

Become Largo Winch, the billionaire in blue jeans, and discover the dangerous and intriguing world of business in this adventure without limits!

- A unique, action-packed scenario.
- Adventure, suspense, action and glamour.



Piracy cases & a murder shake up the W Group.



Manage the W Group.



Travel to Mexico, New York, Sardinia, Sarajevo and Russia on the trail of your enemies.



Explore, infiltrate and solve mysteries to uncover the plot against you.



Confront your enemies using all your combat skills.



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LARGO WINCH  
EMPIRE UNDER THREAT

PC CD-ROM

# LARGO WINCH

EMPIRE UNDER THREAT



OPERATING SYSTEM	PROCESSOR	MEMORY	3D CARD	DIRECT X
95-98-2000-ME-XP	PIII 300-PIII	64-128 MB RAM	Galorce 256,32 MB	Version 8.0
CD-ROM DRIVE	SOUND CARD	HARD DISK	PERIPHERALS	
4X	DirectX 8	350 MB	Keyboard + Joypad Compatible	

LARGO WINCH  
EMPIRE UNDER THREAT  
UK CD-ROM PC

3 307210 120885





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# LARGO WINCH

EMPIRE UNDER THREAT



## 1. Preventing epileptic attacks

Please read the manual, and this paragraph in particular, before using this video game or permitting your children to play it. An adult should read the console instructions for use before allowing children to play. Some people are liable to experience epileptic attacks or black-outs when they see certain kinds of flashing light or common objects in our everyday surroundings. These people expose themselves to attacks when they watch certain television images or play certain video games. These phenomena may also occur even if a person has no history of medical problems and has never experienced an epileptic attack (seizure or black-out) triggered by light flashes. Please consult your doctor before use. We advise parents to watch when their children play video games. If you, or your child, have any of the following symptoms – dizziness, altered vision, eye or muscle twitching, loss of awareness, disorientation, involuntary movements or convulsions – stop playing IMMEDIATELY and consult a doctor.

## 2. Safety Instructions

- Move as far away from the screen as possible by sitting as far away as the PC cables will allow. We recommend sitting at least two meters away from the screen.
- We recommend using a television with a small screen.
- Do not play if you are tired or need sleep.
- Make sure you play in a well-lit room.
- When you play a video game, take a break of at least 10 minutes every hour.



# LARGO WINCH

M A N U A L

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# 1. THE MULTIMILLIONAIRE IN BLUE JEANS

---



You play the part of Largo Winch. Your father, Nerio, brought you up in the greatest secrecy. Before dying in mysterious circumstances, he made you heir to Group W. So now you own a financial empire that's worth a hundred thousand million dollars!

You've just announced the launch of a humanitarian aid operation bound for Drinavie, a small country in Eastern Europe. At the reception that follows, you rub shoulders with the most beautiful women in the world. The atmosphere is relaxed and the champagne flows freely, but the festivities are short-lived: Sharon Green, who's in charge of communication at Group W, wants to see you without delay. That can only mean one thing: something serious has happened within Group W and a scandal's about to break out. You must take control of the situation and foil the plot that's hatching.

Your journey will take you to deepest Siberia, Mexico, Sardinia and – of course – to your own sanctuary, the island of Sarjevane. At the end of your trips, you have an appointment with horror – but you won't be alone in this adventure. Your faithful allies will be there to come to your assistance.



## **Simon Ovrannaz**

Simon would lay down his life for you, and the feeling's mutual! From his troubled past, your best friend has remembered a few tricks which will be very useful to you when the time comes: Simon has no rival when it comes to picking a lock (or chasing the girls)!



## **Joy Arden**

A former CIA agent and member of Group W's espionage unit, Joy Arden is your "special assistant". You'll really appreciate her skills in close combat! Don't be too surprised if, from time to time, you sense a hint of jealousy in her remarks: despite her unflinching professionalism, Joy is strongly attracted to you!



### **Georgi Kerensky**

This former KGB agent is the third mainstay of your personal bodyguard. Computer and electronic systems hold no secrets for this ex-spy who was recruited with the help of Father Maurice, founder of the Sarjevane monastery.



### **John Sullivan**

Your late father's right-hand man, John Sullivan is a wise businessman who can always advise you what Group W's interests are. Don't take too much notice of his gruff manners: he sees you as the worthy successor of Nerio Winch!

## **2. INSTALLATION**

---

### **2.1 Installing Largo Winch**

Insert the **LARGO WINCH CD-Rom** in your CD-Rom drive. If your drive is set to "AutoPlay", the Setup program will start automatically. Otherwise, you will need to start the installation program manually. To do this, double-click the "**WorkPlace**" symbol on the desktop and then on the icon for your CD-Rom drive. Double-click on the file named "**setup.exe**". The Setup menu opens. Click on the button labelled "**Install**" and follow the instructions on the screen to install **LARGO WINCH**.

The program will give you the opportunity to install DirectX 8.0a (under MS-Windows 95) or DirectX 8.1. **Install it if it is not already installed on your system.**

**The program will also give you the opportunity to register on the Ubi Soft web site.**

## 2.2 System Requirements

- MS Windows 95, 98, Millennium, 2000 or XP.
- Pentium II 300 Mhz MMX.
- 4x CD-Rom drive.
- Recent 3D accelerator video card with recent DirectX 8.1 drivers.
- 64 MB Ram.
- DirectX compatible mouse and keyboard.
- DirectX compatible sound card.
- DirectX 8.0a on Windows 95, DirectX 8.1 or higher on other systems.
- 350 MB free on the hard drive.
- 4-button joypads supported.

## 2.3 Uninstalling Largo Winch

Launch the Setup application as described above, and click on the button labelled "Uninstall".

You can also click on the "Uninstall Largo Winch" icon under "Programs" in the Start menu of MS Windows or use the "Add/Remove Programs" option in the "Control Panel" item in the MS Window Start menu.

**Please note that saved games will be preserved and you will have to delete them manually.**

## 2.4 Playing / Configuring

To play Largo Winch, click on the button labelled "Play" in the Setup menu. You can also click on the "Play Largo Winch" icon under "Programs" in the Start menu of MS Windows.

At first launch, a window appears to let you configure some game options. The window looks like this:



The first page presents the currently selected configuration for playing Largo.

- **"Graphics adapter"** is the name of the 3D card used for the display.
- **"Display Mode"** is the resolution used.
- **"Sound"** says if sound is enabled or not.
- **"Input Device"** says which input device will be used in the game.

You can change the saved settings by using the other tabs.

Once the modifications have been carried out, you can cancel them by clicking on the Cancel button, in which case the initial configuration is retained.

You can also record the new choices and launch the game with these new settings by clicking on **"Play with the new settings"**.

If the settings selected are incompatible, you will receive a message telling you to modify these settings or cancel the changes made.

### **"DISPLAY" Tab**

The "Display" tab is used to change the game's display settings. It looks like this:

**Graphics Adapter** enables you to choose the graphic card (in the case of a two-screen configuration).

**Display Mode** allows you to change the resolution used. The greater the resolution, the better the quality, but the game's animations may be jerky in movement.

The **"Character Shadows"** option offers 3 choices:

- **"Detailed"** (default option): displays accurate shadows for the game characters; this option is recommended for the most powerful computers.
- **"Simple"**: the characters' shadows are simple circles on the ground.
- **"None"**: no character shadows.



The **"Use texture compression if available"** box, if ticked, enables texture compression on cards that support this. Recent 3D cards are often able to stock textures in compressed form, thereby using less space for game textures and improving the performance of the game.

This compression entails a loss in the quality of textures, which is often very slight. It is up to you to judge the quality-loss/performance-gain ratio. If this box is ticked, but the computer is incapable of using texture compression, the option has no effect.

The 3 buttons on the **"Texture Filtering"** insert are used to choose the type of texture filtering desired. From top to bottom, they go from the least sophisticated (bilinear) to the most sophisticated (anisotropic). Naturally, the more sophisticated the technique, the more attractive the rendering, but performance may be affected. If the 3D card selected cannot apply one of these techniques, the corresponding button is deactivated.

**Please note:**

- If the list of available resolutions is empty, restart the computer and launch the configuration utility again.
- When the selected card drivers are too old, or have not been developed specifically for DirectX 8.1, the configuration utility will display a warning informing you that using these drivers may cause graphic bugs or even freeze the program.

If this is the case, you are strongly recommended to obtain the latest drivers for the card from the manufacturer and to install them.

**"SOUND" Tab**

This is used to change the sound settings:

The **"No Sound"** option is used to deactivate the game sound.



## **"CONTROLS" Tab**

This is used to choose the input peripheral for the game.

The pull-down list entitled "**Input device**" provides all the input peripherals available for the computer (steering wheels, joysticks, joypads) except the mouse and the keyboard. The selected peripheral will be the one used for the game.



**Please note** that the keyboard can always be used in the course of the game - especially, therefore, for computers without game control sticks.



# **3. STARTING THE GAME**

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## **3.1 Navigating in the Menus**

To navigate in the LARGO WINCH menus, use the directional arrows to select one of the choices proposed. To validate your selection, press the  (*Space*) key, and to go back press the  (*BackSpace*) key.

## **3.2 Selecting the Language [English/ITA/SP/GER Version only]**


Select the language you want. This will be used for the subtitles only. The voices are in English.

If you want to modify these choices later on, consult the Options Menu described in paragraph 3.5.

**If you select nothing within 30 seconds, a game demonstration video is triggered on automatically. Press any key to interrupt this video and go back to this screen.**




When the language has been selected, the introductory title sequence is triggered on automatically. This helps you find out about Largo Winch and his inheritance. If you want to interrupt this video sequence, press any key. You will then be taken to the Title screen.

Press the  (*Space*) key to access the Main Menu.

### 3.3 Accessing the main menu *[French Version only]*

Once the Ubi Soft and Dupuis logos are displayed, the introductory title sequence is triggered on automatically. This helps you find out about Largo Winch and his inheritance. If you want to interrupt this video sequence, press any key.

You will then be taken to the Title screen.

Press the  (*Space*) key to access the Main Menu.

### 3.4 Main Menu

Select **"New Game"** to begin a new game. Choose **"Load Game"** to resume a game that was previously interrupted and saved on your hard drive. See Chapter 4 for more details.

**"Options"** allows you to change a few settings.

**"Bonus (x)"** allows you to access a certain number of Bonuses, mainly video cinematic scenes of the game and mini-games. Some bonuses become available as you progress through the game.

**"Credits"** provides information about people who took part in the project. This information can also be found in the last chapter of this manual.

**"Quit"** lets you quit the game and return to Windows.

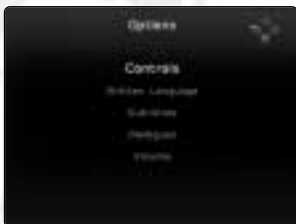
If you select nothing within 30 seconds, a game demonstration video is triggered on automatically. Press any key to interrupt this video and go back to the Main Menu.



## 3.5 Options Menu

From this menu you can change a few settings to improve the comfort of the game.

Each option leads to a specific sub-menu.



### **CONTROLS**

Allows you to choose the type of control, namely the **“Movement Mode”**.

You can choose between:

- **“Relative Movement”** (as if you are steering Largo): pressing the left arrow key makes Largo shift to the left of the screen.
- **“Absolute Movement”** (as if you are Largo): pressing the left arrow key makes Largo turn to his left.

These controls are discussed in greater detail in paragraph 6.3.

The Absolute movement mode is the default mode.

- **“Pad configuration”** lets you specify which action is linked to each button of your pad. Select the action for which you want to match one of the pad buttons and then press this button. Select **“Save configuration”** to validate your choices.

### **WRITTEN LANGUAGE [English Version only]**

Use this menu to select the language for the game texts and menus: **English, Deutsch, Italiano** or **Español**.


### **SUBTITLES**


From this menu, you can choose whether or not to activate and display the game subtitles: if activated, they appear in a grey frame at the bottom of the screen and the text corresponds to the words spoken. When the subtitles are inactive, the text does not appear and you only have the voice to go by.

Select **“Active”** to display the subtitles and **“Inactive”** if you do not want any subtitles. The subtitles do not concern Largo's monologues – that is, his personal thoughts – for example when he examines an object. As a rule, these are simply displayed and not spoken.

## DIALOGUES

From this menu, you can specify how you want the dialogue phrases to follow on from each other.

When phrase-linking is manual, there is a pause after each phrase. You must then validate, by pressing the  (*Space*) key, to go to the next phrase. This gives you as much time as you need to read and take in each phrase.

When phrase-linking is automatic, the phrases follow on from each other without a pause. This places you more in the role of a spectator, but it also gives the dialogues greater fluidity and realism. Nevertheless, you can still force a jump to the next phrase by pressing the  (*Space*) key.

Select "**Automatic**" for the dialogues to follow on from each other automatically (the default mode) and "**Manual**" if you wish to validate after each phrase.

## SOUND VOLUME

This menu allows you to adjust the sound volume for Voice, Sound FX and Music. To do this, select the volume you wish to modify and use the Left and Right directional arrows to increase or decrease the sound volume.



Each volume can be adjusted independently. You may also choose to have no sound whatsoever by selecting the "**Mute**" option. A marker indicates whether this option is activated or not.



## 3.6 Bonus Menu

Using this menu, you can access different bonuses, but they can't all be accessed immediately: they become available as you progress through the adventure. And only when you have reached the end of the game will you be able to access all the bonuses.

Whenever you interrupt a game, don't forget to consult this menu. New bonuses may have been unlocked!

If you want to take another look at the bonuses you unlocked during a saved game, load this game and select the bonus menu. **For further details, consult Chapter 5.2.**





The different types of bonus are as follows:

**"Videos (x)":** this bonus allows you to see the title sequence and most of the game's video cinematic scenes again. To do this, position yourself on **"Videos (x)"** and validate by pressing the  (*Space*) key. A list of videos is displayed to choose from. To view a video, select it and press the  (*Space*) key. To interrupt a video you are viewing, press any key.

You can also re-play certain mini-games you came across in the course of the adventure by selecting **"Mini-game (x)"**. The way in which each mini-game works is explained in detail in Chapter 9.

## 4. USING THE PDA *(Personal Digital Assistant)*

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The **PDA** (Personal Digital Assistant) is the pocket computer that Largo always carries with him. You can activate it during the game by pressing the  (*Escape*) key. It enables you to save the current game, to access the notes that Largo has taken during the adventure, to make a few settings to improve the comfort of the game and to quit the game. To navigate through the **PDA**, use the directional arrows, Up or Down, to make a selection. To validate your selection, press the  (*Space*) key, and to go back press the  (*Backspace*) key. To quit the **PDA** and return to the game, press the  (*Escape*) key.

### 4.1 Saving



To save the current game on the hard drive. Go to Chapter 4 for more details.



### 4.2 Notes



To access the notes taken by Largo during his adventure.

You can read two kinds of notes:



To review the latest striking events and recall your present objectives.



To review the development of your adventure up to the present moment.

To scroll the notes, use the directional arrows, Up or Down.

## 4.3 Options



To modify certain options previously offered by the Main Menu in the course of the game.

Sound Volume \_\_\_\_\_  
Controls \_\_\_\_\_  
Dialogues \_\_\_\_\_



Each option opens a sub-menu.

### **SOUND VOLUME**



To access a sub-menu displaying new icons.

The first icon allows you to choose whether or not to activate the sound.

The 3 following icons represent the sound volume for **Voices**, **Sound Effects** and **Music**.



**Voice volume**



**Sound Effects volume**



**Music volume**

Use the **Up** or **Down** arrows to select the volume you want to adjust.  
Use the **Right** or **Left** arrows to increase or decrease the sound volume.

### **CONTROLS**



Opens a sub-menu with a single choice of options:

**Absolute:** to select the Absolute movement mode  
(as if you are Largo)

**Relative:** to select the Relative movement mode  
(as if you are steering Largo)

These movement modes are explained in greater detail in paragraph 6.3.

## DIALOGUES



Opens a sub-menu with two choices of options:


The first option activates (or de-activates) the game subtitles.

**Active:** the subtitles are displayed

**Inactive:** the subtitles are not displayed



The second option enables you to choose whether or not the phrases spoken by a character in the dialogues follow on from each other automatically or not.

**Automatic:** the phrases follow on from each other automatically.

**Manual:** you must validate each phrase by pressing the  (*Space*) key.

## 4.4 Quitting the Game





To quit the current game. Press the  (*Space*) key to confirm and go back to the Main Menu; otherwise, press the  (*Backspace*) key.

# 5. LOADING / SAVING

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## 5.1 Saving a Game

To save, press the  (*Escape*) key to activate Largo's PDA and select the Save icon. Validate with the  (*Space*) key.

If previously saved games are stored on your hard drive, the corresponding icons appear below, listed in chronological order (from the most recent to the oldest).

Use the directional arrows, Up or Down, to navigate through the different locations.

The name of each location appears in the centre of the **PDA**. Select the location of an existing saved game if you want to overwrite this game with the new saved game. If not, select the first "**Empty Slot**" location.

Press the  (*Space*) key to save your game in the selected location.



Next, type in on the keyboard the name that you wish to give to your game. Confirm your choice by pressing the **[Space]** key.

A message appears to inform you that the save has been successfully completed.

**Note:** If you save your game during a mini-game (such as a combat or a hacking phase), everything that happened during this mini-game will not be saved. When loading your saved game later, you will start from the beginning of this mini-game.

## 5.2 Loading a Game

Select **"Load Game"** from the Main Menu. The list of previously saved games then appears.

Use the directional arrows to select the game you want to load, then press the **[Space]** key. Confirm your choice by pressing the **[Space]** key again. A message appears to inform you that the game has been loaded successfully.



A new menu then appears. Select **"Play the Loaded Game"** to play immediately. You may also view the **BONUSES** that you unlocked during that game. To do this, select **"Bonus (X)"**. If the game you have loaded is not the one you intended to load, cancel with the **[Backspace]** key to go back to the Main Menu, then select **"Load Game"** once again.

**Note:** If you want to quit a current game permanently and load another previously saved game, press the **[Escape]** key to activate the **PDA**, then choose the **"Quit"** icon. When you have confirmed your choice, you will be taken to the Main Menu from which you can load the game you want.

# 6. THE ADVENTURE

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## 6.1 You are the Hero

You play the part of Largo Winch, the famous multimillionaire in blue jeans, hero of the TV series and comic books of the same name.

You've been caught in the net of a huge plot. To foil this plot, you're going to have to carry out an investigation and collect clues. Go through each place from top to bottom and examine each person and object you encounter very carefully: the smallest clue may help you in your quest.

Talk to all the people you meet. Pick up all the objects that are available to you and use them wisely. Manage your inventory well and combine objects in ways that seem appropriate to you.

Each place holds a challenge for you, and it's only when you've fulfilled the objective set in that place that you'll be able to access the next place.

## 6.2 Help





Help is available at any time during the game:

 (*Escape*) key.

To pause the game and activate the **PDA** (you can also use the '**P**' key).



The **PDA's "Notes"** option reminds you of the main milestones in your adventure and your present objectives. Notes are taken automatically and when a new note is created or an old note is removed you hear a sound and the **PDA** icon appears on-screen for a few seconds.

The icons representing the four keys on the **keyboard** - ,  or ,  - are permanently displayed in the top right-hand corner of the screen. Sometimes symbols are linked to these keys. These symbols illustrate a possible action (e.g. the "**examine an object**" action is symbolised by a magnifying glass). When a symbol replaces the key icon, this means that by pressing the key you can trigger the corresponding action.



key - Context-sensitive help appears. The key is always linked to the help icon. This icon is in the form of a question mark and represents the questions you can ask in the course of the game. By pressing the key, you display context-sensitive help which serves to provide explanations concerning the current phase of the game.

When on the help screen, use the Right or Left arrows to move from page to page.



### 6.3 Moving the Character

There are two ways of moving Largo: **Relative mode** and **Absolute mode**. Relative mode is activated by default. If this does not suit you, you can toggle to Absolute mode by means of the Options Menu.

#### **RELATIVE MOVEMENT MODE**

Use the arrows (or your gamepad's stick) to control Largo's direction in relation to the camera – that is, in relation to what you see on the screen. Tilt the stick or press an arrow key or a combination of arrows keys and Largo will walk in the corresponding direction. Use the (*Shift*) key to make him run.

To steer Largo towards the back of the screen.



To steer Largo towards the left of the screen.

To steer Largo towards the right of the screen.

To steer Largo towards yourself.

: to make a half turn

: to run

## ABSOLUTE MOVEMENT MODE

Use the directional arrows or your gamepad's stick to control Largo independently of his position in relation to the camera.


To make Largo move forward (in relation to the direction in which he is pointing).


To make Largo turn to his left.



To make Largo turn to his right.

To make Largo move backwards (in relation to the direction in which he is pointing).


 : to make a half turn


 : to run

## 6.4 Possible Actions

When you approach an object or a person of particular interest, this object or person becomes highlighted. Several actions are then possible.



 key - Provides a brief description of the highlighted object or person.

 key - This key allows you to interact with the highlighted object or person. The action varies depending on whether you are dealing with a person, a collectable object or a usable object. The action also varies if Largo has an object in his hand. If this is the case, the object is displayed in the top left-hand corner of the screen.



Take the highlighted object. The latter is then placed in your inventory. Only certain objects may be taken.





Depending on the individual case:


- Without an object in hand: use or operate the highlighted object.
- With an object in hand: try to use the object in hand on the highlighted object. If this is not possible, the object in hand will be dropped (it remains in your inventory).





Depending on the individual case:

- Without an object in hand: talk to the highlighted person.
- With an object in hand: try to open a conversation with the highlighted person by offering the person the object in hand. If the person is not interested in the object, no dialogue begins and the object in hand is dropped (it remains in your inventory).

Some objects in your inventory can be used directly, without having to interact with your surroundings. Take one in hand. The symbol  appears and remains displayed for as long as the object remains in your hand. Press the  (*Space*) key when you think the time has come to use one of these objects.

In the dialogues, the speakers sometimes reply in a linear fashion. However, often you can choose between several subjects. Use the directional arrows, Up or Down, to select the subject you want to discuss from the list and validate by pressing the  (*Space*) key. The person you are speaking to will reply accordingly. Choose the **"Quit"** option to conclude the dialogue.


Do not hesitate to go back and see the people who surround you after an event has taken place or when you have found a new clue. New discussion subjects may have appeared. The subjects you have already discussed appear in **grey**. The subjects you have not discussed are in **white**.

In the course of the game, cinematic scenes are sometimes launched automatically. These are marked by black strips at the top and bottom of the screen. You are no longer in control of Largo during these sequences and you cannot interrupt the sequences (you can only put the game on pause by pressing the  key; press the  key again to go back to the game). Just let yourself be carried along by the adventure and the story that unfolds before your eyes!

## 6.5 Using the Inventory

The inventory enables you to manage the different objects that Largo obtains during the adventure. Imagine the inventory as a suitcase or backpack that Largo has with him all the time. In it, he puts away the objects he picks up or obtains. Largo may also arrive in a new place with a few objects already present in his inventory.



 or 'I' key - To display the inventory screen.







 or 'I' key - To quit the inventory screen and go back to the game.

If you have one or more objects in the inventory, the most recently collected or used object is automatically selected: a large image of it appears in the middle of the screen. The other objects in your possession can be found to the right and/or left.



To select another object, use the directional arrows, Left or Right. You can then perform one of the following actions:

 key - Provides a detailed description of the selected object. This also means that if an object holds secrets, Largo can find out about them. For example, if another object has been slipped inside the selected object, this new object will be added to your inventory and automatically selected.

 key - With this key, you can interact with the objects in the inventory. The action varies depending on whether or not Largo has an object in hand:





Take the selected object in hand. The object then appears in the top left-hand corner of the inventory screen. If you quit the inventory, this object will remain displayed in the top left-hand corner of the game screen, showing that Largo has the object in hand. You may then use it in the place where you are or give it to another character.



If the object in hand corresponds to the selected object, this key allows you to drop the object in hand (in order to pick up another object, for example).



Up directional arrow and  key - When Largo has an object in hand and another object is selected, this icon appears in the centre and above, showing that you can try to combine the object in hand with the selected object. To do this, use the Up directional arrow to select this icon and press the  key. If a combination is possible, the 2 objects disappear and make way for a new object. If a combination between the 2 objects is not possible, the object in hand is dropped.

## 6.6 Using the Computer

At different moments in the game, Largo can use a computer and consult the information it holds.



This information is divided between different headings:

E-Mail, Personal Notes about Group W and your allies,

Personnel Files concerning Group W employees, Information on Group W's companies, Investigation Files. This is a real mine of information! It is constantly being renewed and should be consulted regularly.

To choose a heading, use directional arrows, Up or Down. Validate your choice with the **Enter** key. Use the **BackSpace** key to cancel or quit the computer interface.

The figures that appear between brackets after each heading represent the number of consultable documents under this heading. For example, E-Mail (2) indicates that there are 2 e-mails to consult. A green tick on a heading indicates that all the documents have already been read.

When you have chosen a heading, the list of documents appears. Use the directional arrows, Up or Down, to select a document from the heading. Documents that have already been consulted have a green tick. If there are more than 6 different documents under the heading, this is indicated by a small "scroller" to the right. Keep going down to display the documents that are hidden from view.

When you have selected a document under the heading, validate your choice with the **Enter** key. Use the **BackSpace** key to go back to the list of headings.


The selected document appears in the computer's main frame. Up and Down arrows appear in red if some pages are hidden from view. Use directional arrows, Up and Down, to go from page to page. Use the **BackSpace** key to go back to the list of documents.

At certain moments in the game, the computer can also be used to hack into computer systems or find out who sent certain e-mails. To do the latter, open the message whose origins you want to discover, and validate by pressing the **Enter** key. This is the only way you can find out who might have sent this e-mail...

**Go to the next chapter for more information about hacking.**

## 6.7 Game Over

It may happen that you fail in your attempt to foil the plot that's hatching. In that event, your death or disappearance will hit the headlines in the newspapers.

Is it right to let such a frame-up continue with complete impunity, harming innocent people? No! So don't think twice about setting out on the adventure once again. Press the  key once the newspaper has been displayed to go back to the Main Menu, then select "**Load Game**" to pick up the adventure where you left off when you last saved the game.

# 7. HACKING

---

Using tools developed by Kerensky, the former member of the KGB, you can break into various computer systems. This dangerous activity has a name: **HACKING**. On several occasions in the course of your adventure, you'll need to resort to hacking. The circumstances will tell you exactly when you'll have to hack into a system. All you need do is use the computer at your disposal to trigger the hacking and connect automatically to the target system.


When you're connected to the system, you must infiltrate the computer network concerned and try to reach its most secret recesses. But watch out! If your presence is detected by network security, the latter will react by sending out various antiviruses designed to eject you mercilessly from the system!

## 7.1 The Principle of Hacking

The network you are trying to infiltrate appears on the screen. It is represented by nodes, interconnected by links. You enter the network by one of the nodes and you move from node to node until you reach the flashing node that represents the central unit.




You will either find the information you're looking for in this node or else you'll be able to carry out a more complex operation from this node, with a link to the real world: e.g. de-activating a bomb or an electromagnetic lock.

When you have reached your objective, a menu is displayed which allows you to begin the operation required. If you can no longer remember the nature of your objective, you can display it again for a few seconds by pressing the  key. Once the operation has been carried out, you must exit the system the same way you got in. Only then will the operation be effective.

Hacking takes place alternately, with Largo and the network security system taking turns to play. At the start of the game, you are alone on the network, but after a certain number of turns, antiviruses begin to appear and they too move along the network. If you are intercepted – that is, if one of the antiviruses reaches the node where you are – you'll be thrown out and will have to start again. Fortunately, these antiviruses only have a limited number of turns, after which they disappear.

The number of turns required by network security to launch a new antivirus is displayed in the top right-hand corner, on the icon representing the protection system. The number of turns indicating the life-span of an antivirus is displayed around that antivirus.

## 7.2 Movement

To move along the network, indicate the direction of movement with the directional arrows and, still maintaining this direction, validate by pressing the  key.

The colour of a node tells you who is controlling it. The number of small squares inside the node show its level of protection. At the start of a game, all of the nodes are **grey** in colour, showing that the network is under network security's control. **To move onto a node that is controlled by network security, you need a number of turns that is equivalent to the node's protection level.**

When you reach it, the node turns blue, showing that it is now under your control. **To move onto a node that is under your control, you only need one turn.**

This principle also applies to the antiviruses: they need a number of turns equal to the node's protection level in order to move onto a node that is under your control. On the other hand, they only need one turn to move onto a node that is under their control.

Thus starts a pitiless struggle between you and the system defences, so that – little by little – you can take control of the network, thereby making it easier for yourself to move towards your objective.

Each network has its own specific characteristic. It's up to you to discover it and take full advantage of it. If you are intercepted, you will simply be ejected from the system. There's nothing to stop you trying again. On the contrary, you should persevere until you attain your objective.

Sometimes there are multiple objectives: once you reach the central unit, you may then have to reach another. Your current objective is always represented by a flashing circle.

## 7.3 System Defences

You should avoid two types of antivirus: interceptors and defenders.




**Interceptor.** This one tries to track you down on the network.



**Defender.** This one is not as smart, but it is more aggressive. It locates the nodes that are no longer under the system's control and takes control of them. The nodes then turn grey.

## 7.4 Summary of Node Types and Possible Interactions

Here is a summary of the types of node you may come across on the network. The  key allows you to interact with some of them, via a small menu.



**Entrance / Exit:** The player's point of entry and exit. This is where you appear, and it's here that you must come back once you have attained your objective.

**Possible interaction:** disconnecting.



**Enemies' Entrance:** The point of entry for the intrusive antiviruses launched by network security.



**Node:** Basic component of the network.

**Possible interaction:** strengthening the node's protection or skipping a turn.



**Gateway:** The gateway is a particular node which – when you take control of it – allows you also to acquire control of all the nodes that are directly linked to it.



**Central Unit:** This is your objective. It is the place where the information held within the system is stored. It is also the unit that establishes a physical link with the real world and the place from which network security prepares its antiviruses. Take control of it to cancel the antiviruses that are being prepared.

**Possible interaction:** carrying out the required operation.

# 8. COMBAT

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There are certain moments in the adventure when Largo has to fight. He will either be alone or accompanied by one of his allies (Simon or Joy) and he'll have to confront different opponents.

## 8.1 The Principle of Combat

Combat takes place turn by turn: Largo and his ally make their attack (in the order of your choice), then it's their opponent's turn to act, and so on and so forth – until victory or defeat.



Every blow received by a character reduces the number of his or her life points. If a character's life points drop to 0, the character collapses and the combat ends. You have to knock out all your enemies to win the fight. Conversely, if Largo is knocked unconscious, the fight is lost and the game finishes.

An attack takes place in the following manner: using the directional arrows, designate the attacker (Largo, Simon or Joy), then validate your choice with the **Enter** key. Choose the enemy you wish to attack in the same way, and lastly the type of attack you want to make. Take the time to analyse the characteristics of the protagonists and of each attack. After each selection, information is displayed on-screen: the characteristics of the selected attacker, types of attack available for the selected attacker, characteristics of the selected enemy and characteristics of the selected means of attack. Use these parameters to help define a winning strategy!

You can cancel your last choice at any time by pressing the **Backspace** key.

When you have made the various choices, you can watch the attack take place. The damage inflicted is represented by a number in **red** which rises above the character. If the colour is **grey**, this means that the enemy has taken the blow without suffering damage. If the number is **yellow**, it means the enemy won't attack or defend himself for the indicated period of time.

## 8.2 Combat Parameters

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### **A Character's Characteristics:**



The character's present number of life points



Level of resistance. This represents the damage that the character is capable of taking.

### **Possible Attacks:**



Punch attack



Kick attack



Simon's special attack. Simon grabs his opponent and keeps him immobilised until the end of the round. This attack causes no damage, but it does prevent the enemy from attacking and also defending himself.



Joy's special attack. Joy attacks with a special blow that knocks out the target for 1 or 2 rounds. This attack causes no damage, but it does prevent the enemy from attacking and also defending himself.



**and** other icons representing “**Objects**” : Largo's special attack. On certain occasions, Largo can use his knife or another object found in the place where the fight takes place. Most often, these attacks can be used once during the combat. Use them wisely.

### **Attack Characteristics:**

**X1, X2, X3** : Indicates the number of blows that the character can deliver in a series during an attack. Each blow may either succeed or fail.

**%** : Indicates a blow's chances of success. The percentage varies according to the type of attack chosen and the target's characteristics.



Indicates the power of a blow. If an attack is successful, these points are deducted from your target's life points.



Indicates that the opponent will be stunned or immobilised. He will not attack and will be without defence for the number of turns indicated.

# 9. MINI-GAMES

## 9.1 Poker

Each player has an initial hand of five cards. The aim is to get a stronger combination of cards than that which the opponent may have.

To do this, each person can choose to change one or more cards from the five he has in his hand, in the hope of being dealt cards which will give him a stronger combination. The various combinations are as follows, ranked from the weakest to the strongest:



- **One Pair:** 2 cards of the same value
- **Two Pairs:** two groups of 2 cards of the same value
- **Three of a Kind:** 3 cards of the same value
- **Straight:** 5 cards that follow each other in value
- **Flush:** 5 cards of the same suit
- **Full House:** 3 cards of the same value, and 2 different cards of the same value (that is, a Pair and Three of a Kind)
- **Four of a Kind:** 4 cards of the same value
- **Straight Flush:** 5 cards that run on from each other in value and are the same suit
- **Royal Flush:** 5 cards of the same suit that run on from each other in value, 1 of which must be an ace

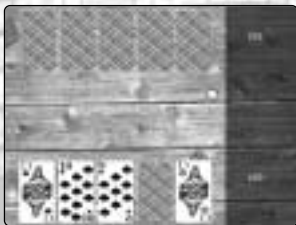
When neither of the two players has one of these combinations in his hand, the winner is the one who has the card of the highest value.


The game is played by taking turns. At each turn, Largo bets \$20, as does his opponent.

When Largo wins (thanks to having a higher combination than his opponent), he wins the \$20 put down by his opponent. If he loses, he loses the \$20 he has put down. However, if Largo thinks that his hand is not as good as his opponent's (that is, if he feels sure to lose), he may decide to "fold". If this happens, he may not see his opponent's final hand, but he only loses \$10.

### **Changing one or more cards:**


Use the directional arrows, Left or Right, to select the card you want to change, then press the  key. Repeat this operation for all of the cards that you wish to change. You can de-select a selected card by pressing the  key again.



When you have made your selection, use the directional arrows to move onto **"Change Cards"**. Validate and press the  key. You will then be dealt new cards.

If you do not wish to change any cards, move onto **"Dealt"** without selecting any cards and validate.

### **Finishing a turn:**

When you and your opponent have changed your cards, indicate with the directional arrows whether you want to see your opponent's hand or if you prefer to throw your hand in (to **"fold"**). Validate your choice by pressing the  key.

## **9.2 Scrambled Picture Puzzle**

In this mini-game, you have to reconstruct a picture. The game screen shows you the different pieces that went to make up the original image. An empty space allows you to move the pieces adjoining this space.



Press the directional arrows corresponding to the direction that you want the piece to be moved. The piece will move into the free space, thereby creating a new free space.

Continue doing this as many times as is required to recreate the original picture.

## **9.3 Latches**

In this mini-game, you need to move the latches to open a door. The door opens when the 4 latches have been removed. Choose the latch that you want to move with the Up and Down directional arrows. Move the latch with the Left and Right directional arrows.

There are two situations in which you may be prevented from moving a latch freely:

- either another latch located above the one you are trying to move is in the same position (the diode of the other latch will be **yellow**).
- or else another latch located above the one you are trying to move is in the position that you are attempting to reach (the diode of the other latch will be **blue**).



# 10. CREDITS

---

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# 11. GUARANTEE

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Please read the manual, and this paragraph in particular, before using this video game or permitting your children to play it. An adult should read the console instructions for use before allowing children to play. Some people are liable to experience epileptic attacks or black-outs when they see certain kinds of flashing light or common objects in our everyday surroundings. These people expose themselves to attacks when they watch certain television images or play certain video games. These phenomena may also occur even if a person has no history of medical problems and has never experienced an epileptic attack (seizure or black-out) triggered by light flashes. Please consult your doctor before use. We advise parents to watch when their children play video games. If you, or your child, have any of the following symptoms – dizziness, altered vision, eye or muscle twitching, loss of awareness, disorientation, involuntary movements or convulsions – stop playing IMMEDIATELY and consult a doctor.

## Safety Instructions

- Move as far away from the screen as possible by sitting as far away as the console cables will allow. We recommend sitting at least two metres away from the screen.
- We recommend using a television with a small screen.
- Do not play if you are tired or need sleep.
- Make sure you play in a well-lit room.
- When you play a video game, take a break of at least 10 minutes every hour.

# 12. TECHNICAL SUPPORT

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## On-line Support Options

Ubi Soft offers on-line support options for software products. One of these is our website at: <http://www.ubisoft.co.uk/support/>.

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: [techsupport@ubisoft.co.uk](mailto:techsupport@ubisoft.co.uk).

Please be as specific as you can be about the problem you are experiencing.

## Other Support Options

You can also contact Ubi Soft Technical Support by phone and fax. When you call, please be as specific as you can be about the problem you are experiencing.

**Ubi Soft Technical Support:** 0870 739 7670

**Hours:** Monday To Friday 8.00am – 11.00pm GMT

**Ubi Soft Hintline:** 0906 906 0200

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