

# INDIGO PROPHECY



quanticdream

ATARI

## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

**A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.**

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

**Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.**

## **USE OF UNAUTHORIZED PRODUCT:**

**The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.**

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

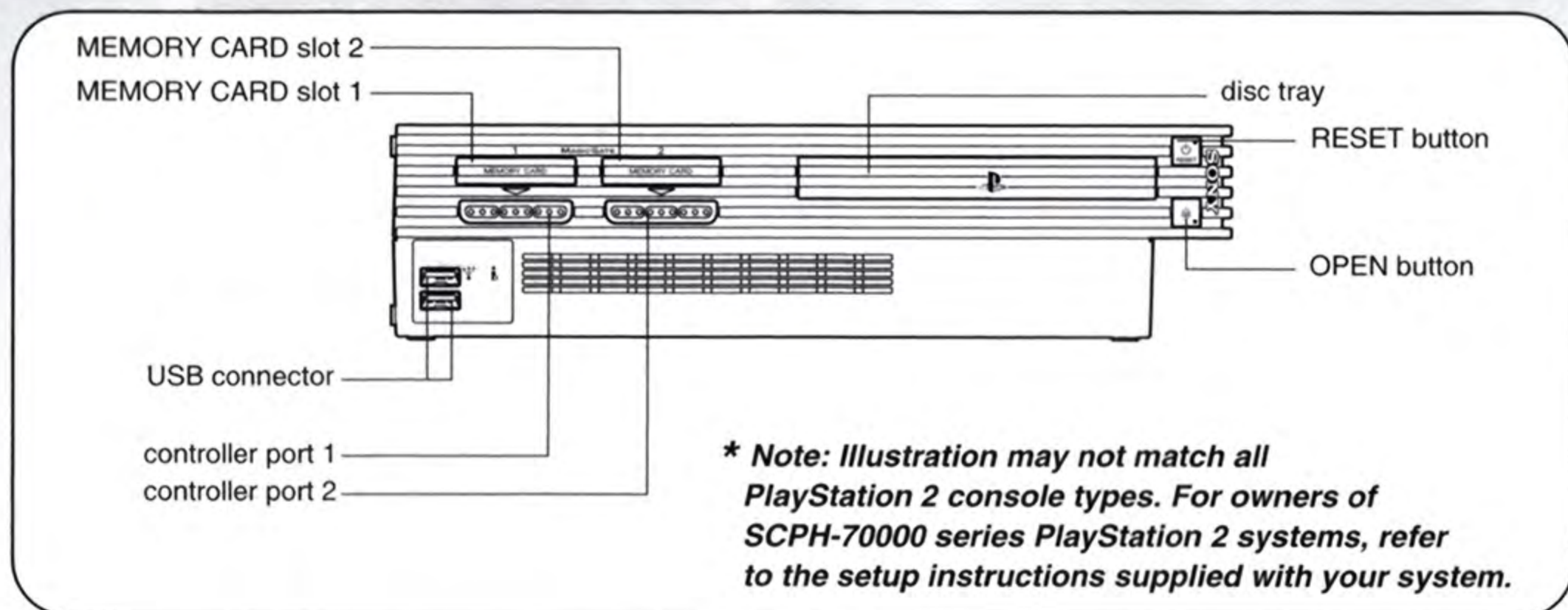
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- Do not bend it, crush it or submerge it in liquids.**
- Do not leave it in direct sunlight or near a radiator or other source of heat.**
- Be sure to take an occasional rest break during extended play.**
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

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# GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Indigo Prophecy* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Press the **START button** at the title screen, and then log on using an existing profile or create a new profile. When you start the game for the first time, you are requested to enter a Log In name, which will constitute the name of your saved game.

*Indigo Prophecy* is unlike other games you have played, and we suggest that you play through the Tutorial before you begin the main story. At the Main Menu, select New Movie and then select Tutorial. Follow the on-screen instructions to learn how to control the characters in *Indigo Prophecy*.

## SAVING AND LOADING

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. The first saved profile require 136KB of space; subsequent saved profiles require 69KB. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Your progress through the game — including unlocked story chapters and bonus points — will be automatically and transparently saved on your memory card (8MB) (for PlayStation®2) each time you see a red icon in the upper right corner of the screen (providing you have not disabled the AutoSave feature in the Options Menu).

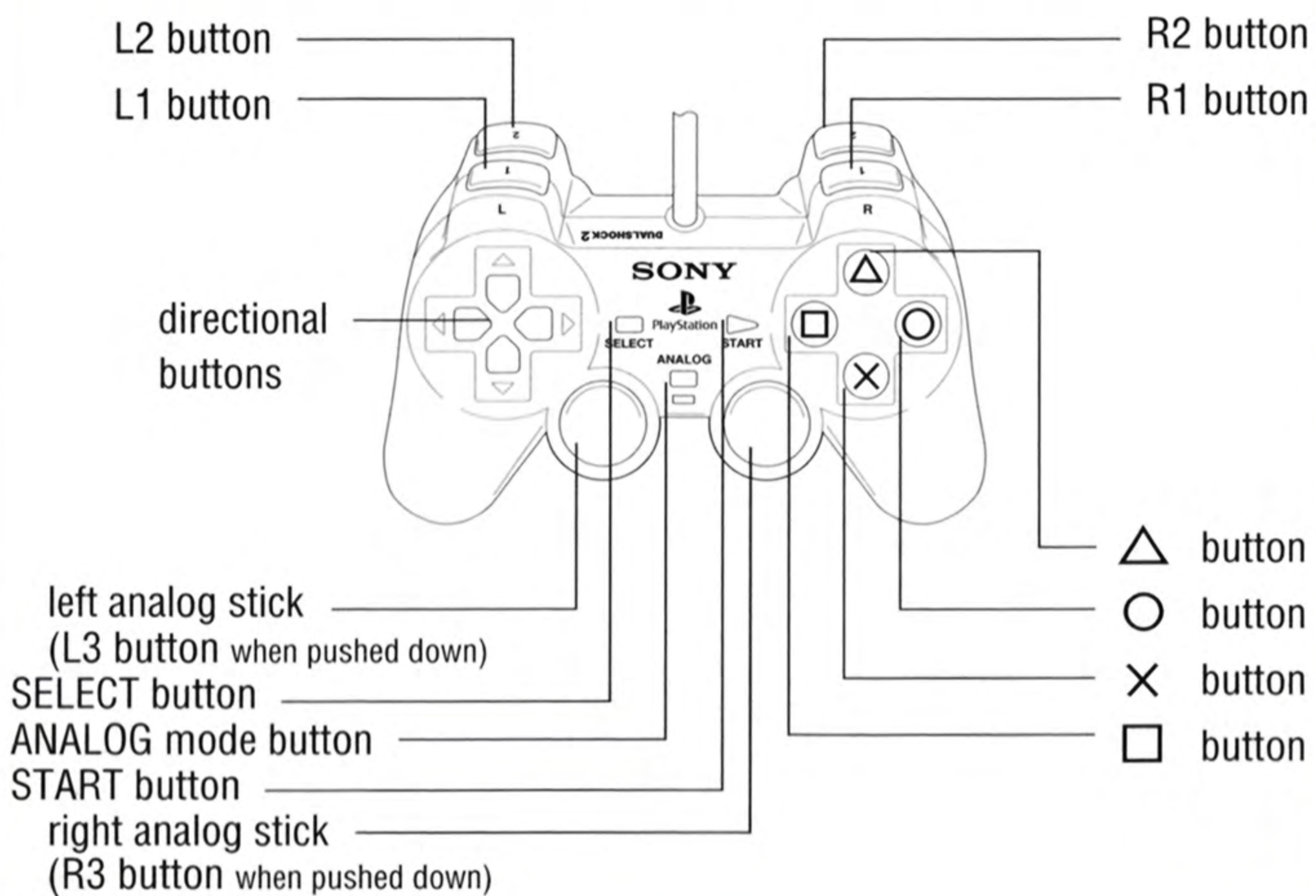
When you select Continue from the Main Menu, the game will load at the last save point of the current Log In.

To load a new Profile, select Options at the Main Menu and then select Change Login. You will be prompted to select a Profile or create a new one.

You can create as many Log In names as you want, provided you have enough space on the memory card. If you do not have sufficient space, a prompt message will inform you.

# CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS	
directional buttons / left analog stick	Highlight a menu item / Change the settings
× button	Select menu item
△ button	Cancel
GAME CONTROLS	
left analog stick	Move character
right analog stick	Swing camera / Perform action
× button	Run
○ button	Display Mental Health
L1 button	Camera switch
R1 button	Camera switch
R2 button	First-person camera
L2 button	Reset camera in the back of the character (only in outside sets).
START button	Pause Menu
SELECT button	Display PDA

# INTRODUCTION

My desire to create video games dates back to the arrival of 3D real time. I remember how many possibilities suddenly opened up because of this new technology. I saw it as a new means of expression where the world could be pushed to its limits. It was my way of exploring new horizons. I felt like a pioneer filmmaker at the start of the 20th Century: grappling with basic technology, but also being aware that there is everything left to invent - in particular a new language that is both narrative and visual.

To be honest, the ten years that followed didn't satisfy my hunger. I was under the impression that video games were only exploiting a tiny part of their amazing creative potential, because they concentrated on "Action" and totally neglected a fundamental element of all human experience - emotion. The technology, meanwhile, was moving much faster.

*Indigo Prophecy* is my contribution to the transformation of video games into a true form of expression that conveys emotion. The solutions I offer are not the only ones,

but *Indigo Prophecy's* huge merit is that it asks real questions and offers concrete answers. It shows how it's possible to create an interactive experience that is more than just killing monsters in corridors and shooting crates to find ammunition. It shows that it's possible to create experiences that are richer and deeper. It shows that it's also possible to tell a story and play a game without sacrificing either the interactivity or the narrative. I



I hope you, as skilled or occasional players, will enjoy the experience that we have tried to create here. If you hold prejudices against video games, I hope that *Indigo Prophecy* will help you reconsider your judgment. I also hope that more people will be tempted to explore this new creative path, injecting their own inspiration, talent and ambitions. Interactivity is still in its infancy. There is still everything left to invent.

*Indigo Prophecy* has been a huge part of our lives these last two years and has proved to be a vast human and intellectual adventure for the whole Quantic Dream team, one that has forced us to question many of the principles that we previously took as read. I will consider myself fortunate if, like the books, films, and songs that have made lasting impressions on you, *Indigo Prophecy* could leave some small trace too.

*David Cage*

## THE STORY

*Indigo Prophecy* begins as you witness an unspeakable crime. However, unlike most murder mysteries, the criminal's identity is no secret. In fact, you should quickly figure out how to cover your tracks and get away even though ample evidence points directly to you as the murder suspect.

You know that you are not consciously guilty, but you also know you were holding the murder weapon as you came out of your murderous trance. Now you must somehow discover the truth before the cops find you, or you simply succumb to the gravity of the situation you are in and lose your mind.

Stories are always better when told from more than one perspective. In *Indigo Prophecy*, you also play as two NYC detective partners assigned to the murder. It looks like a psycho killer went off and left lots of evidence behind in the process. But it's clear that something isn't right. Can you figure out what it is and stop the serial killings?

There are many ways that the *Indigo Prophecy* story can be told and end. The decisions you make as the characters you play will steer the story through one of these paths. We encourage you to experiment with different responses, actions and outcomes.



## CHARACTERS



### LUCAS KANE

There is no reasonable explanation for why Lucas brutally murdered a stranger in a late-night diner. But Lucas is certain that he was not in control of his own body while the crime took place. Lucas has one option – uncover the truth and somehow find a way to clear himself.



### CARLA VALENTI

As an NYPD detective, Carla knows all about the bizarre. The gruesome scene in Doc's Diner seems like the work of a psychotic mind, but Carla suspects that this case involves a force far more sinister than madness.



### TYLER MILES

Tyler knows he has been working too much. He can see it in the way that he and his girlfriend Samantha are getting along. Unfortunately, nights aren't getting any shorter now that he and Carla have picked up the Doc's Diner case.



### MARKUS KANE

It had been two years since Markus last spoke to his brother Lucas. And now this terrible confession... What will Markus do with the knowledge that his brother is a murderer?

## INTERACTING WITH ITEMS



When you move your character in front of an object or person, an action icon will sometimes appear at the top of the screen. The white line and moving red dot indicate the direction to move the **right analog stick** in order to perform an action.

### NOTE

*IF YOU SLOWLY MOVE THE RIGHT ANALOG STICK, YOU WILL ALSO BE ABLE TO UNFOLD THE ANIMATION OR MOVE BACK AND FORTH. DO IT SLOWLY TO REALLY FEEL THAT YOU HAVE CONTROL OF THE MOTION.*



## INTERACTING WITH PEOPLE



If you choose to talk to another character, dialog options are presented at the top of the screen. Move the **right analog stick** in the direction indicated by the white line and moving red dot to select a dialog choice. The blue meter below the dialog choices represents the amount of time you have to choose your response. If you don't say something before the blue bar disappears, the game will make a

default choice for you. If there is a red symbol, you will exit the dialog.

Dialog is structured in a way to give a strong feeling of natural pacing and emulate the continuity of a real dialog. Key words appear as ideas cross your mind. You won't be able to ask all of them as the dialog progresses, so you should think about what you want to ask.

### NOTE

*IF YOU ARE NOT INTERESTED IN A DIALOG AND WANT TO MAKE IT AS SHORT AS POSSIBLE, JUST DON'T MAKE ANY CHOICE WHEN THE RED SYMBOL IS DISPLAYED ON THE LEFT OF THE TIME BAR AND THE DIALOG WILL QUICKLY END.*

Don't worry — you will never get stuck because you did not ask the right question or missed something in a dialog. The game always checks that you have the minimum amount of information you need to understand the story and continue. But if you don't play dialogs, you may miss some side information or even some scenes, so be careful.

It is generally better not to let the game make a default choice for you, as it is generally not the most interesting or revealing choice that will be made.

## ACTION CONTROLS



During an action sequence, two colored rings appear in the middle of the screen, corresponding to the directions of the **left analog stick** and the **right analog stick**. Make the corresponding moves as quickly as directions are turned on, in order to successfully complete the sequence.

When you see this on screen, push the **left analog stick** and/or the **right analog stick** in the directions indicated.

The white dots at the top of the screen indicate the number of lives you have left. When you run out of lives, the story ends.

#### NOTE

YOU CAN MODIFY THE DIFFICULTY LEVEL OF THE ACTION SEQUENCES BY SELECTING THE OPTION MENU, THEN CONTROLS, AND THEN CHANGING THE "DIFFICULTY LEVEL" SETTING TO EASY, NORMAL OR HARD.



This symbol appears on screen each time strength or stamina is involved. When you see this on screen, alternately push the **L1 button** and the **R1 button** as quickly and steadily as you can. The quicker you are, the faster the animation will be played.

In some places in the game, slight variations of this interface may occur, where your task will be to keep the dot in the middle by balancing the **L1 button** and the **R1 button**. You will be informed by an alert on screen before this type of variations occurs.

## MAIN MENU



Use the **directional buttons** or **left analog stick** to highlight an option (listed below), and press the **X button** to select it.

### NEW MOVIE

Load the Tutorial or play *Indigo Prophecy* from the opening scene.

### CONTINUE

Continue the game from the last save point for the current Profile.

### CHAPTERS

As you complete chapters in *Indigo Prophecy*, they are unlocked and available for replay here. Select a chapter and press the **X button** to replay it. You will have the option of not saving your progress, loading a new profile, or overwriting your saved progress for the current profile. Press the **R1 button** to page ahead; press the **L1 button** to page back.

### OPTIONS

Modify game options (see "Options Menu" below).

### BONUS

As you play the game, you will discover Tarot Cards that earn you Bonus Points. Spend your Bonus Points here to unlock concept art, movies, Making Of material, exclusive scenes and more.

# OPTIONS MENU



Choose Options from the Main Menu to adjust various game settings. Press the **up** and **down directional buttons** to select an option. Press the **X button** to go to that option sub-menu.

## AUDIO

**Global volume** – Set the overall game volume.

**Music volume** – Set the music volume.

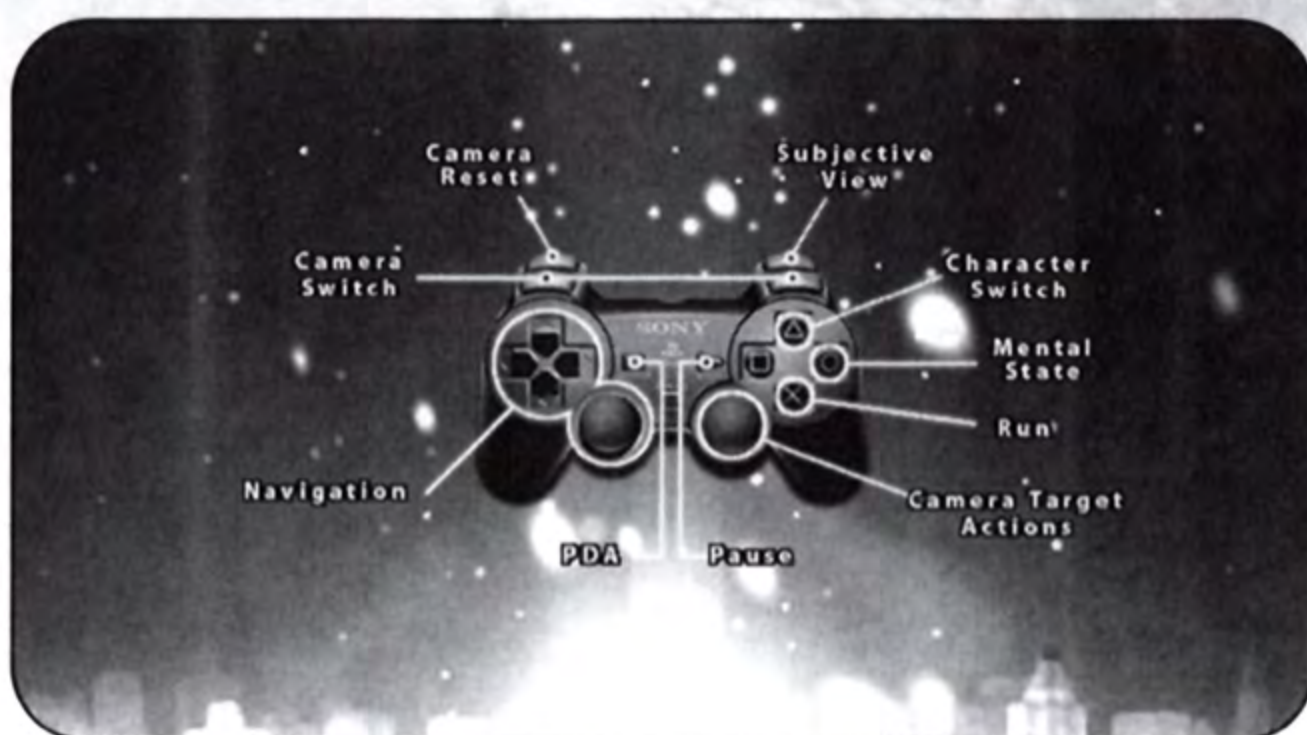
**Voices volume** – Set the volume for character voices.

**Effects volume** – Set the volume for sound effects.

## VISUAL

**Screen Position** – Press the **X button** to readjust how the game screen is positioned on your television. Press the **directional buttons** to reposition. Press the **X button** to return to the Visual menu.

**Display Type** – Select Normal or Panoramic (widescreen) display mode.



## CONTROLS

**Vibration** – Toggle vibration ON / OFF.

**See Controls** – View a diagram of the in-game controls.

## SUBTITLES

Turn dialog subtitles ON / OFF.

## CHANGE LOGIN

Press the **X button** to go to the Profiles screen. Select an existing profile to load or create a new one.

## AUTOSAVE

Toggle the Autosave feature ON / OFF. This feature automatically saves your progress at regular checkpoints.

## DIFFICULTY LEVEL

Select Easy, Normal or Hard. (Only affects the action sequences).

# MENTAL HEALTH



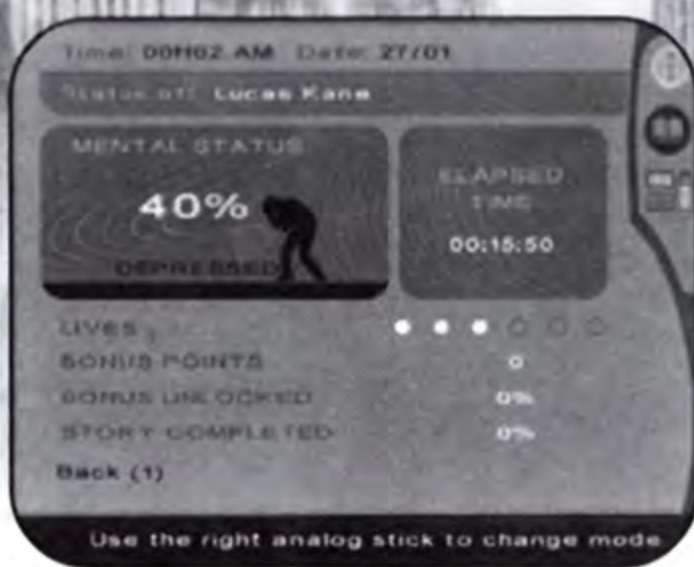
You will really need to care for your character as you will also have control on their Mental Health. Certain physical actions, some moral choices you will have to make, but also the relationships you will have with other characters will have positive or negative effects on your characters' mental health. When a character's mental health drops too low, it can lead them to depression or other negative outcomes.

Your Mental Health Status is displayed in the lower right corner of the screen, with a blue meter. This meter is automatically displayed each time your Mental Health changes. You can also display it manually at any time by pressing the **O button**.

## TIP

*REGULARLY CHECK THE MENTAL HEALTH OF YOUR CHARACTER. IF IT GOES TOO LOW, TRY TO FIND A PHYSICAL OR EMOTIONAL ACTION THAT WILL HELP HIM/HER TO FEEL BETTER AND TO AVOID ANY UNPLEASANT ACTION OR EVENT.*

## PDA



Press the **SELECT** button to bring up a character's Personal Digital Assistant (PDA). Press the **right analog stick** to switch between the Information and Character Log screens. The Information screen contains the following:

**Mental Status:** The state of the character's mental health. Try not to let it fall too low.

**Elapsed Time:** The amount of time you have been playing the movie with the current Profile.

**Lives:** Some action sequences can injure or even kill a character. Each "miss" in a critical action sequence costs a life. If you run out of lives, the game is over.

**Bonus Points:** Certain actions and discoveries in the game earn you Bonus Points. You can use these to unlock concept art, movies and other goodies at the Bonus Menu.

**Bonus Unlocked:** The percentage of total Bonus Points that you've earned.

**Story Completed:** The percentage of the story that you've completed.

On the Character Log screen, press the **directional buttons up** and **down** to scroll through the current entry; press the **directional buttons left** and **right** to scroll through entries.

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Mixed by Chris Lord Alge

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Published by Theory Music Inc. d/b/a Mock-me  
Publishing (SOCAN)

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2005 The All Blacks B.V. All Songs Written by T.  
Connolly, D. Brenner, D. Beck and published by  
Team Toque Publishing, Inc. (SOCAN), An April  
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Performed by Teddy Pendergrass

Courtesy of Philadelphia International Records  
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and Philadelphia International Records.

Written by Cecil Womack, Linda Womack, Gip  
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"Sandpaper Kisses"

Performed by Martina Topley-Bird  
Courtesy of Independiente Ltd  
By arrangement with Independiente Music  
Publishing Ltd/Chrysalis Music Ltd  
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Written by Topley-Bird / Crittal / Bird &  
McGowan.  
Published by Chrysalis Music (ASCAP)  
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tures.com

"Try It Again"

Performed by Bobby Byrd  
Licensed courtesy of Glickman Entertainment  
Group, Inc.  
© Aliben Music (BMI)

"Let It Crawl"

Performed by Society's Bag  
Courtesy of Warner Bros. Records Inc.  
By arrangement with Warner Strategic  
Marketing  
© 1972 Warner Bros. Records Inc.  
Published by Songsmith Music.

"No Good Man"

Performed by Nina Simone  
Courtesy of Rhino Entertainment Group  
By arrangement with Warner Strategic  
Marketing  
Written by Sammy Gallop, Irene Higginbotham,  
Dan Fisher  
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Published by Sony/ATV Tunes LLC (ASCAP)  
Published by Microhits Music Corp.

"Hang It Up"

Performed by Patrice Rushen  
Courtesy of Elektra Entertainment Group  
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Marketing  
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"Just An Illusion"

(New 21st century version)  
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JOHN for JOHNBOY PRODUCTIONS 2000

## **Say Goodbye**

*by Theory of a Deadman*

She said "Don't leave this up to me to say that I don't love you anyway"  
Just leave it up to me to say goodbye  
Because these good times will never last  
Keep a handle on the wheel and a foot on the gas  
We thought it would last forever  
I wish you'd just remember

### *Chorus*

No  
Will anything change your mind?  
(She said)  
A one way ticket was a pretty good sign  
(And I said)  
Well how can you leave it all?  
(And she said)  
There ain't much to leave behind  
Just say goodbye  
So say goodbye  
Say goodbye  
So say goodbye  
Just say goodbye  
So say goodbye  
Say goodbye

Next time I'll take it slow  
And as for you I'll never know  
At least next time I'll try to understand  
So please don't leave this up to me to say that you don't love me anyway  
I'll just leave it up to you to say goodbye  
Cuz these good times will never last  
Keep a handle on the wheel and a foot on the gas  
We thought it would last forever  
In case you don't remember

(Chorus)

Just say goodbye...

Well, these good times will never last  
Keep a handle on the wheel and your foot on the gas  
We thought it would last forever  
In case you can't remember

No  
Will anything change your mind?  
(She said)  
A one way ticket was a pretty good sign  
(And I said)  
No  
(And she said)  
No  
(And I said)  
No  
(And she said)  
(Chorus)

## **Santa Monica**

*by Theory of a Deadman*

She fills my bed with gasoline  
You think I wouldn't notice  
Her mind's made up  
Her love is gone  
I think someone's trying to show us a sign  
That even if we thought it would last  
The moment would pass  
My bones will break and my heart would give

And I remember the day when you left for Santa Monica  
You left me to remain with all your excuses for everything  
And I remember the time when you left for Santa Monica  
And I remember the day you told me it's over

It hurts to breathe  
Well every time that you're not next to me  
Her mind's made up  
The girl is gone  
And now I'm forced to see  
I think I'm on my way  
Oh, it hurts to live today  
Oh and she says "Don't you wish you were dead like me?"

And I remember the day when you left for Santa Monica  
You left me to remain with all your excuses for everything  
And I remember the time when you left for Santa Monica  
And I remember the day you told me it's over

I wanted more than this  
I needed more than this  
I could use of more than this  
But it just won't stop  
It just won't go away

I needed more than this  
I wanted more than this  
I asked for more than this  
But it just won't stop  
It just won't go away

And I remember the day when you left for Santa Monica  
You left me to remain with all your excuses for everything  
And I remember the time when you left it all behind  
And I remember the day you told me it's over

And I remember the day when you left for Santa Monica  
You left me to remain with all your excuses for everything  
And I remember the time when you left for Santa Monica  
Yeah, I remember the day you told me it's over

## **No Surprise**

*by Theory of a Deadman*

Friday is when you left me  
So I drank myself to sleep  
And Sunday is when I'll wake up  
Not to remember a thing

My friends all say the same thing  
I don't know my new girl too well  
(I know)

That all this lying gets to me  
And no one seems to give a shit  
(The way)

She talks to every guy in the bar  
(I guess)

It should've raised some kind of alarm  
Who'd ever think I'd go in and end up  
Like all the other guys that you're gunning for

### **Chorus**

Well it ain't no surprise  
That you'd turn me on and leave  
It ain't no surprise  
That you'd turn it around on me  
I don't know why

You won't give me what I need  
It ain't no surprise  
That that bitch is leavin' me

My friends are mean to me  
They say I don't break up too well  
(They know)

All this crying gets to me  
And no one seems to give a shit  
Well I know you want to  
So go on and say it  
Just go on and say it  
Just go on and say it

(Chorus)

Friday is when you left me  
So I drank myself to sleep  
And Sunday I never woke up

(Chorus)

## No Way Out

by Theory of a Deadman

Such a beautiful face  
Such a beautiful waste I say  
Just when you think I'm lost you found your way  
That little angel on my shoulder says  
Not to do those things you did  
That little angel on my shoulder screams  
"I think I lost my way"

So take your thoughts and run away  
From a god who ain't much of a know-it-all  
So follow me and hold your breath again till I say  
when  
Did I say when?

Such a beautiful land  
Such a beautiful sin I say  
(A sinner say)  
Just when you pull me in I push away  
(I push away)  
That little devil on my shoulder says  
I'll make you do those things you did  
That little devil on my shoulder screams  
"I think you found your way"

So take your thoughts and run away  
From a god who ain't much of a know-it-all  
So follow me and hold your breath again till I say when  
Did I say when?

There's no way out for you  
But you can follow me, just follow me down  
There's no way out for you  
So just follow me, just follow me down

Your god ain't much of a know-it-all  
Your god ain't much of a know-it-all  
Your god ain't much of a know-it-all  
Your god ain't much of a  
No, he's nothing at all

There's no way out for you  
But you can follow me, just follow me down  
There's no way out for you  
So just follow me, just follow me down

There's no way out for you

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