



INDIGO PROPHECY

MATURE 17+
M
CONTENT RATED BY
ESRB

PC
CD-ROM
SOFTWARE

quantic dream

ATARI

TABLE OF CONTENTS

Introduction	2
Controls	3
Saving and Loading	3
The Story	4
Characters	5
Interacting with Items	6
Interacting with People	6
Action Controls	7
Main Menu	8
Options Menu	9
Mental Health	10
PDA	12
Credits	13
Atari Web Sites	22
Technical Support	22
End-User License Agreement	26

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 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

SETUP AND INSTALLATION

The ReadMe File

The *Indigo Prophecy*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the Indigo Prophecy directory found on your hard drive (usually C:\Program Files\Atari\Indigo Prophecy). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Indigo Prophecy, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98SE/Me/2000/XP
Processor:	Pentium® III 800 MHz or faster
Memory:	256 MB RAM (TBD MB recommended)
Hard Disk Space:	2.5 GB free
CD-ROM Drive:	8x speed or faster
Video:	32 MB Hardware T&L-compatible video card*
Sound:	Windows® 98SE/Me/2000/XP-compatible sound card
DirectX®:	DirectX® version 9.0c (included) or higher

*32 MB video cards that do not support Hardware T&L, such as the Nvidia Riva TNT or any Intel integrated video card, are not supported.

Installation

You must be logged in as a user with Administrative privileges to install *Indigo Prophecy*. However, once installed, you do not need administrator privileges to play the game, provided you installed the game for all users.

- 1 Start Windows® 98SE/Me/2000/XP.
- 2 Insert the *Indigo Prophecy* CD-ROM into your CD-ROM drive.
- 3 If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
- 4 Follow the remainder of the on-screen instructions to finish installing the *Indigo Prophecy* CD-ROM game.
- 5 Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Indigo Prophecy/Indigo Prophecy to start the game.

Note: You must have the *Indigo Prophecy* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Indigo Prophecy* CD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click “Yes” when asked if you would like to install it.

SAVING AND LOADING

Your progress through the game — including unlocked story chapters and bonus points — will be automatically saved 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.

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 knows he wasn’t controlling 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 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 has 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?

CONTROLS

KEYBOARD CONTROLS	
arrows	Walk
shift + arrows	Run
keypad	Swing camera
num 3	Display Mental Health
enter	Character switch
num 1	Reset camera in the back of the character (only in outside sets).
esc	Pause Menu
num lock	Display PDA
MOUSE CONTROLS	
left + right click (hold)	Walk
left click (hold)	Move camera
right click	Change camera POV
right click (hold)	Swing camera
wheel click (hold) or spacebar + left click (hold)	First-person camera

Indigo Prophecy allows you to re-bind keyboard, mouse and gamepad layout to your specific liking. From the Main Menu, go to the Options-Controls section and select “Control Settings”. Once at the Control Settings screen, simply highlight the key you want to change and press the new key you want bound.

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 **arrow keys** in order to perform an action.

NOTE

IF YOU SLOWLY MOVE THE ARROW KEYS, 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 **arrow keys** 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.

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.

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.

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.

ACTION CONTROLS



During an action sequence, two colored rings appear in the middle of the screen, corresponding to the directions of the **arrows** and the **number pad**. 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 **arrows** and/or the

number pad 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.

This symbol appears on screen each time strength or stamina is involved. When you see this on screen, alternately push the **left arrow** and the **right arrow** 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 **left arrow** and the **right arrow**.

You will be informed by an alert on screen before this type of variations occurs.



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.

MAIN MENU



Press the **arrows** to highlight an option (listed below), and press the **Enter** 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 **Enter** 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 **right arrow** to page ahead; press the **left arrow** to page back.

OPTIONS

Modify game options (see "Options Menu" on next page).

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 **arrows** to select an option. Press **Enter** 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

Graphic Level – By default Indigo Prophecy picks hardware specific default values that match your computers specs the first time you run the game. This should result in solid performance but there is always room to tweak. You can tweak your visual settings by setting the Graphic Level to “Custom” and clicking on “Advanced Graphic Options.”

Resolution and texture detail levels have the greatest impact on performance, so you might want to tweak the settings to achieve the visual quality / performance tradeoff you desire.

- **Anti-Aliasing** – Sets the AA sample rate between 2x, 4x, 6x and None.
- **Filtering** – Allows you to select Bilinear, Trilinear and Anisotropic filtering levels.
- **Environment Mapping** – Turns Environment Mapping reflections ON / OFF.
- **Texture Quality** – Allows you to toggle between 16-bit and 32-bit texture sets.
- **Vertical Synchronization** – Synchs the game to monitor timing.
- **Front Buffer Effects** – Toggles between high and low noise level. If you prefer a cleaner, less filtered-looking version, set this to OFF.
- **Shadows** – Turns shadows ON / OFF.

Screen Position – Press **Enter** to readjust how the game screen is positioned on your monitor. Press the **arrows** to reposition. Press **Esc** to return to the Visual menu.

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

CONTROLS

Controls – Change in-game controls. To change a control, select it and press the new key you want assigned.

SUBTITLES

Turn dialog subtitles ON / OFF.

CHANGE LOGIN

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

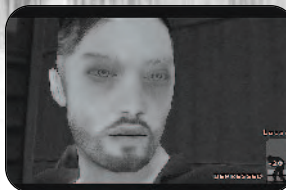
AUTOSAVE

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



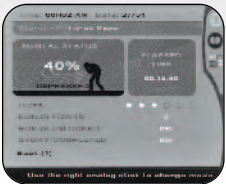
You will really need to care for your character as you will also have control on their Mental Health. Certain physical actions, some moral choices you will have to make, but also the relationships you will have with other characters will have positive or negative effects on your characters' mental health. 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 **Numpad 3**.

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 **NumLock** to bring up a character's Personal Digital Assistant (PDA). Press the **arrows** 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 **arrows up** and **down** to scroll through the current entry; press the **arrows left** and **right** to scroll through entries.

CREDITS

Constantine Hantzopoulos
Sr. Producer
Hudson Piehl
Executive Producer

Eric Horowitz
Brand Manager
Leslie Alviani
Senior Brand Manager
Marc Metis
Senior Vice President of Marketing
Nique Fajors
Vice President of Marketing
Matt Collins
Director of Marketing

Martin Currie
Vice President of Creative Services
David Leitner
Director of Media
Mark Engelke
Director of CRM
Ron Faris
Director of Strategic Partnerships
Don Vu
Senior Web and CRM Manager
Andrew Green
Traffic Manager

Ken Ford
Director of IT and Web Strategy
Jason Hartnell
Internet Development Group

Todd Curtis
Vice President, Operations
Eddie Pritchard
Director of Manufacturing

Gardnor Wong
Senior Buyer
Venus Francois
Senior Buyer
Lisa Leon
Lead Senior Buyer
Tara Moretti
Manufacturing Buyer

Wim Stocks
Executive Vice President, North American Sales

Ryan Masterson
Vice President, North American Sales
Maleea Barnett
Vice President, Sales
Christine Fromm
National Channel Marketing Manager

Joy Schmeer
Director, Strategic Relations
Cecelia Hernandez
Sr. Manager, Strategic Relations
Arthur Long
Strategic Relations Specialist

Ezequiel "Chuck" Nunez
Manager of Publishing Support

Dave Strang
Manager, Engineering Services and Compatibility Lab

Dan Burkhead
Eugene Lai
Chris McQuinn
Engineering Services Technicians

Patricia-Jean Cody
Senior Compatibility Analyst

Patricia-Jean Cody
Compatibility Test Lead

Cuong Vu
Mark Florentino
Patricia-Jean Cody
Compatibility Analysts

Jason Cordero
Vito Trifilo (Melbourne House-AU)
Q.A. Testing Supervisor

P. Tseren Sobdinow
Marshall Clevesy
Carrie Greenler
Lead Testers

Pravin "Super Bumblebee.tip" Singh
Assitant Lead Tester

Philip William Dickerson
Jason Anderson
Matt Bautista
Andrew Bones
Aaron Duke

Bryce Ericsson
Richard Garcia
Phoenix Flowers
Jovan Jamison
Nathan Lachance
Brian Lerias
Anthony Ma
Clad Papellero
Juan Rodriguez
Justin Rybij
Dan Scheider
Robert Garcia
Enrico Granados
Axel Riviere
Henry Yei
Simeon Taylor
Ollie Browne
Richard Brownlow
Keith Hew
William Duong
Sook Lee
Phil Farkaly
Aja Pettit
Anthony G.D. Synder
Randall W. Wetmore
Tom (The Jack) Reposa
Jason Randall
Jesse Thurman
Testers

Special Thanks

Jennifer Baum, Katharine Daugherty,
Eric Reynolds, Ryan Wener, Peter Matiss,
Stacy Hendrickson, Henrick Stranberg,
Ken Allen, Mark Flitman, Bill Levay,
Norm Schragger, David Nathanielz,
Jon Chmura, Bob Welch, John Hurlbut,
Nancy Scott, The Cheats, Natasha "Naty
Ice" Dykes, Hitone Nakamura, Heather
Thompson, Tara Bruno, HighWater Group,
Red Sheet, LLP

QUANTIC DREAM

David Cage (Director)
Guillaume De Fondaumiere (Executive
Producer)
Natalie Chody (Assistant Project
Manager)
Charles Coutier (Production Assistant)
Project Management
Christophe Vivet (Engine Manager)
Stephane Bertout (Platform Manager)

Ronan Marchalot (Platform Manager)
Eric Lescop
Vincent Marxen
Jean Charles Perrier
Frederic Prost
3D Engine

Damien Castellort (Tools Manager)
Nicolas Carre
Florian Delom
Guillaume Gourdin
Nicolas Holleville
Jerome Jany
Arnaud Mathieu
Vincent Piedeloup
Olivier Bitaud
Tools

Wilfried Brunet
Guillaume Bonamy
Design

Christophe Brusseau (Graphic Manager)
Thierry Prodhomme (Lead Characters)
Philippe Aballea (Senior Artist)
Eric Seigaud
Frederic Grillot
Jean Francois Bruckner
Florent Bory
Souheil Riahi
Laurent Bertoux
Xavier Marquis
Graphics

De Palma Valerie (Motion Capture Lead)
Jean Francois Szlapka
Laurent Helmlinger
Josselin Authelet (Animation Manager)
Yvan Roche
Clement Castanier
Emmanuel Linot
Isaac Partouche
Christophe Cerutti
Damien Fagnou
Benoit Revilliod
Rachel Tassy
David Estevan
Iranji Pirouzi
Animations

Thomas Champon
Eric Krebs
Luc Loubat
Xavier Jacolot
Guillaume Aliquot
Abdenour Daoudi
Benoit Lasserre

Julien Joubert
Stephane Dalbera (Technical Advisor)
Motion Capture

Sophie Buhl (Scripting Manager)
Jerome Britneff-Bondy
Caroline Marchal
Nathalie Delga
Jean Francois Boulanger
Steeve Kniebihly
Script

Xavier Despas
Sound FX

Jean Jacques Torroella
Sound Voice

Angelo Badalamenti
Orchestral Score And Additional Music By
Normand Corbeil
Additional Music By
Farid Russlan
Sound Music

Sandrine Grosselin
Elisabeth Fournier{P:C}{P:C}
Legal Accountancy

Loic Velasco{P:C}{P:C}
Network Maintenance

Nathalie Longeville
Cheyenne Corre

Virginie Foucher
Gunter Germain
Frederic Kontogom

Claude Hebraed
Eebra Toure

Matheo Capelli
David Cage

Loic Cancelier
Robin Cancelier
Sandrine Grosselin

Olivia Moreau
Charles Coutier
Steeve Kniebihly

Motion Capture Actors

Olivier Schneider (Stunts Choreographer)
Patrick Vo

Ksenia Zarouba
Philippe Guegan
Gregory Loffredo

Arnaud Maillard (Ice Skating)
Claude Hebraed (Ice Skating)

Thierry Obriot (Basketball Player)
Ashore William (Basketball Player)

Stunt

Pascal Mesnier
Sophie Pelligr
Pupeteering
David Gasman
Paul Bandey
Sharon Mann
Doug Rand
Christian Erickson
Jodi Forrest
Matthew Gecy
Mike Marshall
Thomas Pollard
Barbara Scaff
James Shuman
Allan Wenger
Elisabeth Fournier (Script)
Voice Actors

Natalie Chody (Lead QA)
Luc Andriamizaka
Seng Cheam
Julien Colas
Matthieu Flechair
Axel Riviere
QA

Special Thanks

My son Quentin, for all the hours, evenings, week-ends and holidays, we have not spent together. I promise I will never let that happen again. Christophe Ramboz for his enthusiasm and clear thinking, without who this game would have never been made. Philip Campbell for his talent, passion and enthusiasm, and all his inspiring crazy ideas.

Written And Directed By David Cage

Drama Experience (Ide)
Developed With The Support Of
The Centre National De La
Cinematographie (Cnc)

David Cage
Steeve Kniebihly
Jerome Britneff-Bondy
Directing
Jerome Britneff-Bondy
Caroline Marchal
Add Game Design
Charles Coutier
Movies

MUSIC CREDITS

"No Surprise"
Performed by Theory of a Deadman
Produced by Howard Benson
Mixed by Chris Lord Alge
Music and Lyrics by Tyler Connolly, David
Brenner and Dean Back
Published by Theory Music Inc. d/b/a
Mock-me Publishing (SOCAN)
© 2005 The All Blacks B.V. for the world
excluding Canada
© 2005 604 Records, Inc. for Canada
From the Roadrunner Records album
Gasoline, used by permission.

"Say Goodbye"
Performed by Theory of a Deadman
Produced by Howard Benson
Mixed by Chris Lord Alge
Music and Lyrics by Tyler Connolly, David
Brenner and Dean Back
Published by Theory Music Inc. d/b/a
Mock-me Publishing (SOCAN)
© 2005 The All Blacks B.V. for the world
excluding Canada
© 2005 604 Records, Inc. for Canada
From the Roadrunner Records album
Gasoline, used by permission.

"No Way Out"
Performed by Theory of a Deadman
Produced by Howard Benson
Mixed by Chris Lord Alge
Music and Lyrics by Tyler Connolly, David
Brenner and Dean Back
Published by Theory Music Inc. d/b/a
Mock-me Publishing (SOCAN)
© 2005 The All Blacks B.V. for the world
excluding Canada
© 2005 604 Records, Inc. for Canada
From the Roadrunner Records album
Gasoline, used by permission.

"Santa Monica"
Performed by Theory of a Deadman
Produced by Howard Benson
Mixed by Chris Lord Alge
Music and Lyrics by Tyler Connolly, David
Brenner and Dean Back
Published by Theory Music Inc. d/b/a
Mock-me Publishing (SOCAN)
© 2005 The All Blacks B.V. for the world
excluding Canada

© 2005 604 Records, Inc. for Canada
From the Roadrunner Records album
Gasoline, used by permission.

Issued under license to Roadrunner
Records from The All Blacks B.V.
Roadrunner is a registered trademark of
the All Blacks B.V. Roadrunner Records,
902 Broadway, New York, New York
10010 published and copyrighted 2005
The All Blacks B.V. All Songs Written by
T. Connolly, D. Brenner, D. Beck and pub-
lished by Team Toque Publishing, Inc.
(SOCAN), An April Fool Publishing Inc.
(SOCAN) and Blinky Publishing, Inc.
(SOCAN)

"Love T.K.O."
Performed by Teddy Pendergrass
Courtesy of Philadelphia International
Records
Under license from EMI Film & Television
Music and Philadelphia International
Records.
Written by Cecil Womack, Linda Womack,
Gip Noble
©1980 Warner-Tamerlane Publishing
Corp. (BMI)
All rights reserved. Used by permission.

"Sandpaper Kisses"
Performed by Martina Topley-Bird
Courtesy of Independiente Ltd
By arrangement with Independiente
Music Publishing Ltd/Chrysalis Music Ltd
© 2003 Independiente Ltd
Written by Topley-Bird / Crittal / Bird &
McGowan.
Published by Chrysalis Music (ASCAP)
© 2003 Chrysalis Music
www.independiente.co.uk &
www.palmpictures.com

"Try It Again"
Performed by Bobby Byrd
Licensed courtesy of Clickman
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
© 1945 MCA-NORTHERN MUSIC
COMPANY, INC. (ASCAP)
All rights reserved. Used by permission.
Published by Sony/ATV Tunes LLC
(ASCAP)
Published by Microhits Music Corp.

"Hang It Up"
Performed by Patrice Rushen
Courtesy of Elektra Entertainment Group
By arrangement with Warner Strategic
Marketing
© 1978 Elektra Entertainment Group
© 1978 Baby Fingers Music
All rights reserved. Used by permission.

"Street Tough"
Performed by Ben E. King
Courtesy of Elektra Entertainment Group
By arrangement with Warner Strategic
Marketing
© 1981 Elektra Entertainment Group
Written by Willie Hutch
©1980 Warner-Tamerlane Publishing
Corp. (BMI)
And It's A Song Music (BMI)
All rights administered by Warner-
Tamerlane Publishing Corp.
All rights reserved. Used by permission.

"Just An Illusion"
(New 21st century version)
Master courtesy of L.J. Music Ltd.
© RedBus Music.
Published by RedBus Music.
Writers : L. John, Tony Wain, Steve Jolley,
A. Ingram
Performed by LEEE JOHN
Produced and mixed by Adam Pendse
and LEEE 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 every-
thing
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

ATARI WEB SITES

To get the most out of your new game, visit us at:

atari.com/indigo

To discover the latest news about Quantic Dream, visit us at:

www.quanticroam.com

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricomunity.com

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

TECHNICAL SUPPORT (U.S. & CANADA)

HELP VIA THE INTERNET

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

HELP VIA TELEPHONE IN THE U.S. & CANADA

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

PRODUCT RETURN PROCEDURES IN THE U.S. & CANADA

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

WARRANTY POLICY IN THE U.S. & CANADA

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

NOTES



NOTES

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies (“Company”). The enclosed software game disc(s), cartridge or Game Pak (“Software”) and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the “Manual”). Select the Automated Phone System’s Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the “I Accept” button. By clicking the “I Accept” button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and “applets” incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it’s destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an “Editor”), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the “Variations”), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY

TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

Indigo Prophecy © 2005 Atari, Inc. All Rights Reserved.
All trademarks are the property of their respective owners.

Windows and DirectX are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Uses Bink Video Technology.
Copyright © 1997-2005 by RAD Game Tools, Inc.

07215

Get More Now!

Register online today at <http://www.gameregister.com> to receive special offers and the inside scoop about Atari products!

Your privacy is assured. For more information about our privacy policy, visit www.atari.com/us/privacy/.

atari.com/indigo



VIDEO Uses Bink Video. Copyright © 1997-2005 by RAD Game Tools, Inc. Indigo Prophecy © 2005 Atari, Inc. All Rights Reserved. All trademarks are the property of their respective owners. Manufactured and marketed by Atari, Inc. New York, NY. Use of this product is subject to acceptance of a license agreement. You can obtain a copy of this in the product's Manual. The ratings icon is a trademark of the Interactive Digital Software Association.

Atari, Inc.
417 Fifth Avenue
New York, NY 10016 USA
MADE IN THE USA.

Part # 26549M