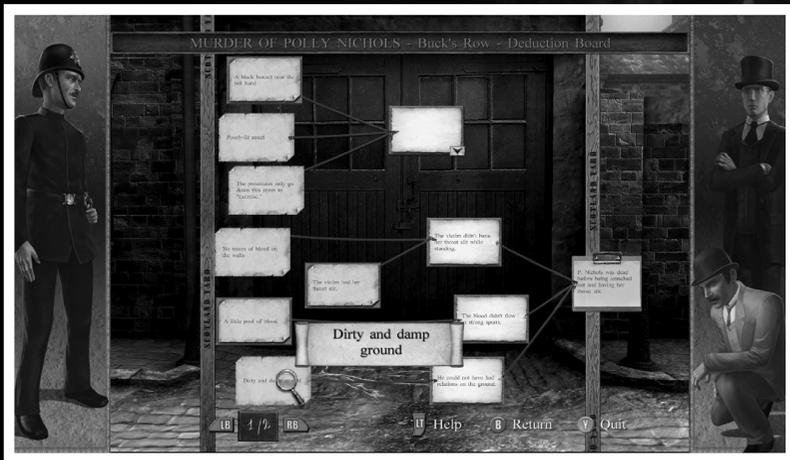
MAKE DEDUCTIONS



Once you have collected all the clues and performed the reconstruction, head back to Baker Street to make deductions crossing over all information and clues you now have.

The deduction board will appear on the screen and you can access the deduction board at any time using the deduction table in the investigation menu. The deduction board may span several pages.

The clues are displayed in the deduction board and you will be asked to arrange them in a logical order to establish a link between them. You must then choose between the several possibilities to reach the final conclusion. You can use **H** to obtain help at any time.



If your deduction is correct, a green frame will appear around it. To help you to solve these puzzles, you will have to re-read some of Sherlock Holmes's previous dialogue, reports and documents located in the investigation menu.

These will prove to be invaluable in your quest to piece together the details drawn from logical and accurate deductions relating to each murder.

FIND THE POSSIBLE MOTIVES

Once the deduction board is correct, you will be able to find the possible motives for the crime. First, you have to place the pieces of paper on the right part of the board. If you are on the right track, you will hear Sherlock Holmes' point of view. Then choose Yes or No to decide if the motive is realistic or not.

7 - CONNECT TO XBOX LIVE

XBOX LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a highspeed 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 flexible 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 with others 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.

8 - CREDITS

Sherlock Holmes versus Jack the Ripper

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FOCUS HOME INTERACTIVE

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The first DM, He taught us to roll the dice.
He opened the door to new worlds.
Freddie Mercury who was conscious that too much love will kill him.
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Florent from Nadeo
Patrick from Cyanide
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Benoit from Kheops studio



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