Sherlock Holmes

SHERLOCK HOLMES™

Memories

stories

and thoughts

THE MYSTERY OF THE MUMMY™

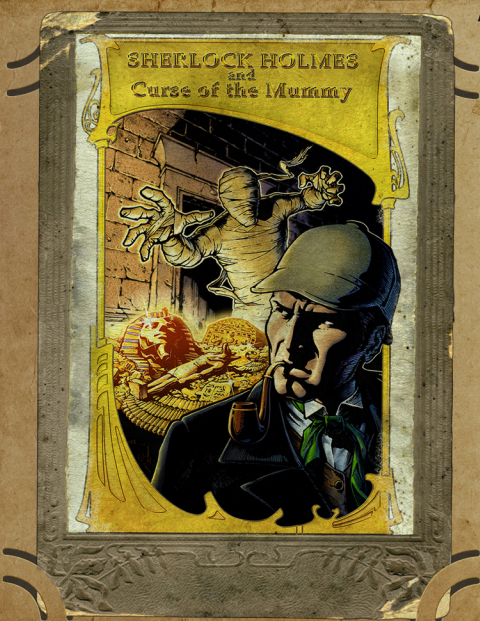Inspired by
The Adventures of

"*Sherlock Holmes*"

Written by Sir Arthur Conan Doyle

Production Start: December 2001
First Release: November 2002

SHERLOCK HOLMES
and
Curse of the Mummy

Mystery of the Mummy was, literally, the first game for the entire production team. Not only did we have to learn how to make games while we were actually doing it, but we only had a budget of $30,000 USD. To make things even more exciting, during the winter of 2001-2002, the heating system of the motorcycle factory we used as a studio broke down for a month. We had to work with gloves and hats in the office where the temperature was 0 to -5 Celsius.

The game was an immediate success to the surprise of everyone in the industry, especially us!

Mummochka

To date, the game has sold around a million units worldwide on PC. It was released on the DS in 2009 and was released in 2012 on tablets.

It's important to note that the game is not a canonical Sherlock story. The tiny budget, lack of development experience and dealing with publishers made it too difficult for us to strictly adhere to the canon. However, player feedback ensured that we focused on "real" Holmes games forever afterward.

Les Aventures de
Sherlock Holmes
"Le Mystère de la Momie"

SELKET	SETH	SEBEK	BES
NOUT	THOT	AMRIS	

The original cover for the game, drawn by Frogwares artists, was rejected as "too old fashioned"

A hand-drawn sketch of the mirror room. We didn't have digital drawing tablets, yet.

A sketch of Watson, who doesn't even appear in the game until the very end.

Adventures of

Sherlock Holmes ™

"The Silver Earring"

Production Start: Spring 2003
First Release: August 2004

First Sherlock team. There are only 3 guys left now

We changed Holmes' appearance since Mystery of the Mummy. He would end up with six different physical appearances over 8 games.

For The Silver Earring, we upgraded the technology and graphics to 2.5D, as it was the standard in adventure games at the time. It ended up being the only Sherlock Holmes game we made with that technology. Maybe it's just as well, since the game's outro runs 23 minutes, which is possibly the longest in video games history!

Sherlock's work table

A hand-drawn sketch of the original three earrings.

The **Silver Earring** marked the first time we worked with a major publisher, Ubisoft, who released the game in North America. It was also the first time we actually paid actors for voiceovers, as the previous game was voiced by volunteers. In the end, The Silver Earring was nominated "Best Adventure Game" in Germany in 2004, and was hailed by critics worldwide as THE Sherlock Holmes game.

A hand-drawn room. Later, with digital tablets, we would create a more impressionistic style for the games.

FROGWARES.com
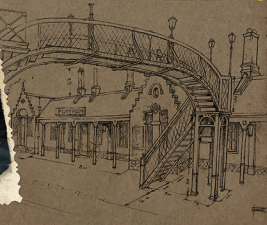
Adventures of
Sherlock Holmes
· The Silver Earring ·

SHERLOCK HOLMES

THE AWAKENED

Production Start: October 2005

First Release: November 2006

The use of digital tablets, this time, helped enhance the graphics.

The Awakened was probably the first real-time 3D adventure game of the modern era, with a huge environment and total immersion for the player. Since the game was so big and we had so little time to make it (just before the start of development, all the production team leaders left Frogwares to create their own studio), we worked seven days a week for the last three months of development. Consequently, the first release was rather buggy and was the first game we had to develop a patch for.

The Awakened was an international success, though. Gamespot chose it as "Game of The Year" for best use of a license, as the game features not only Sherlock Holmes but also the Cthulhu mythos of H.P. Lovecraft

Story level 1/ Bock's marchand

THE LEVEL5 BLACKBOX QUARTER

A remastered version, released in 2008, included a unique feature
of Frogwares games—the option to switch the camera from first to
third person based on what the player was most comfortable with.
The Awakened will also released on tablets in 2012.
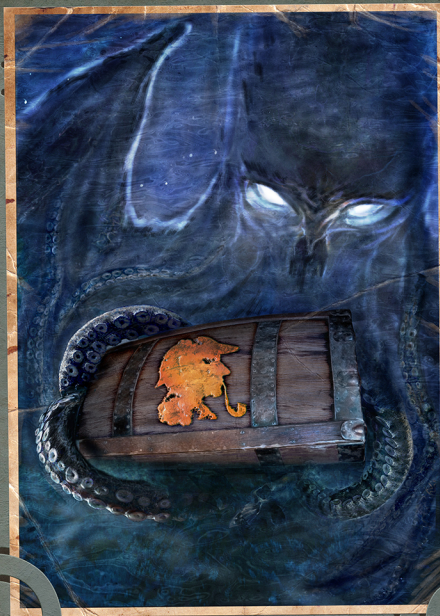
SHERLOCK HOLMES

VERSUS

Arsène Lupin

Production Start: August 2006
First Release: September 2007

This game was intended to be an alternative to The Awakened, which was very dark, and present a duel between the detective and the brilliant gentleman thief. We acquired the rights for the Arsène Lupin name and character for the game. We also wanted to recreate three famous British locations: the National Gallery, the London Tower and the British Museum.

Once a year, for two years, we travelled to Britain to take photos and get the atmosphere we were looking for. We went even further with studies of city plans, satellite maps and historical research.

The turtle race where Barnes reveals his complete madness after reading the Necronomicon from The Awakened.
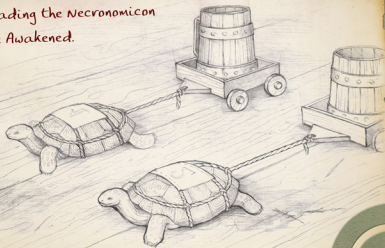
Real world versus game world: the White Tower and Royal Armory inside the Tower of London.

The first cover for the game, abandoned and then resurrected as loading screen

SH4.
Lady Leomunda

Due to a problem originating from a lack of pathfinding in the original game, Watson was constantly teleported near Sherlock in very strange configurations. While not impairing the gameplay, a lot of players had some fun with this bug that became a feature known as the "Creepy Watson."

The game was remastered in late 2009. It's been a very successful chapter, touted by adventure gamers as it features dozens of puzzles of very high complexity.

SHERLOCK HOLMES™

VERSUS

Jack the Ripper

Production Start: Summer 2007
First Release: May 2009

Sherlock Holmes versus Jack the Ripper was planned in 2005 as the last part of the trilogy encompassing The Awakened, Arsène Lupin and Jack the Ripper. It took a long time to develop as it was much bigger and we had to implement more technological solutions than we had before, including crowd creation for the streets of Whitechapel.

SHERLOCK HOLMES *Jack the Ripper*

Map of the Murder Locations

Incidentally, this was the first Frogwares game to find its way onto a console (Xbox 360).

The story took 18 months to write as we conducted a real investigation to reveal who Jack the Ripper was. All the information and characters connected to the Ripper case are historically exact. We didn't want to show horrifically mutilated bodies in the game, though, so we chose to represent them with 2D chalk drawings to allow players to concentrate on the gameplay.

SHERLOCK HOLMES *Jack the Ripper*

We didn't do a lot of sketches for this game. Since we had so many photos, there was no need for the 3D artist to get more character emotions from sketches. Photos of this time period are hard enough.

The game was remastered in late 2009. Jack the Ripper was the first game to feature the mind palace and crime scene reenactment, it became a classic.

yours truly
Jack the Ripper.
Dont mind me giving the trade name

THE TESTAMENT OF SHERLOCK HOLMES™

Production Time: Spring 2009

First Release: September 2012

Sherlock Holmes

Doctor Watson

Sketch of cementiry

This has been the longest game production for us at more than three years in the making. We made a huge overhaul of the game engine in order to increase graphics quality, make the game "next gen" and introduce a new generation of players to the Holmes mythos.

The Testament of Sherlock Holmes is our first game to be available on PS3 and Xbox 360 natively.

A sketch of the funfair. This 3D scene required a full year of work, as it was very complex to create for platforms like PS3 or Xbox360.

The soup factory, inspired by Battersea Power Station.
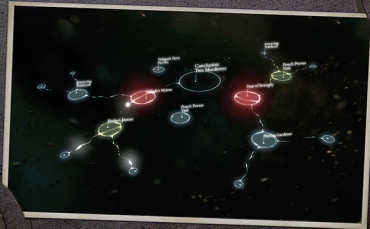
CRIMES & PUNISHMENTS

SHERLOCK HOLMES

Production Time: Spring 2012

First Release: September 2014

Sherlock Holmes: Crimes and Punishments was a game that made us shift from making adventure games to investigation and detective ones.

For us, this game was a symbol of maturity and adulthood. We felt that through this game, we've grown — as people, as developers, and as a studio.

In memory of the Ukrainian
Heavenly Hundred.

Пам'яті «Небесної сотні».

Crimes and Punishments also created
some controversy for our studio. For those
that are not aware, the game starts with a
message dedicated to the "Heavenly
Hundred" — the 100 people that died at
the Maidan demonstrations in Kyiv in
2014. Because of this message, our game
was banned in Russia. Steam is the only
outlet where Russian gamers can buy this
game. All console versions are taken out of
the market.

Sherlock team 2012

Sherlock Holmes

SHERLOCK HOLMES™

Thank you

sincerely for all the

wholehearted support.