

WHO IS NICOLAS EYMERICH?

*"Perhaps they didn't tell you that
I fertilized half of Europe
with the ashes of heretics!"
(La luce di Orione)*

Nicolas Eymerich (Girona, 1320 – Girona, 1399), a member of the Order of Preachers, was Inquisitor General of the Crown of Aragon.

Reputed for being a merciless and fierce persecutor of the Catholic Church's enemies, he was also a skilled political huckster, often involved in plots and feuds, resulting in him antagonizing various popes and monarchs.

Author of the *Directorium Inquisitorum*, he dedicated his life to the fight against heretics and to the defense of the Catholic Church's power.

Nicolas Eymerich's story is well documented.

However, there are many things that we do not know about his adventurous life.

Around six centuries after his death, Valerio Evangelisti, a renowned Italian novelist, has managed to fill in some of the missing details, bringing this Catalan inquisitor to life in a series of novels recounting some chapters of his life that never made it into the history books.

Eighteen years after making his debut into the world of literature, Nicolas Eymerich has become the star of the new millennium's medium of video games.

You have in your hands the first of four chapters of *Nicolas Eymerich, Inquisitor: The Plague*.

A relentless determination, a heart of stone, a mind like a steel trap and wisdom as deep as oblivion - these are the powers possessed by the ruthless inquisitor, and these are the characteristics you will need if you want to be deemed worthy to walk in his shoes.

In the **MAIN MENU**:

Play allows you to begin a new game.

Continue allows you to restart the game from the point where you left off last time.

Load allows you to load a previously saved game.

Options allows you to configure and customize the game.

Exit ends the game and catapults you back into real life.

Options – The main interface

On the **OPTIONS** page, you may modify various aspects of your interactive experience:

MAIN LANGUAGE allows you to select the main game language, between **ENGLISH** and **LATIN**, as well as the language used for the SUBTITLES;

SUBTITLES allows you to activate (ON) or deactivate (OFF) the subtitles, i.e. the text that appears at the bottom of the screen, during conversations or during the game. If you deactivate them, you will also turn off the text that appears at the bottom of the screen associated with general commands, such as 'TALK WITH the GUARD'.

DUBBING allows you to choose the language spoken by the characters – **ENGLISH** or **LATIN**.

GFX MODE With this option, you may adjust the level of detail and the game's visual effects. The HIGH option is the most attractive, but it also uses the most memory. We only recommend this option if your computer has the necessary specifications. If this is not the case, and your computer dates back to the Inquisitor's era, or not long after, we recommend using the DEFAULT or LOW option.

In general, if the game slows down (or if it is jerky, disordered, halting or distorted), we recommend reducing the GFX MODE.

BACK takes you back to the MAIN MENU.

Credits presents the brains behind the game.

Menu

If you click on **M** at the bottom left-hand corner, you can **save your game** and return to the MAIN MENU, or go back to your game.

Make sure you save your game regularly - prudence is a virtue!

Action icons

In each adventure environment, you may interact with various people and objects.

When you click on them, a pop-up menu will appear, comprising the available actions, identified by **icons**: the most common are for talking, looking around or collecting objects, but you may even **pardon** sinners... or carry out other actions that are better left unwritten!

Inventory

If you click on the arrow at the center-top of the screen, you will open the inventory.

Check the objects you are carrying regularly: they may be used in many different ways, or you may even be able to combine them.

Handbook

The book at the bottom right-hand corner is used to keep an account of your game progress.

Map

This is the parchment at the bottom right-hand corner. Once you have found the map, you may return to a place you have already visited simply by clicking on it.

"Prudence is the alibi of the cowardly."

(Il castello di Eymerich)

Handbook

The Handbook will be a very useful tool for your inquisitor work: here, Eymerich writes down everything he discovers during his inquiry.

His notes are classified as follows:

Current goals

Here you will find any unsolved mysteries. This section is useful for keeping track of what you need to do in order to advance in the adventure.

Inquiry report

This is a collection of storyboards that summarize in pictures the events that have happened since Eymerich's arrival in Carcassonne.

When you click on a picture, Eymerich will give a brief verbal description of it. Have a look at the report when you have trouble keeping track of everything you have seen, and to give order and clarity to the mysteries you have uncovered!

Old notes

These are passages of the Inquisitor's life, images and memories of previous enquiries and experiences that could prove to be useful in the quest to overcome Satan yet again.

These pages are not available from the game's outset; you have to earn the right to see them. Please note... the Abbey is a very damp place, and the Handbook's pages are made of very old and porous paper. Some of them may be stuck together. Others may not appear straight away... but will become visible later, if the Inquisitor deems it useful to waste time browsing through these pages full of memories and pain.

The adventure

The **Handbook** will be a very useful tool for your inquisitor work:
Here, Eymerich writes down everything he discovers during his inquiry.
His notes are classified as follows:

The career of an inquisitor is first and foremost dedicated to searching for the truth, at any cost. Torture and the threat of infernal suffering are certainly efficient methods to achieve this, but talking is sometimes enough to get the job done!

"Ask and you shall receive."

During the day, Eymerich will find himself having to deal with reticent talkers and shifty characters. Often, one conversation will not be enough to get all the answers you need from the person you are interrogating, and you will have to come back with new information or proof in order to grill the person a second time.

A piece of advice: talk to everyone, about everything. Sometimes the truth is hidden within trivial chit-chat...

"If you want to get a full confession from the accused, threaten to tear out his nails."

(Cherudek)

The Carcassonne priory appears to be a place of prayer, but its cold stone walls hide secrets that are just waiting to be discovered. Although not a huge building, it can be easy to get lost in its corridors. Rumor has it that, to learn how to move faster in the priory, a kitchen boy carved a **map** into the wall of the corridor that leads to the kitchen.

You will find many obstacles on the path to the truth, but do not lose heart.

Explore the building from top to bottom; search every nook and cranny, even the darkest and most secret of corners...

"The devil reveals himself in the darkness, and it is here that we must fight him."

(La luce di Orione)

Using the keyboard

In the beginning was the Word. When you press any letter, you will activate the **text parser**! This interface allows you to control Eymerich through written commands, such as "open the door", "talk with the guard" or "observe the room". The parser works in any of the available game languages and has been optimized to understand different synonyms - feel free to experiment!

Words are powerful. So powerful that certain game actions can **only** be carried out with the text parser. It is up to you to discover which ones...

During his adventure, Eymerich finds himself up against many obstacles.

Whether it be the devil's snares, reticent talkers, coded messages or trunks with complicated locks, the Inquisitor will have to solve the various **enigmas** that cross his path.

For each step towards the truth, you will earn a solution point, represented by a leaf on a branch drawn on the **map**. However, please note: the branch has 100 buds, yet only 70 leaves will grow by the end of the game. How can you get the other 30?

Perhaps you need to reveal a **hidden plot**...

Divine help

Eymerich has spent his life hunting down the work of Satan.

His biggest strength has always been the firm belief that God is on his side. When you are unsure how to advance in the adventure, leave it up to him: with **Divine Help**, any mystery will soon become clear to him.

By asking for this help, Eymerich will pursue his adventure alone, getting closer to the answer to the enigma that is keeping him awake at night.

To ask for Divine Help, press White Cross on the left low corner of the screen.

Sometimes the Inquisitor may stop, telling you 'I'M THINKING...'. When this happens, there is no point trying to do anything. As long as Eymerich is thinking, he will not pay any attention to you.

However, please note: each time that you try to interrupt him, you will burn a leaf on the branch indicating your score!

Save and interrogation

Dark plots will be revealed in the village of the plague-ridden folk.

And in the night, the supernatural scream of the devil resounds, as from his side are born creatures beyond any imaginable horror.

Saving

Any time you think you have made progress in the game, we recommend you **SAVE** the game situation. To do this during the game, press **ESC** (the image on the screen will become blurry) and select **SAVE**. A picture of a window will appear containing 10 slots, or "drawers", where you can save the game situation. Click on the slot where you would like to save the game, and then type the save title (for example, "JUST SPOKEN TO VINET"). Finally, press **ENTER** or click **SAVE**.

Once the save operation has finished, you will return automatically to the game. If you decide not to save anything (not even your corrupted soul), click **BACK** at the top of the screen.

The saved game situations can be loaded from the **MAIN MENU**, with the **LOAD** button.

Some tips for new inquisitors

It is important to know that, as long as Eymerich does not consider something, or someone, to be useful for his investigation, *he will not allow you* to carry out certain actions, which you may however be able to carry out later on in the game. For example, if he should refuse to speak to a **deceitful mercenary**, it does not necessarily mean that he will not consider it helpful later on, and he may allow you to issue the same command another time. It is the same for picking up objects, or a scrap of meat, or a **walnut**. However, there may be moments, especially when *faith itself is in question*, where prayer and **direct dialogue** with the otherworld may prove to be essential.

It is important to remember that often, it is no use looking down at our sandals, but instead we need to look **up**, or directly ahead. In the same way, speaking to a certain person could be *out of place at a given time*, and the Inquisitor may **stop you from doing it**. If this happens, ask yourself if there is *someone else who could be worth talking to*, **before** the person you have before you. But if **insects**, or other unworldly beasts, are in the vicinity, the Inquisitor will refuse to do anything, *concentrating his efforts* on **exterminating** said beasts instead. The Abbey is an unwholesome place, full of dark, *abandoned* corners, which are sometimes ideal for **hiding proof** of what could be interpreted as the most *simple* of crimes.

And according to the *same principle*, you would do well to have **faith** and persevere, **persevere**, especially when your patience is put to the test, when searching for a needle in a haystack, or a **book in a library**, or a shinbone in a mass grave.

Have faith: the adventure is just beginning!

Dark plots will be revealed in the village of the plague-ridden folk.

And in the night, the supernatural cry of the devil resounds, as from his side are born creatures beyond any imaginable horror.

Eymerich has been called to Carcassonne from the Inquisition's assembly, as a problem has arisen. But he is not being told everything. Demons, heretics and the contagious Plague is just the half of it.

Dark plots will be revealed in the village of the plague-ridden folk. And in the night, the supernatural cry of the devil resounds, as from his side are born creatures beyond any imaginable horror.

In a now-dead wood, in the heart of the mountains that burn with an infernal flame, Eymerich and his fellow brother will finally come face to face with the Devil.

But the terrible truth is beyond the insurmountable walls of the Abbey, where corpses burn on a funeral pyre, whose smoke clouds the sky. Something very, very ancient has taken on the shape of Satan.