

NIKOPOL

SECRETS OF THE IMMORTALS



White Birds



MERIDIAN 4

NIKOPOL : SECRETS OF THE IMMORTALS

Paris, March 2023.

On the eve of the electoral assembly, nothing should have changed within the immense Parisian government; political autonomy was and will most likely always be, fascist. The city was divided into two districts with opposing points of view... The populace was worried.

With the turmoil of the upcoming election at its peak and a city divided, a new concern appeared in the form of a mysterious ship shaped like a pyramid that hovered in the Paris sky.

As Nikopol, you will find yourself embroiled in a suspenseful journey of exploration to find your father and thwart a dangerous conspiracy. Entangled in political intrigue you're caught between two worlds, one of anarchy and one of Immortality.

SYSTEM REQUIREMENTS

- Windows Vista/XP
- 1.5 GHz Processor
- 512 RAM
- DirectX 9.0c
- DirectX compatible 128 MB video card
- DirectX compatible sound card
- 2.5 GB of hard disk space

TECHNICAL SUPPORT

For an optimal gaming experience, be sure to update your computer with the latest drivers and system updates. Some of the most popular hardware and system software companies are listed below. Be sure to check your PC manufacturer's Web site for additional updates and drivers.

- ATI Technologies® - www.ati.com
- Creative - www.creative.com
- nVIDIA® - www.nvidia.com
- Microsoft® DirectX® - www.microsoft.com/windows/directx
- Windows® Update - <http://windowsupdate.microsoft.com>

Should you have any questions concerning the operation of this product, first check our Support page on our web site listed below to see if your issue has already been resolved. If you still need to contact us, please send an email to our technical support staff at: support@meridian4.com.

Please attach your dxdiag file to the email. You can get to your dxdiag by following these steps:

1. Click on Start
2. Select Run
3. Type "dxdiag" (without quotes)
4. Select Enter
5. Save and email the file to support@meridian4.com

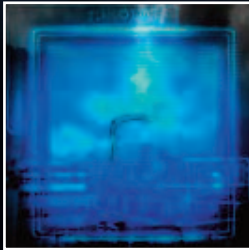
PLAYING NIKOPOL

Main Menu

In this menu, you can save or change screens, change game options, etc...

On initial launch of the game, you will need to choose a profile before opening the main menu.

Profile choice



Choosing a different profile per player will allow effective management of saved games.

On this screen you can see the profiles by clicking on the arrow button at the bottom right corner, and validate by clicking on [Select]. You can now access the main menu.

The different buttons of the main menu are seen here.

New Game



This button allows you to start a new game.

If a game is in play (you will have access to this menu from the time the game starts, when you go through your inventory), this button is called [Return to Game]. Once you click on it, you will return to the exact spot that you were in prior to opening the menu

Load Game

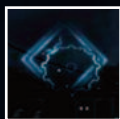


The list of all saved games under your profile will be listed. Each game is listed by the date and the hour from the last saved game that was played.

At the top of the saved list, you will find that the game has been saved automatically.

To load a saved game, select it and then click the button [Load Game].

Options



This sub menu allows you to adjust many of the graphics and sound characteristics.

Mouse

Sensitivity - How the rotational view reacts with the movements of the mouse.

Invert - Invert vertical movements of the mouse (lower the mouse to view up).

Volume control

You can regulate the volume of the music and the other sounds of the game.

Subtitles

Displays subtitles when turned on.

Resolution

Change the game's display resolution.

Advanced

These should not be used without previous knowledge. Nevertheless, if your computer does not support proper game functioning (loading of the game during play, wait time too long, posting error, etc.), unselect these options to avoid any gaps, at the price of higher quality graphics.

Profiles



This describes your current profile. You can our profile when starting a new game.

Note : You can change your profile when starting a new game.

Credits



This menu allows you to view the credits for the game.

Quit



Click on this button to end the game.

Save Game



This button will be in grey if it is not possible to save at this point in the game. The save screen works similarly to the loading screen.

Available actions

In this section, we will describe the different actions that you can take while playing Nikopol.

Looking around

Nothing could be simpler! You move the mouse to look around.

Act on the world



This is your cursor. When it takes another shape, it is because a particular action is possible with one click of your left mouse button.

Movement



If your cursor changes to this, it means that you can advance in the direction that the cursor is pointing to.

Read



This icon indicates that there is a document that you can read by right clicking on the mouse. It also means that you can magnify objects that are close to you.

Use



If the cursor changes to this, you can use the object that appears 'under' the cursor. This action depends largely on the selected object (opening a door, listening, etc...).

Impossible to use



This icon indicates that the object cannot be used unless some other actions are taken. There is surely something to do before you can use this object?

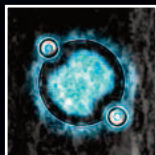
Pick up



You can pick up and take the object that this icon is pointing to and it will be added to your inventory.

Inventory

You can open and look at your inventory by right clicking on your mouse. You can close it the same way.



Your inventory comprises of all objects that you have picked up while playing the game.

To use this, move your cursor so that the desired object appears in the middle of the bubble, and then left click on the mouse to close your inventory. The object will be attached in the left hand corner of your screen. You are now using this object!



Why equip an object? To use it around you. For example, use a lighter to burn incense.

You have two buttons in the inventory screen.

The bottom button allows you to read documents. Select the [Read] button and then a document and you will be able to read it from the Inventory menu.

The top button will bring you back to the main menu. Make sure to save your progress before exiting the game!

CREDITS

Based on an original story by
Enki Bilal

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Produced by Olivier Fontenay

All the elements in the game
were created under the
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Based on "La Foire aux
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Uses Bink Video. Copyright (C)
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White Birds wishes to thank:
Christian Desbois, Louis Delas,
Simon Casterman, Sophie Levie,
Nathalie Lepori, Christine
Beunaiche, all the play testers of
the game and of course Enki Bilal
for its time, talent and vision!

Nikopol • Enki Bilal

The original story and the art
created for the game are based
on the characters, story and art
created by Enki Bilal in "La Foire
aux Immortels", © Casterman

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Published by Meridian4
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