Instruction Manual

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Introduction

Biblical scholars have long agreed that Moses was more than just a poor shepherd's boy. It is said that he was a natural scholar and that from an early age he devoted himself to unravelling the mysterious arts of alchemy. Indeed, he read documents that even in those times were already very ancient – the scant remains of older, extinct civilisations. Amongst these documents, it is believed; lay the primitive blueprints for an awesome weapon…

Moses was able to construct this weapon. And when the Pharaoh refused passage for the Israelites out of Egypt, he unleashed it upon the Egyptians with terrifying effect. The Pharaoh capitulated. The Exodus began.

The weapon was the final and most terrible of the Great Plagues.

Uncannily, it seemed to be able to kill selectively, leaving the Israelites unharmed. The Egyptians called it – 'The Angel of Death'.

Hundreds of years later, the secrets of Moses' deadly weapon that could destroy to order was lost, although the memory lived on.

Lost.
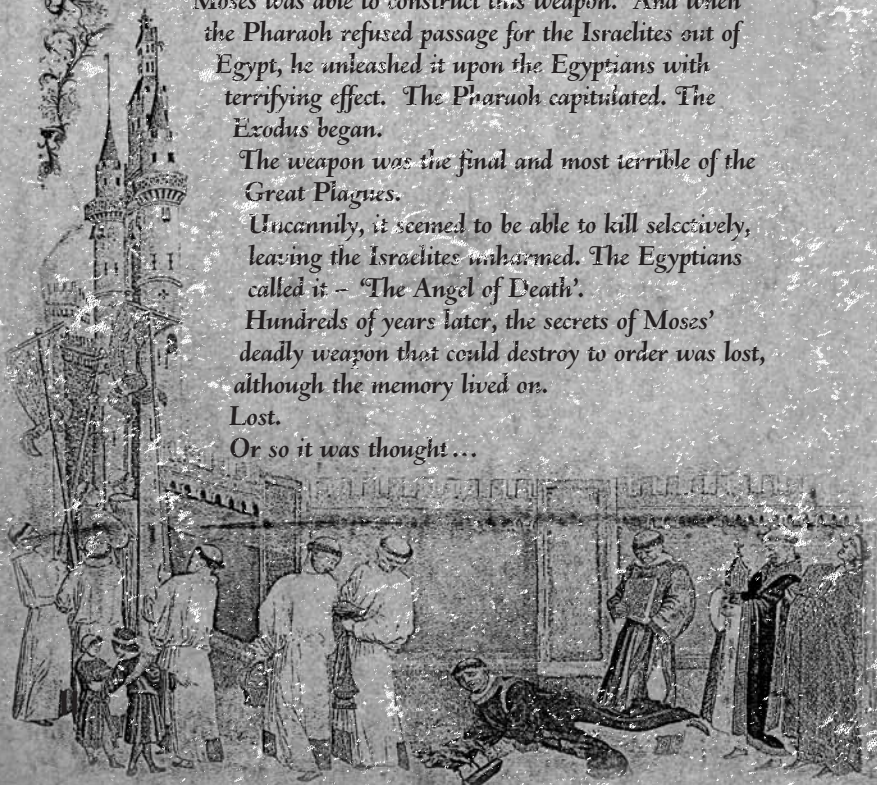
Or so it was thought …

New York - present day.

One-time adventurer George Stobbart sweats at a cramped desk in a bail-bond agency deep inside Harlem's derelict projects. He has had an arduous year since his climatic battle with a 'dragon' after which he was whisked away by secret service agencies and intensively interrogated. Eventually they declared "The Glastonbury Phenomenon" to be just another case of mass hysteria.

George returned home, wanting only to work on patents till the day he died. But his company had gone bust. And soon he found no one would hire him. He was blacklisted. In desperation, he took the only job on offer – legal aide at Big Bros's Bail Bonds. The bottom of the heap. His new clients – crack-heads, gangstas, murderers. His new life – a tiny apartment in the most dangerous part of town.

One day I'm going to get out of here, he thinks, as he stares at his queue of tattooed, menacing, bling-bling clients...

Some hope.

And then… and then… he meets his next client. Blonde, beautiful, sophisticated – a woman whose problems he'd die to solve. He almost does – for no sooner has she told him about her plight, than an unsavoury bunch of hoodlums launch an attack. And so begins a new adventure.

Minimum System Requirements

Operating System:	Windows XP
Processor:	Pentium 4 – 1.4GHz or better
Memory:	256 MB RAM (512 MB recommended)
Hard Drive Space	XXX GB free
DVD-Rom Drive:	2x speed or faster
Video Card:	128 MB Shader model 1.1 compatible video card*
Sound Card:	Windows compatible sound card*
DirectX Version:	9.0c (included)

*indicates that device must be compatible with DirectX 9.0c.

Installation and Launch

Insert **Broken Sword: The Angel of Death** DVD-ROM in the DVD-ROM drive. The installer will start automatically if Autoplay is enabled. If Autoplay is disabled, open the "My Computer" folder and double-click on the icon for the DVD-ROM drive that contains the **Broken Sword: The Angel of Death** DVD. Then follow the on-screen instructions

Once the installation is complete, the game is ready to play. You need to leave the DVD-ROM in the drive if you wish to play the game. Launch the game from the start menu.

Quickstart

Don't worry if you have never played an adventure game before. All you need is a sharp mind, a thirst for truth, and an inquisitive eye. The game has a simple interface system that that will allow you to undertake complex actions and conversations with ease. Explore the rich, exotic world of Broken Sword, searching for vital clues that will help you unravel the sinister conspiracy. Experience a living, evolving story which unfolds around you. And, just in case you get stuck, there is a walkthrough for the first section at the back of this manual!

Mouse Cursor

The mouse cursor is context sensitive. It normally displays as an arrow but changes to a cross when over an object with which you can interact.

Arrow Cursor
(normal)

Cross Cursor
(interaction)

Movement

When the pointer is displayed as an arrow, clicking the left mouse button will cause George to attempt to move to that position. Hold the left mouse button and George will continuously attempt to move towards that position. Alternatively you can control George with the cursor keys. Roll the mouse wheel forward to change George's default movement to run, roll the mouse wheel back to change to creep movement.

Interacting

When the cursor passes over an object with which you can interact then it will change to a cross. An icon will then appear next to the cursor which represents the primary action associated with that object. Click with the left mouse button to perform the primary action. Alternatively click the right mouse button to view all available actions, then move the cursor over the desired action and press the left mouse button. Press the right mouse button to return to normal control.

Inventory

The inventory is a list of the objects that your character is carrying. To display the inventory, move the mouse pointer to the top of the screen. To select an inventory object, move over it with the cursor and press the left mouse button. Press the right mouse button to examine it, or in the case of the PDA to use it. While an inventory object is selected, its icon will appear next to the cursor. When in this mode, pressing the left mouse button on a background object, or a different inventory object, will have the effect of 'using' the inventory on the second object. Partner characters can be asked for help through this mechanic. To deselect an inventory object, press the right mouse button.

Inventory
(objects being carried)

Top Tips

Remember that the primary action (left mouse button when over an object with which you can interact) may not always be the correct solution. Try pressing the right mouse button to get the full list of available actions. Some inventory and background objects reveal vital information when examined. If you get stuck in the first few screens then please refer to the Opening Section Walkthrough (later in this manual) which details how to complete the first section.

Menus

Main Menu

Once the game loads, you will be offered a menu with the following options:

New Game: Select this option if you wish to start a new game.

Load Game: Select this option if you wish to load a previously saved game.

Options Menu: This option will offer you a list of the following in-game options:

- **Control preferences** = Allows you to remap your keyboard controls if you are using the keys for character movement

- **Graphics** = Allows you to change the graphics settings of the game, this also includes the language in which the subtitles are displayed.

- **Sound Menu** = Allows you to adjust the sound levels.

Extras Gallery: The options available are:

- **Credits** = A list of all those that worked on the game!

- **Art** = Examples of concept art created for the game are made available once the game has been completed.

- **Links** = Provides links to relevant websites.

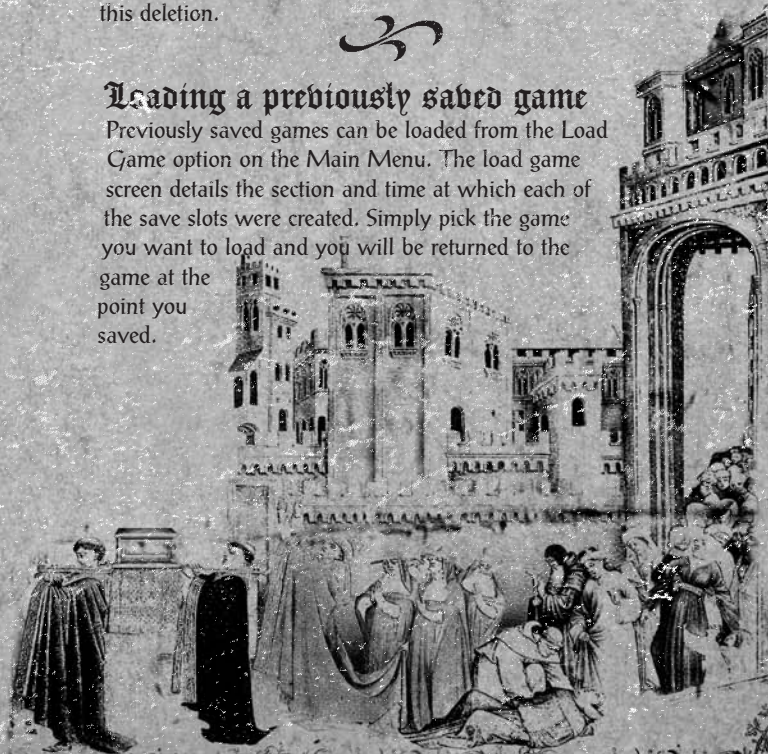**Exit:** For when you wish to quit the game.

Saving and Loading

Saving a game

During the game, when you want to save your progress, pause the game and select the Save Game option on the Pause Menu. To overwrite an existing save, select the save you wish to overwrite with the left mouse button. To create a new save select the slot that says new save. To delete a save click the cross in the top right hand corner of the save game, you will then have the option to cancel or confirm this deletion.

Loading a previously saved game

Previously saved games can be loaded from the Load Game option on the Main Menu. The load game screen details the section and time at which each of the save slots were created. Simply pick the game you want to load and you will be returned to the game at the point you saved.

Game Controls

We have endeavoured to make the controls simple and intuitive. The control system has been designed such that it can be played using the mouse only, or with a combination of the mouse and keyboard. Please note that keyboard controls can be re-defined. The following are the default controls in the game.

In-game General Controls

Mouse	Controls movement of character, Interact with PDA, manuscript, Inventory, city map and speech menus
Mouse Wheel	Change character movement speed, toggle between creep, walk and run respectively
Arrow keys	Control movement of character
Left Shift	Run when moving character
Left Control	Sneak when moving character
Escape	Pause game – enter Pause Menu

Game World Control

Normally the mouse cursor is an arrow. However it will change to a cross when over an object with which you can interact, and an icon for the primary action will appear beside the cursor.

Normal (cursor as arrow)

Mouse control in normal mode, when not hovering over an object with which you can interact.

Left Mouse button Held Down	The character will attempt to walk 'directly' to the mouse arrow and will not attempt to route around any in-game obstacles
Left Mouse button Clicked	The character will generate a path to the location that the cursor is over.
Mouse Wheel Forward	The character will change their move speed to a faster one. If currently in creep mode this becomes a walk, if currently in walk mode this becomes a run
Mouse Wheel Backward	The character will change their move speed to a slower one. If currently in run mode this becomes a walk, if currently in a walk mode this becomes a creep
Right Mouse button pressed	If the character is routing to a location, the right mouse button cancels the route, otherwise it is redundant
Moving mouse cursor to top of screen	Opens the inventory (see inventory control below)

Interact (cursor as cross)

Mouse control in interact mode, when hovering over an object with which you can interact.

Left Mouse Held Down	The character will attempt to walk 'directly' to the mouse cursor
Left Mouse Released/Clicked	The character will undertake the default action with the object, if they are not close enough to the object of interaction, they will route to the object. Interaction and routing can be cancelled with the right mouse button
Mouse Wheel Forward	The character will change their move speed to a faster one. If currently in creep mode this becomes a walk, if currently in walk mode this becomes a run
Mouse Wheel Backward	The character will change their move speed to a slower one. If currently in run mode this becomes a walk, if currently in a walk mode this becomes a creep
Right Mouse Pressed	This will open up the radial menu, which will show all the available actions that can be performed on this object (see radial menu control below)

Arrow keys	Using the arrow keys will also move the character; up arrow will move the PC into the screen (away from the camera), down arrow will move the PC towards the screen (toward the camera), and the left and right arrows move the PC left and right from the cameras perspective
Left Shift	Run when moving character
Left Control	Creep when moving character

Radial Menu Control

Left Mouse Released/Clicked	The character will undertake the selected action from the radial menu. Interaction can again be cancelled with the right or left mouse button if the cursor is still visible
Right Mouse Pressed	This will close the radial menu

Character Movement

Mouse: Left clicking on a point in the world will cause the character to attempt to move there by navigating the terrain. To allow more control over the player if you press and hold the left mouse button, this will cause the character to route directly to the cursor, regardless of obstacles - naturally if an obstacle is in the way he will not be able to pass through it!

Keyboard: You may also move the character around using the keys. This method allows you to move the character around the environment, whilst simultaneously searching the world using the mouse cursor.

Interaction

If the cursor is hovering over an interactable object, the mouse cursor will show an interaction icon. Left clicking when an icon like this is displayed will action that particular interaction. Right clicking will bring up a context sensitive menu showing all the possible actions that can be made with this object. Left clicking one of the context sensitive menu action will action that action. If the character is too far away they will attempt to automatically route to that object and then interact with it (this can be cancelled by moving anywhere else in the world or by simply pressing the right mouse button, provided the mouse cursor is still shown!)

Inventory Control

Golf Club

Your characters can pick up and carry objects. The objects being carried – the inventory – can be displayed by moving the mouse to the top of the screen.

Some inventory items can be used on each other. To do this first highlight the item with the mouse and press the left mouse button, this attaches the object to the mouse cursor, then move the mouse over the item you wish to combine it with and press the left mouse button.

Some inventory items can be used on objects in the world. To do this first highlight the item with the mouse and press the left mouse button, again this attaches the object to the mouse cursor, then move the mouse over the item in the world you wish to use it on and press the left mouse button.

To examine an object in the inventory move the cursor over it and press the right mouse button. A selected item can deselected by clicking on it again in the inventory or pressing the right mouse button.

To close the inventory move the mouse below the inventory interface.

Talking to someone

If a speech icon is available then your character can talk to that person. Selecting the 'talk' icon will trigger a conversation – if there is a choice of subjects then icons will be displayed. To select a subject to talk about, left click the relevant icon. It is always worth talking to people because they may provide vital information or clues.

Moving boxes

Some boxes can be pulled and pushed. To move a box, move the cursor over it. If the cursor changes to a cross, and the 'box pull' icon is displayed then click on it and the character will walk up to it and grasp it. Click in front of the character to move the box forwards, and behind the character to move the box backwards. Boxes can only be slid along a surface of the same height. Boxes can only be pulled backwards if there is an area onto which your character can step after having grabbed the box. To move a box in a particular direction, position the character on the appropriate side.

Climbing, dropping and shimmying

When you encounter a ledge or a wall, your character may be able to jump up and grab it. Click on the relevant wall or ledge and the character will climb up if they can. Whilst hanging from a wall the character may be able to shimmy left or right, to do this simply click to the left or right of the character. To drop down either press the right mouse button or click beneath the character. To climb up click above the character on the platform that they will climb onto.

Examining and Searching

As you progress, it is always worth taking the opportunity to search for clues - because information may be revealed that is vital in order to progress! Wherever possible use the 'search a person' icon to rummage through a body, and 'examine' icon to take a closer look at things around you. Remember that objects in your inventory can be examined, and this may also reveal a vital clue.

PDA

The characters are equipped with a Personal Digital Assistant on which the characters record their progress, can make phone calls and, later in the game, hack into various computers and websites.

Hacking game

During the game your character will come into a possession of the very latest hacking gizmo. This will allow you to use your PDA to hack computers and websites – provided you can work out how to divert the data stream from your PDA through a variety of network points to a specific data server.

The playable area of the hacking game is shown by the grid on the PDA. Components on the grid can be picked up, moved and rotated. To pick up an object and move it to another location simply 'drag and drop' the object using the left mouse button. To rotate an object clockwise press the right mouse button, to rotate an object counter clockwise press the left mouse button.

Components

PDA
This piece streams data.

NETWORK POINT
All of these must be passed by only one data beam.

RESTRICTED NETWORK
A data stream may not pass through one of these for more than a few seconds.

DATA SERVER
A single stream must finish here after passing through all the network points.

ONE WAY
Data streams may only pass through in the direction of the arrow.

WALL
Data streams cannot pass through these blocks..

SINGLE MIRROR
One side of this will reflect a data beam by 90 degrees

DOUBLE MIRROR
Both sides reflect a data stream by 90 degrees

FIXED DOUBLE MIRROR
Both sides reflect a data stream by 90 degrees, this piece cannot be moved.

45 DEGREES SPLITER/MERGER
This splits the stream into two streams by 45 degrees or merges 2 streams into one.

DIVERTOR
This will divert a beam in the direction shown by the graphic.

90 DEGREE SPLITER/MERGER
This splits the stream into two streams by 90 degrees or merges two streams into one.

DATA STREAM
This is the data stream you must divert though all the network points solve the puzzle.

Solve a Puzzle
Each hacking puzzle has several network points on it. In order to successfully complete a puzzle you must divert the data stream through each network to finish at the data server. Only one data stream may pass through a network point at any time.
If a beam has been split, then it must be merged again - if a beam is not merged, data is lost and hacking is unsuccessful.
Data streams move in the direction indicated by the stream itself, in some cases streams can only pass over a certain tile in the direction indicated by that particular tile (one way piece).
If a data stream passes into a restricted network then you must quickly divert the stream away before the security system closes the ports.

City Maps
The city map screen shows the locations that the character can visit. Simply move the mouse to the location you wish to go to and left click. The character will then travel there.
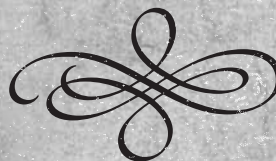
Manuscript
Moving the mouse over the manuscript will highlight areas of interest which, when clicked on, will provide in-depth details.
To exit the Manuscript press the return arrow in the corner.

Action Icons

Talk To	Interact	Open Door	Climb onto ledge
Look Through	Grab Box	Pick Up	Drop from ledge
Examine	Search	Rotate Counter-clockwise	Position to side step
Rotate Clockwise	Climb onto balcony	Climb off balcony	Position to Shimmy

Opening Section Walkthrough

When George Stobbart meets a mysterious and beautiful woman, he thinks that his troubles are over.

But he soon finds himself in mortal danger. He needs to find a way to escape the building. And quickly.

Walk George to the right corner in which he keeps his patented telescopic golfclub. To do this, left click the mouse pointer to the position to which you want George to move or press the cursor keys to directly control him (you can decide which control system you prefer).

Move the mouse cursor over the golf club and the pointer changes from an arrow to a cross. It also shows a 'pick up' action - this is the

primary action which is performed by pressing the left mouse button. The full range of available actions can be seen by pressing the right mouse button – any of these can be performed by moving the cursor over that action icon and pressing the left mouse button.

With the cursor over the golf club, press the left mouse button. George will pick up the golf club – you will find it a valuable object for hitting objects, using as a lever and for many other unlikely uses. He may even get the chance to practice his golf swing!

You can try to get George to open the office door - but that would be crazy. Instead you need to find a different way out. How about the storage closet?

The closet is secured with a locked padlock, the key to which George lost a long time ago. But in an adventure there is always a solution – if only you can work it out. Perhaps that telescopic golf club could help you out!

Walk over to the closet door. Move the mouse cursor to the top of the screen and the inventory, the objects that George is holding, will drop down. Move the pointer over the golf club icon (it will highlight) and click the left mouse button. The icon will fade, but an image of the golf club will appear by the pointer. This means that when you now click on another object, this translates to 'use golf club on that object'. Inventory objects can be used on each other in the same way. While the golf club is attached to the pointer, click on the door or padlock to 'use golf club on padlock'. George will lever the padlock from the door, and the door will swing open. You can now walk into the storage closet!

Anna Maria will follow you in. The top priority is to barricade the door. Move the cursor over the filing cabinet and left click to push it over.

Not only have you blocked the door but also provided an object on which George can stand. Click on the cabinet and George will step up onto it. Now click to the side of the hole, and George will climb up. Anna Maria will then follow him.

Suddenly the elevator doors start to close – it is clear that someone has called it from below. The bad guys! Anna Maria rushes over to hold the doors open. You need to think of how you can stop the elevator door from closing. Remember that

extendable golf club! Use it to prop the door open (move the cursor to the top of the screen and the inventory will drop down / left click on the golf club / move the pointer, with golf club attached, over the elevator door and left click).

You can walk George down the stairs – but with someone trying to smash through, you'd better find another way out. Walk to the right hand corner of the upper room. An air conditioning unit is built into the wall. If you could move it then that would leave a gap in the wall! However George can't pull away the bars that protect it by himself. Perhaps with Anna Maria's help…

You may have noticed that when she is available, Anna Maria can be selected in the inventory and used on background objects. While holding the elevator doors open, she is obviously not available. Once the elevator door is propped open, ge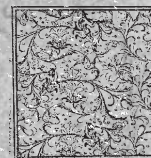t her to help pull the grill away from the wall (move the cursor to the top of the screen and the inventory will drop down / left click on the icon of Anna Maria / move the pointer, with the Anna Maria icon attached, over the grill and left click).

With the grill removed, George can pull the air conditioning unit out of the wall! Position George next to the unit and a 'grab box' icon will appear. Left click on it to get him to grasp it. Now click behind George to get him to pull the unit backwards. To disengage George, click the right mouse button. Having moved the unit from the wall, you can get George to pull or

push the box in a different direction by positioning him at the appropriate side of the box and left clicking on the box. Click behind George to get him to pull the unit, or in front of the unit to get him to push it.

With the unit removed, a gaping hole is exposed in the wall! Move the pointer over the hole and left click to climb through it. George finds himself on a thin ledge on the outside wall – below him, a thug is trying to kick the door open. George is going to have to side step along

the wall. To get him in position, left click on the wall to the right of the hole – he will position himself with his back against the wall. Click on the wall to the right of George and he will side step to that position. Move all the way to the platform on the right, and then press the right mouse button to return George to his normal stance.

Climb the ladder by clicking on it, and George will find himself on a roof top. A bit of lateral thinking and a chain – which would be perfect for swinging across the adjacent roof – will soon be hanging, tantalisingly just out of reach. Now, what could you use to hook in that chain! If George is to retrieve his golf club then you will need to work out what can be dragged across to block the elevator doors!

Good luck and enjoy.