

BROKEN SWORD

THE SLEEPING DRAGON



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WALKTHROUGH

This walkthrough only details the actions needed to complete the game. To get the most out of your adventure you should examine everything and try all the dialog topics when talking to characters you meet along the way.

CRATES AND TIMED SEQUENCES

Fairly comprehensive instructions on solving these 'puzzles' are contained within the walkthrough.

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IN THE PLANE

To unbuckle the seatbelt click the bottom (primary) action key (the 'S' key by default) while the hotspot flashes on the seatbelt buckle. Pick up the bottle of beer lying on the floor. You cannot enter the cockpit as there's not enough weight at the rear of the plane. Unfasten the strap holding the crate in place.

Now for the first of many 'crate moving' puzzles. Stand on the right side of the crate, grab it with the 'fist' icon and then pull it to the right

while holding the 'fist'. Move to behind the crate and push it (5 times) toward the rear of the plane. With the weight of the crate at the back you can now enter the cockpit.

Pick up the fire extinguisher and use it to smash the cracked window at the front of the plane. You still need a bit more weight at the back of the plane before being able to escape through the window. Search Harry to find a bottle opener and use it to open the bottle of beer. Holding the open bottle of beer under Harry's nose will wake him up. Talk to Harry and select the 'Plane tilts' dialog topic to get him to go to the rear of the plane. Now climb through the window in the front of the plane.

ROCK CLIMBING

Finding a way off the cliff face is not really difficult and there are only 2 places to go 'wrong'.

- 1) The first thing to do is jump across to the next ledge on the right (towards Harry).
- 2) Next, climb up to the ledge on the right (where Harry is).
- 3) Move to the right edge and it crumbles - you drop to the ledge below.
- 4) The next move is slightly tricky. Move quickly to the right side of the ledge to avoid dropping to an early death!
- 5) When you get to the right edge jump across to the right before the ledge crumbles. If you're not quick enough you'll drop to another ledge below and must climb up to the right.

6) Note that the ledge to the right is extremely narrow and if you stand close to it an action key to 'press up close to the wall' is available. Use this key and make your way round the wall.

7) Climb down to the next ledge - you should be at the waterfall.

8) Climb down again and drop onto the next (lower) ledge.

9) Climb down again and similarly drop onto the lower ledge.



10) Jump across to the ledge behind the waterfall.

11) Climb up to the next ledge.

12) Climb down to the right - you should be hanging onto the ledge.

13) While hanging move along the edge until you get to a point where you can drop down.

14) Again press up close to the wall and go round the rock corner.

15) Climb up to the next ledge on the right.

16) Jump across to the next ledge - you should be at the extreme right side of the cliff.

17) Climb up to the ledge above.

18) Again climb up to the next ledge above.

19) At this point you can either go left or climb (up to the right) - you

must climb up to the right.

20) Now climb up to the next ledge.

21) Climb up to the ledge on the left.

22) Move to the left edge and climb down to the ledge below.

23) Again press up close to the wall and go round the rock corner to the left.

24) Climb up to the left.

25) Finally climb up to the left again to reach the cave entrance.

You overhear Cholmondely being shot...

At this point the game switches to Nico in Paris.

OUTSIDE VERNON'S APARTMENT



The door to Vernon's apartment is locked. Take the pencil from the message board on the wall. Note that if you didn't take the pencil you can get it later in the game.

Go through the glass door to get out onto the balcony. Pull the bird bath once to the left, climb over it and then push it to the extreme left of the balcony. Stand on the bird bath and grab the gutter above. While clinging onto the gutter make your way across to the balcony on the left. To get to the end balcony climb over the railing and across. The window at the end balcony leads into Vernon's bedroom. Try opening the window and note that it's locked with a latch, but you notice a small gap. Use your press card to release the latch on the window.

INSIDE VERNON'S APARTMENT

The door in Vernon's bedroom leads to the living room. Although you find Vernon's business card by searching the body, it serves no purpose other than providing his phone number (one of the 'incorrect' combinations to his safe) and an additional dialog topic with certain characters. Pick up the shell casing lying on the floor.

Take a close look at the paintings in the apartment. The one in the bedroom is the box cover of Broken Sword I and the one in the living room is of an apple. If you examine the apple painting you learn that the artist is Steve Jobs, who happens to be the co-founder of Apple Computing.

Enter the kitchen and the murderer (you later learn her name is Petra) confronts you. To prevent being killed by her you need to act quickly. Watch the frying pan very closely - the moment the hotspot appears on the handle press the 'S' key. After fielding Petra's shot with the frying

pan, similarly watch the fridge door and again press the 'S' key as soon as the hotspot appears. You may find it easier to keep the 'S' key pressed down before the hotspot actually appears.

Before following Petra down the ladders on the kitchen balcony, go back inside and listen to the messages on the answering machine. Take note of the third message from Beatrice - she's waiting for Vernon in the gardens. There's a bank statement in the trash can (in the kitchen) but again, it's only purpose is providing an 'incorrect' combination to the safe.



VERNON'S NEIGHBOURHOOD

Climb down both ladders on the kitchen balcony to get to the street below. Pick up the newspaper lying on the ground next to the trash can. Climb over the wall (opposite Vernon's apartment building) and pick up a dark wig discarded by Petra. Examine the dark wig (in your inventory) to learn Petra is actually a blonde. This activates the 'blonde woman' dialog topic with the characters in the neighbourhood.

Climb back over the wall and head toward the main street. Turn to Nico's left and walk along the street until you see the woman cleaning

up outside the cafe. Discuss the blonde woman topic to learn that Petra drove off in a red sports car.

You must speak to the guy with the skateboard next. He walks up and down the street so you won't find him in any particular spot. Ask him about the red sports car to learn it's an E-Type Jag.

The traffic warden is standing at the entrance to the gardens. Before talking to her enter the gardens where you find Beatrice sitting on a bench. Although it's not necessary to talk to her you should do so in order to follow the storyline. If you listened to the answering machine you know her name and can tell her about Vernon.



Return to the traffic warden and select the shell casing dialog topic. Until you talk to her about the shell casing she won't be cooperative. Ask her about the red E-Type Jag (you must first have spoken to the skateboard guy about it) and she gives you the vehicle

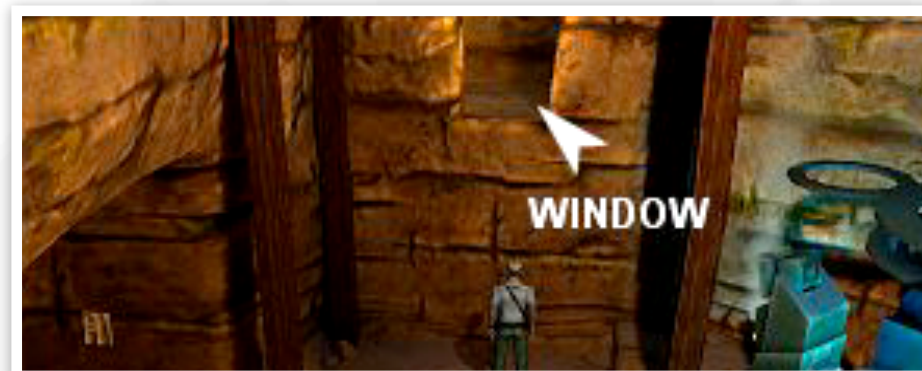
registration number and talks about the theatre mask on the passenger seat. The police arrive and take you into custody...

When questioned by the police in Vernon's apartment select all the dialog topics.

At this point the game switches back to George inside the cave in the Congo.

INSIDE THE CAVE

You can find Cholmondely's ID card by searching his body, but the only purpose it serves is providing an added dialog topic with certain of the characters you meet later. Take the Glastonbury postcard and magnifying glass from the table in the corner. Take note of George's memories of 'setting fire to his father's sunhat' when picking up the magnifying glass.



The door opposite the cave entrance is opened by applying weight to the square pressure pad on the right. You need to move the black crate onto the pressure pad to keep the door open so you can enter the next room.

The machine is switched on by pressing the red button. Once it's on, a lever on the right (connected to the gas cylinders) is activated.

Unfortunately the machine explodes when you pull the lever. Pick up the metal rod (part of the lever) now lying on the floor.

Look through the window (next to the wooden door) and get your first glimpse of Susarro. Note that there's also a window in the far corner. It's too high to reach, but perhaps by standing on a crate you could get to it!

Did you notice that the housing on the wall next to the open door has a hole in it? Insert the metal rod and then pull it once to 'open' the door, even though it's already open. Take the metal rod from the housing.

You can now move the black crate to below the window in the far corner. Climb onto the crate to reach the window.



OUTSIDE THE CAVE

Through the window, to George's right, there's a bird's nest high up on a ledge. Use the metal rod to knock it off the ledge and pick it up. Examine it (in your inventory) and note that it's 'dry as tinder'.

Hug the wall and make your way round the rock. Next grab the ledge above and climb round to where the ledge widens. From there jump across to the ledge on the left, then through the hole in the wall.



The hollow in the carved statue has remnants of a fire. Put the bird's cage (dry as tinder) in the hollow and then set it alight with the magnifying glass - reliving your childhood memories.

After being spotted by Susarro you need to make a fast getaway. To do this, use a combination of the ← and ↓ keys while simultaneously holding down <SHIFT>. When you get to the jeep, a hotspot appears on it. As soon as the hotspot is activated, press the 'S' key. You may need a few tries to get it right.

At this point in the game George goes to Glastonbury.

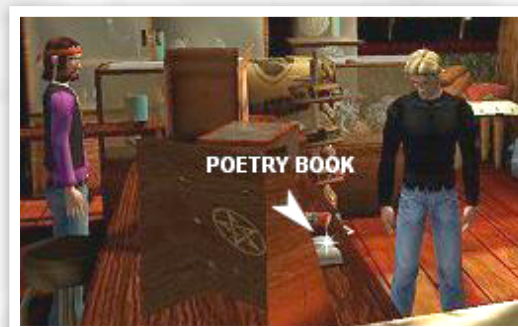
GLASTONBURY

Enter the Cosmic Faerie store. Ask Tristram Hillage, the proprietor, about the Glastonbury postcard to activate the Bruno dialog topic.

Discuss the Bruno and sounds topics with him to discover that someone's upstairs. The doorway in the left corner (marked 'Private') leads upstairs - but Tristram won't let you go there.

Talk to Eamon O'Mara (outside The Yeoman's Arms pub) to learn he's researching for a BBC program and that he's a poet. Take note of the door in the alley next to the pub.

Make your way across the road to Zazies Kiosk. When you ask Madam Zazie about the Glastonbury postcard, she first wants you to 'cross her palm with silver'. Note that you must have spoken to Tristram Hillage about the postcard to get this response.



The guy pounding the pavements is Colonel Butley. Although not really necessary, talk to him about himself to learn he's in Glastonbury to look for his daughter, Melissa.

Return to the Cosmic Faerie. Look at the book on the counter to learn that it's a collection of poems 'written' by Tristram. Note the three silver coins embedded in the cover. After reading one of the poems (use the 'S' key on the hotspot) the poetry book dialog topic will be activated with Tristram. Discuss the book with him to suggest that Eamon

O'Mara may be able to promote it on his TV program. He agrees and gives you a copy of the book.

Use the metal rod to remove the silver coins from the book (in your inventory) and return to Zazies Kiosk.



Give Madam Zazie one of the silver coins (select the appropriate dialog topic) to re-activate the postcard topic. Ask her about the postcard again. She tells you Bruno is in danger, but she needs something more personal to get a better reading.

Go to Eamon O'Mara and talk to him about Tristram. Repeat the Tristram dialog topic until O'Mara tells you the poetry is all plagiarized. He dashes off to confront Tristram, with you in close tow.

While O'Mara is venting his anger, you get an opportunity to sneak through the open doorway leading upstairs. Talk to Melissa about Colonel Butley (her father) to activate the Tristram topic. Select the Tristram topic to find out Melissa is not a dumb blonde - she wrote her thesis on Irish poets and knew the poems were plagiarized.

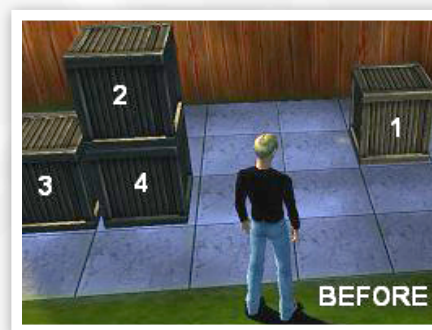
Talk to Tristram and offer to trade your 'silence' about Melissa for Bruno's boxer shorts.

Again return to Madam Zazie. When you ask her about the boxer shorts (and hand over another silver coin) she has a vision of Bruno being killed in a fire.

To get to the fire first try opening the door in the alley next to The Yeoman's Arms by yourself, then ask O'Mara for his help. Note the opening high up in the barn where the fire is. Once again you need to manipulate crates to reach the opening.

MANIPULATING THE CRATES

- 1) Move **1** to behind **4**
- 2) Push **2** on top of **1**
- 3) Move **3** to behind **1**
- 4) Climb onto **4**
- 5) Push **2** on top of **3**



Climb onto the top crate (2 in the graphic) and then through the opening. Untie Bruno and he'll follow you back out the opening to safety.

Speak to Bruno and get some detailed background information and storyline.

At this point the game switches to Nico in her apartment in Paris.

NICO'S APARTMENT

Initially there's nothing to do here, but take some time to examine the memorabilia she collected in the first two games - from George's red clown's nose to the little Tezcatlipoca statue.

Leave through the door and go back to Vernon's Apartment.

VERNON'S NEIGHBOURHOOD 2

Go to the alley next to the apartment building and climb the metal ladders to the kitchen balcony. Examine the door to see that the key is in the lock. Now for the oldest trick in the book! Slide the newspaper under the door, insert the pencil into the lock (pushing the key onto the newspaper) and then retrieve the key. Unlock the door and enter the apartment. Note that if you didn't take the key and/or newspaper previously, you must do so now. The newspaper is found lying on the ground next to the trash can in the alley. To find the pencil enter Vernon's apartment building (across the road from the women outside the bistro) and look on the message board.



INSIDE VERNON'S APARTMENT 2

Take a tissue from the tissue box on the kitchen sink. Lift the rug on the floor in the open doorway and remove the loose floorboard to reveal a safe.

You hear sobbing coming from inside the bedroom. Enter the bedroom to find Beatrice sitting on the bed. She won't want to talk to you unless you give her the tissue. Ask Beatrice about Vernon's safe to figure out that her birthday is the combination.

You can now open the safe by selecting the Beatrice option. Note that if you previously took Vernon's business card and found the bank statement in the trash can in the kitchen, two additional possible 'combinations' to the safe will appear - both of which are incorrect. Remove Vernon's diagram and DVD from the safe.

Leave the apartment via the metal ladders and head towards the main street. Petra will attempt to run you over in her red sports car, so



evasive action is required. To jump out the way you must tap the 'S' key repeatedly in quick succession when the hotspot appears. I struggled quite a bit with this one and found that I had to literally start tapping the 'S' key before

the hotspot appeared. Try this if you similarly struggle with it.

Walk to the end of the street and return to Nico's apartment.

NICO'S APARTMENT 2

Insert Vernon's DVD into the TV/DVD Player on the table and watch Vernon's message.

You can listen to the messages on the answering machine, but they're not important. Use the telephone to call André Lobineau and tell him about Vernon.

After watching the DVD with André talk to him and he suggests that you do some research. Use the telephone to call the newspaper. Select the theatrical mask topic to activate L'Heiroyglyphe Theatre as a destination when you leave the apartment.

At this point in the game Nico goes to the Theatre.

OUTSIDE THE THEATRE

There is no direct access to the Theatre so an alternate means of entry must be found. Go around the block to the rear of the Theatre. Note the scaffolding in front of the building across the road. Look inside the E-Type Jag (at the end of the road) to see the theatrical mask on the seat - an indication that you're on the right track.



SCAFFOLDING

At the section where the scaffolding has no cage wire climb up to the first level.

First level: Climb up the red ladder to the second level.

Second level: Go left at the top of the ladder, round the corner and then climb up to the third level.

Third level: Don't walk along the scaffolding - just climb up to the fourth level.

Fourth level: Go round the corner (to the main part of the scaffolding) and drop down to the third level. Continue to the right to

another ladder and climb up two levels to the fifth level.

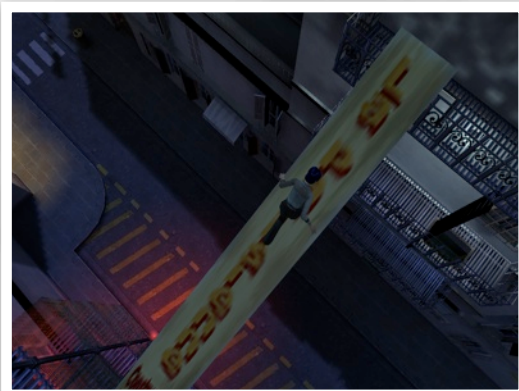
Fifth level: Climb up to the sixth level

Sixth level: Untie the top of the billboard (it's loosely tied with a piece of string). Retrace your steps to return to the top of the red ladder on the second level.

Second level: Jump across the 'missing' piece (just past the red ladder). Continue all the way to the right, then turn around and climb up to the third level.

Third level: Go left to the wooden crate. Pull the crate three times to the right. Get onto the crate, face to the right and climb up to the fourth level.

Fourth level: The bottom of the billboard is secured with metal clips. Loosen the clips and the billboard topples over - forming a bridge across to the Theatre.



INSIDE THE THEATRE

To get into the theatre climb up the ladder, go left along the ledge, climb down the next ladder and then through the door. Make your way down the stairwell and to the foyer. Although you manage to hide behind the popcorn counter when Susarro enters, you'll be caught thanks to that darn paper cup!

At this point the game switches to George arriving outside the Theatre.

OUTSIDE THE THEATRE 2



Walk across the road and enter the yard next to the book repository through the large open archway. There are two recycling dumpsters. In the far right corner. Note that the lid of the larger one is open, but cannot be closed from the ground.

Move the crate (left of the dumpsters) into the extreme right corner, climb on it and then close the lid. You can now climb onto the large dumpster, unlatch the window and enter the book repository.

INSIDE THE BOOK REPOSITORY

The window leads to a smallish room with boxes of books. Exit through the door to a larger room with books on shelves. Another door leads into a store room. Move the crate on the opposite side of the store room (crate 1 in the



graphic below) into the gap between crates 3 and 4. You can now move crate 2 (previously on top of 3) onto crate 1. Switch on the light and note the scratches on the floor below crate 1.

To access the scratches move crate 3 to the left of crate 4, pull crate 2 onto crate 4 and then pull crate 1 out of the way. This reveals a trapdoor which leads down to an underground passage. At the end of the passage climb up two ladders to enter the theatre. Take your seat in the audience and watch.

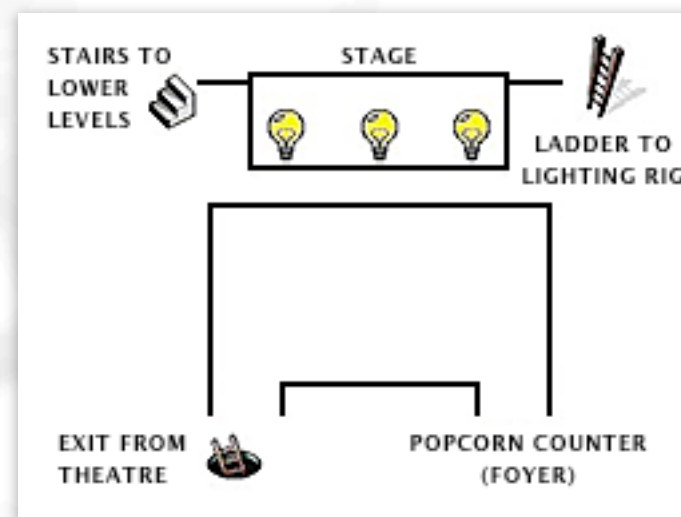


RESCUE NICO

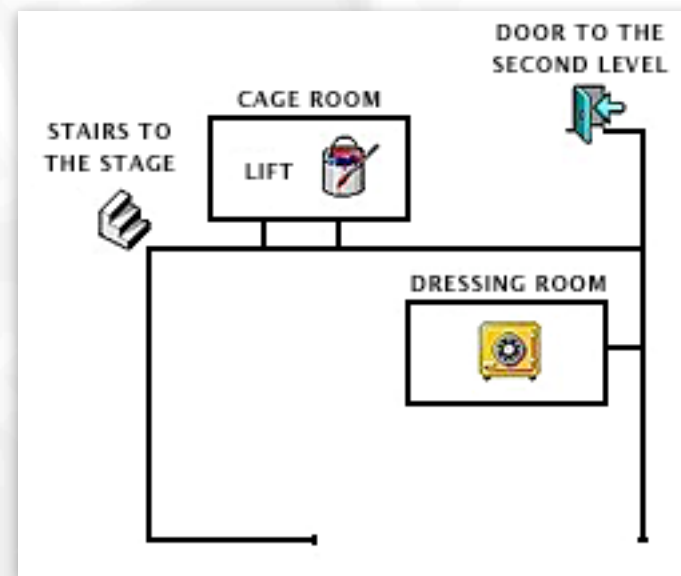
To get backstage without being seen by Flap, move forward along the extreme right wall. Climb up the ladder to get to the gangways above. Pull the rope to lower the lighting rig to within reach. Grab the lighting rig and make your way across to the left. This had me stumped for a while as you must actually use the ↑ arrow to move left.

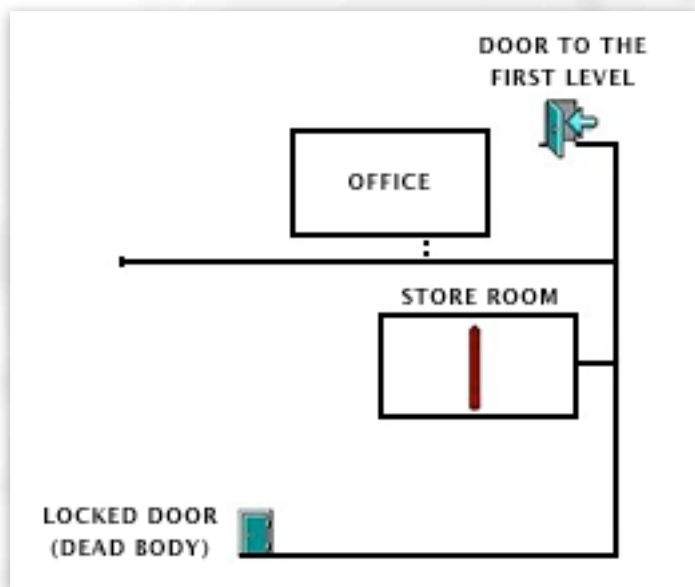
Push one of the sandbags down onto the stage. When Flap turns round to look, knock him out by immediately pushing the second sandbag down.

THEATRE AREA



LOWER LEVEL (ONE)





LOWER LEVEL (TWO)

THE SAFE IN THE DRESSING ROOM

After untying Nico touch any of the three stage lights, noting how hot it is. Also note the trapdoor in the middle of the stage.



Exit the stage at the rear left and go down the stairs to the first level below. Inside the room with the wire mesh (the cage room on the map) is a lift which leads up through the trapdoor to the stage. It's not necessary to use the lift at this time, just remember it for later in the game. Take a stick of theatrical grease paint from the top of the crate near the second entrance.

Go to the dressing room and examine the safe under the table. You'll see that the rotting floor is buckling under the weight of the safe.

Make your way through the door down to the next (second) level and enter the store room. The support strut is wedged between the floor and ceiling and seems to be holding up the safe in the dressing room

the support strut. Now that the safe is open, take the crystal covered artefact and security swipe card.

THE CRYSTAL CAVERN

Make your way to the sealed door next to the dead body. Use the swipe card on the card reader (to the right of the door) to open the elevator. Continue along the underground passage to the cavern. Take note of the elevator shaft on the left side of the bridge. Go to the column of energy in the centre and take the Omega Stone.

When you make your way back to the underground passage Susarro and Petra come up in the elevator. There are two timed sequences to avoid being killed by Petra.

First, you need to hide (by hanging on the near side ledge of the bridge) when they arrive in the elevator. This is done by moving to the near side quickly (press the <SHIFT> and ↓ keys simultaneously) and then the 'A' key to climb down as soon as it appears. I suggest that you start



pressing the <SHIFT> and ↓ keys before George can actually move and then concentrate on watching for the 'A' key to appear.



Now move to the left while holding on to the ledge until you're next to Nico. This part is not timed, so there's no rush. When you get next to Nico stop and prepare for your next move. You must climb back up onto the bridge (using the 'W' key)

and then run all the way along the underground passage to the elevator - not easy to do!

Press the 'W' key to climb up onto the bridge. After Petra's gun misfires, start holding the <SHIFT> and ↓ keys down simultaneously. While running along the passage, touch the ← or → keys to avoid bumping into the side walls. Note that you must keep the <SHIFT> and ↓ keys pressed the whole time.

After having successfully escaped being shot by Petra, you need to find a way to jam the elevator door. It's not logical, but the bottle opener must be used to do this.

LEAVING THE THEATRE

The stairs leading up to the stage are being guarded, so you must find an alternate route. Go back to the cage room and get into the elevator. Press the button on the left and the elevator takes you through the trapdoor and onto the stage. Climb down the front of the stage and go to the ladder that leads to outside the theatre.

Getting attacked brings good news and bad news. The good news is that you grab the stone cylinder from your assailant - the bad news is that he gets away with the crystal covered artifact.



You eventually come round in Nico's apartment. Select all the dialog topics, after which George and Nico go to the Congo together.

At this point in the game George and Nico head off to the Congo.

THE CAVE

Harry brings you and Nico to the front entrance of the cave.

The metal rod must be inserted between the doors, but the gap is not wide enough. Ask Nico to pull the doors apart (select Nico Collard in your inventory) to widen the gap and then insert the metal rod. This has to be done fairly quickly



as Nico won't pull the doors for too long. If the metal rod icon is not close enough to the Nico icon (in your inventory) you may not be quick enough. To overcome this open your inventory and move the metal rod icon next the Nico Collard icon. Do this before getting Nico to open the doors.

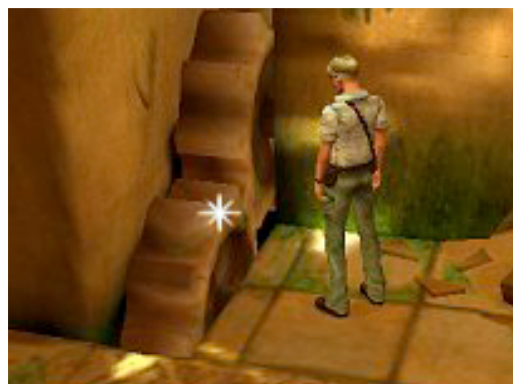
Go to the room you initially entered and insert the Omega Stone into the slot on the omega-shaped door.

SPIKES PUZZLE

To avoid being spiked to death grab the ledge on the left wall and work your way across to the other side of the room. Initially use the ↑ key to

move and after part of the ledge crumbles switch to the → key. Due to the ledge crumbling Nico obviously needs an alternate way to cross. Did you notice the two large cogs in the corner?

Once again your trusty metal rod comes to the rescue! Use it to jam the cogs (this stops the spikes) allowing Nico to cross.



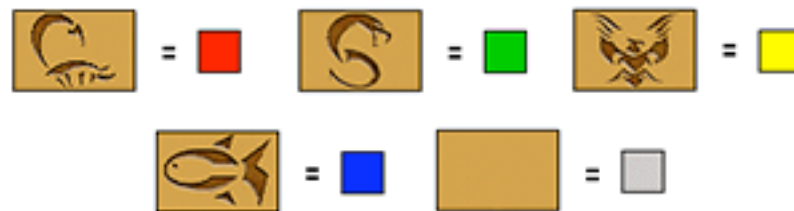
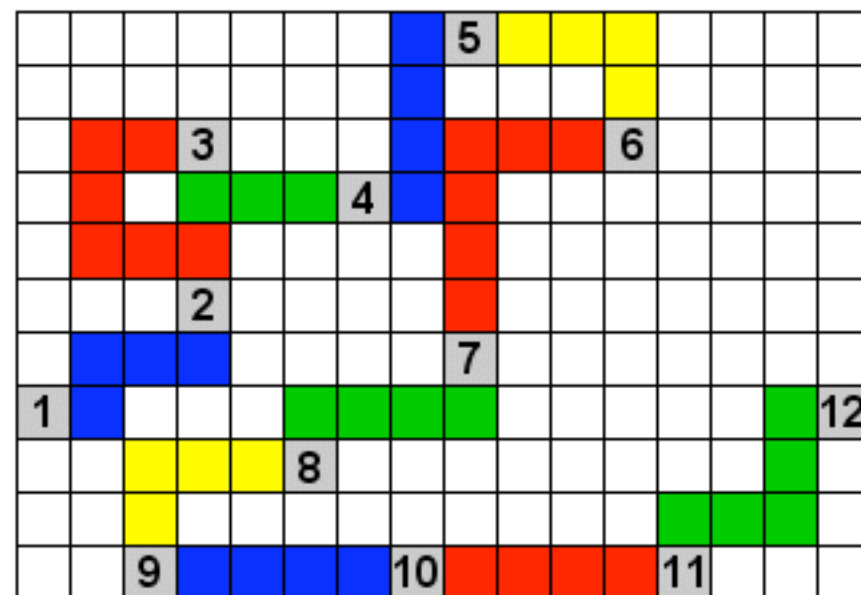
Before moving on you need to get to the body in the centre of the room. Push one of the stone blocks onto the floor - it stops the spikes from coming all the way out. Push the block twice more to allow the second block to be placed behind the first

one, but with a gap between them. Now push the first block until it stops the next lot of spikes, with the second block still stopping the first lot of spikes.

Search the dead body to find an ancient scarf, noting George's comment that there's something wrapped inside it. Examine the scarf (in your inventory) to get the metal plate with a lightning symbol on it.

FLOOR TILES PUZZLE

To get across the floor of the next room you must find a way to safely navigate the tiles. Each floor tile is either blank or it depicts an animal. Note that the borders of the blank tiles are lit up and that by standing on any one of the pressure pads on the side (fish, scorpion, snake and bird respectively) all floor tiles with the same animal will similarly light



up. A floor tile is only safe to stand on if it's lit up. Begin by standing on the only blank tile in the first row, then ask Nico to stand on one of the four pressure pads and make your way to another blank tile.

- 1) Begin on **BLANK 1**
- 2) Use the **FISH** tiles to get to **BLANK 2**
- 3) Use the **SCORPION** tiles to get to **BLANK 3**
- 4) Use the **SNAKE** tiles to get to **BLANK 4**
- 5) Use the **FISH** tiles to get to **BLANK 5**
- 6) Use the **BIRD** tiles to get to **BLANK 6**
- 7) Use the **SCORPION** tiles to get to **BLANK 7**
- 8) Use the **SNAKE** tiles to get to **BLANK 8**
- 9) Use the **BIRD** tiles to get to **BLANK 9**
- 10) Use the **FISH** tiles to get to **BLANK 10**
- 11) Use the **SCORPION** tiles to get to **BLANK 11**
- 12) Use the **SNAKE** tiles to get to **BLANK 12**
- 13) Climb onto the other side of the room

After crossing the floor tiles enter the narrow corridor. Although there's an exit at the opposite end you can't get to it. Instead, climb down in the left corner and drop onto the ledge below. From here jump across to the ledge on the right. Climb down, and while holding onto the ledge make your way around to the right and then down to the ledge below. Lastly, drop down two ledges to the floor and enter the cavern with the balancing rock slab.

SEE SAW PUZZLE

To get to the entrance on the right you must walk across the large rock slab, which is balancing like a see saw on the stalagmite in the centre. You need to keep the left side (resting on the blocks) down in order to walk all the way across the slab to the right.

Note that there are three tiers of blocks on the left and that the slab is level with the top tier. To keep the left side of the slab down, the stone block marked 'T' in the diagram below (top level) must be moved onto the slab. The other moveable blocks are marked 'M' (middle) and 'B' (bottom).



- 1) Move **BLOCK M** to the area marked **1** (note that **BLOCK B** must be where it is to do this)
- 2) Move **BLOCK B** round the outside and into the gap marked **2**
- 3) Move **BLOCK M** from the area marked **1** into the gap marked **3** (with **BLOCK B** in gap **2**)
- 4) Move **BLOCK T** across **BLOCK M** onto the area marked **4**
- 5) Move **BLOCK M** from the gap marked **3** into the gap marked **5**

- 6) Now return **BLOCK B** to where it was originally
- 7) Move **BLOCK T** from the area marked **4** onto the area marked **6**
- 8) Now return **BLOCK M** to it's original position
- 9) Finally move **BLOCK T** (over **BLOCK M**) in the direction of the arrow and onto the slab

Now walk along the slab, keeping to the left to avoid falling off, and jump across to the entrance on the right.

MECHANICAL DEVICES

Examine the four ancient mechanical devices noting the number of hollows and protrusions that each one has.

Use the control console to change the flow of the energy beam, either clockwise or anti-clockwise. The 'S' key is pressed to move a mechanical device along the energy beam. Device 4 is the only one that cannot move, so you need to attach devices 1, 2 and 3 to device 4 by inserting the protrusions into the correct hollows.



- Device 1** has three hollows and three protrusions
- Device 2** has four hollows and three protrusions
- Device 3** has three hollows and four protrusions
- Device 4** only has four hollows and cannot be moved

Device 3 is the only one with four protrusions, so it must fit into device 4 (four hollows). Devices 1 and 2 both have three protrusions, so either will fit into the hollows on the back of device 3, but:

- a. The back of device 2 has four hollows, so device 1 (three protrusions) won't fit.
- b. The back of device 1 has three hollows, so device 2 (three protrusions) will fit.

Therefore device 1 must be inserted into the back of device 3 and device 2 is fitted last.

HOW TO MANIPULATE THE DEVICES

- 1) Rotate the energy beam to flow from 3 to 1, then move 3 to the centre.
- 2) Rotate the energy beam to flow from 2 to 4, then move 3 into 4. Note that the protrusions on 3 must be facing towards 4.
- 3) Rotate the energy beam to flow from 1 to 3, then move 1 to the centre.
- 4) Rotate the energy beam to flow from 2 to 4, then move 1 into the back of 3. Note that the protrusions on 1 must be facing towards 4 (the back of 3).

- 5) Rotate the energy beam to flow from 2 to 4, then move 2 to the centre. Note that initially the protrusions will be facing the wrong way.
- 6) While 2 is in the centre rotate the energy beams to flow from 4 to 2.
- 7) Return 2 to it's original position. Note that now the protrusions are facing the correct way.
- 8) Rotate the energy beam to flow from 2 to 4, then move 2 into the back of 1.

When the mechanical devices are connected, the energy beam is transmitted to the adjoining room. The touch sensitive panel on the front device is used to reverse the flow of the energy beam, either backwards or forwards.

THE CRYSTAL ROOM

The energy beam is aimed at one of the crystals, all of which are mounted on poles, in this room. The beam is initially deflected to the right by the crystal. Take note that the sealed door (along the right wall) has a lightning symbol above it. If you press the touch pad (in the far corner of the room) four of the eight lights surrounding the lightning symbol light up. There's a second touch pad, but you'll have to find it. Did you notice the stairs behind the mechanical device (the same as in the adjoining room) that's fallen off a shelf? The energy beam is capable of moving the mechanical devices, so perhaps it can be used here to gain access to the stairs.

Before moving the mechanical device you must test the touch sensitive pad in the far left corner.

The crystal poles can be rotated either clockwise or anti-clockwise. The two ninety-degree spokes on the rings on the poles indicate the direction the energy beam comes from and where it gets deflected to.



To access the stairs the mechanical device must be moved to the left. The energy beam therefore needs to be directed towards the device from Pole 5 in the graphic.

- 1) Rotate pole **1** once clockwise to deflect the energy beam onto pole **2**
- 2) Rotate pole **2** twice (either way) to deflect the energy beam onto pole **3**
- 3) Rotate pole **3** once clockwise to deflect the energy beam onto pole **4**
- 4) Pole **4** is already positioned to deflect the energy beam onto pole **5**
- 5) Rotate pole **5** once anti-clockwise to deflect the energy beam onto the device

When the device moves you find the second touch pad. Test the second touch pad to learn that it lights up the remaining four lights on the lightning symbol above the door. The door at the top of the stairs leads

to the floor tiles room (where you left Nico) and she follows you back down the stairs to the crystal room.

Talk to Nico about the panel and she suggests using both touch pads simultaneously. Note that she only gives this response if you've previously tested both pads yourself.

Return to the adjoining room and reverse the flow of the energy beam by using the touch pad on the connected mechanical devices. Doing this pulls the device in the crystal room back to its original position. When you now use the first touch pad Nico will automatically press the second one at the same time.



Before going through the door with the lightning symbol, you must again reverse the flow of the energy beam to move the device so that Nico can join you!

Go through the door with the lightning symbol above it, and follow Nico along the ledge in the cave until you get to another room. This room also has a door with a lightning symbol, but the symbol is on the

actual door.

LIGHTNING SYMBOL DOOR

Examine the circular recess on the wall of the room to learn that it has the same symbol as on the metal plate you got from the body in the spikes area.



Putting the metal plate in the recess opens the door, but it doesn't stay in place for too long. Do you remember how you found the plate originally? It was wrapped in the ancient scarf. You must use the ancient scarf to stop the metal plate falling out the

recess. Put the metal plate into the recess, then while the door is opening, open your inventory and use the scarf. This has to be done quickly or else the metal plate will keep falling out. Once you've tried this, and got it right, Nico automatically opens the door allowing you to go through.

POWER SITE

Walk along the bridge in the power site and take the Alpha Stone from the column of energy.



While making your way back you're once again confronted by Petra, and have to make a quick getaway. Get prepared to escape by holding down the <SHIFT> and ← keys immediately after the Petra falls. This seems to work most times, but occasionally it doesn't. George may run in the wrong direction the first time, but it should work on either the second or third attempt. When George and Nico stop and take a breather, get ready for your next move. Press the <SHIFT> and ↓ keys down to run to the part of the ledge you jumped across on your way in. As soon as the 'jump' icon (the 'S' key) is visible - press it.

George and Nico return to Nico's apartment, which has been trashed. They learn that Bruno has been taken to Prague, so Nico goes to the theatre (to search the office) and look for a clue as to a possible location.

At this point in the game Nico returns to the Theatre.

INSIDE THE THEATRE 2

After escaping from the Congo and returning to Nico's apartment, Nico goes back to the Theatre to try and find a clue (inside the office) to the location in Prague.

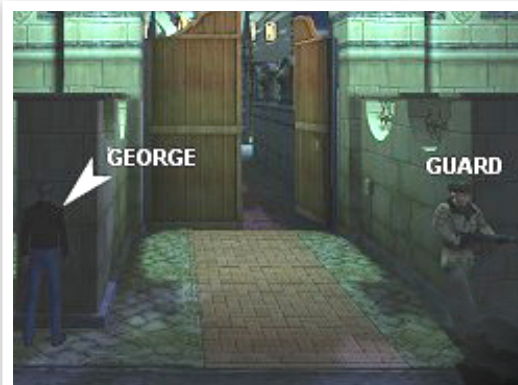
The office is through the door you heard screams and gunshots coming from. Unfortunately the door leading to the second (lower) level is now locked, so you need to find an alternate way of getting down to this level. Go to the dressing room and climb down the hole where the safe was. This gets you into the store room, from where you can make your way to the office.

Take note of the hotspot on the vase (on the left pedestal) at the doorway leading from the reception area to the actual office. When Flap attacks you, press the 'S' key as soon as it becomes visible. After knocking out Flap enter the office and examine the security report on the desk to find a photo of a castle in Prague.



At this point the game switches to George and Nico arriving in Prague.

OUTSIDE THE CASTLE



Before trying to enter the castle grounds examine the other gate to the right, noting that it opens with a remote control. Return to the main door and press the button on the wall. The guard opens, but won't want to help you. Talk to Nico

about the button to suggest that she distract the guard and allow you to sneak in.

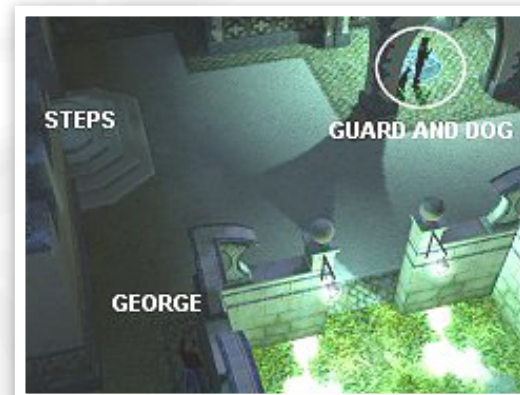
Hide behind the wall on the left before the guard opens the door. While the guard is talking to Nico, sneak past him. Note that you must crouch (press the <CTRL> key down) while doing this.

AVOIDING ALL THE GUARDS

As a general hint always keep to the shadows or behind an object to avoid being spotted by the guards or their dogs. Watch the movement of the guards carefully - they repeat their same patrols.

After entering the main door, keep to the shadows along the left wall. Take note of the two guards patrolling the castle entrance. You cannot get past them by going straight so you climb over the left wall to a small enclosed area. From this area again climb over the left wall.

You should now be to the left of the castle entrance. From here steps leading up to a courtyard are visible, and you can monitor the movement of the guard patrolling the left side of the entrance. When the guard and his dog are at the entrance you can get to the steps and into the courtyard.



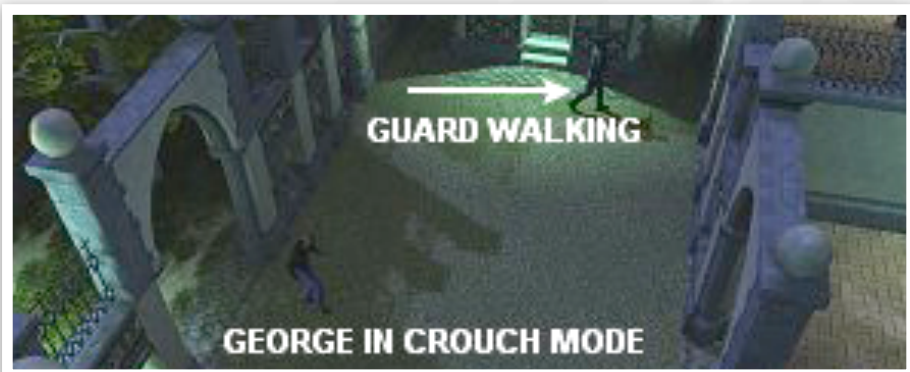
Turn to the left in the courtyard and make your way around the side wall to avoid the large spotlight beam. Look inside the trash cans and take the piece of string (not needed in the game), a half-eaten burger and aluminium foil (also not needed in the game). Continue along the edge of the courtyard until you get to a smaller courtyard with a number of crates. Arrange the crates so that you can climb over the wall to the right.

On the other side turn right and walk to the wall at the end. Climb the wall and make your way along the ledge. You pass over the castle entrance to the opposite side. Drop down into a small area behind the

guard. Crouch to avoid being detected by the dog and go down a few small steps to the left.



From here you must cross an open area patrolled by a guard to get to another area filled with crates. This must be done in crouch mode, so your timing needs to be perfect. Wait at the archway until the guard starts walking from left to right. Immediately cross the open area - being in crouch mode you should remain behind him all the way and avoid being detected.



Once again your 'crate re-arranging' skills come into play. Manipulate the crates so that one of them is against the left wall. Climb onto that

crate and over the wall.

Yet another guard! Fortunately there's a large metal container that prevents him from seeing you. Before you can get past this guard you have to distract the dog in the fenced area. Approach the dog slowly until a hotspot is visible, then give the half-eaten burger to the dog. Your next step is to get the guard to face toward the



dog, if he's not already doing so. Again walk slowly towards him (without letting him see you) until he's facing the right way. Now walk (in crouch mode) behind the metal container toward the top of the screen. Continue beyond the container, turn right and sneak across to the car park. Note that you must remain in crouch mode all the way.

CAR PARK

On entering the car park turn to the right and make your way around the perimeter, staying close to the wall to avoid being seen by the guards. Nico is waiting at the gate and tells you that it opens with a remote control.

Continue (past the gate) to the small tin shed with two gates. Through the gates you see a door at the opposite end, which has been jammed shut with a handle. The gates can be opened by pressing the button on the side, but they close as soon as the button is released.



Keep going along the perimeter wall until you get to a jeep. Take the remote control from the jeep's cubby hole. Take note that the jeep has been jacked up, but the release handle for the car jack is missing. Go back to the main gate, open

it with the remote control and let Nico inside.

Return to the small tin shed. Select the Nico Collard icon (in your inventory) to get her to press the button while you enter and remove the car jack handle from the door at the opposite end. There's also a piece of coal lying on the ground, but it's not needed in the game. Listen carefully to George's thoughts when examining the piece of coal - shades of Broken Sword II, The Smoking Mirror.

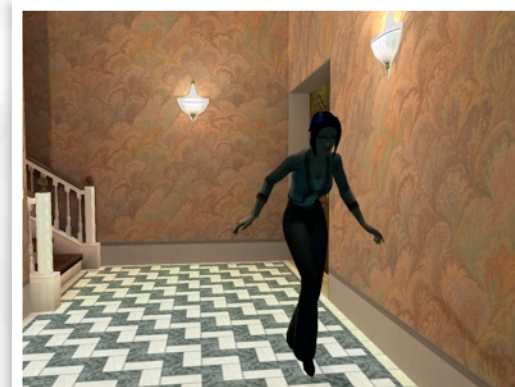
Go back to the jeep, insert the handle into the car jack and lower the jeep. You need to push the jeep closer to the wall, but it won't budge. Have you ever tried pushing a vehicle while the handbrake is on? Examine the jeep again to find the handbrake and release it. Now push

the jeep towards the wall, climb onto the bonnet and then up onto the lower part of the roof.

Take note of the drainpipe going up to the main part of the roof. Climb up the drainpipe and onto the roof.

At this point the game switches to control of Nico.

Pick up the drainpipe bracket that fell to the ground. George used the jeep's bonnet to reach the top of the wall, so perhaps

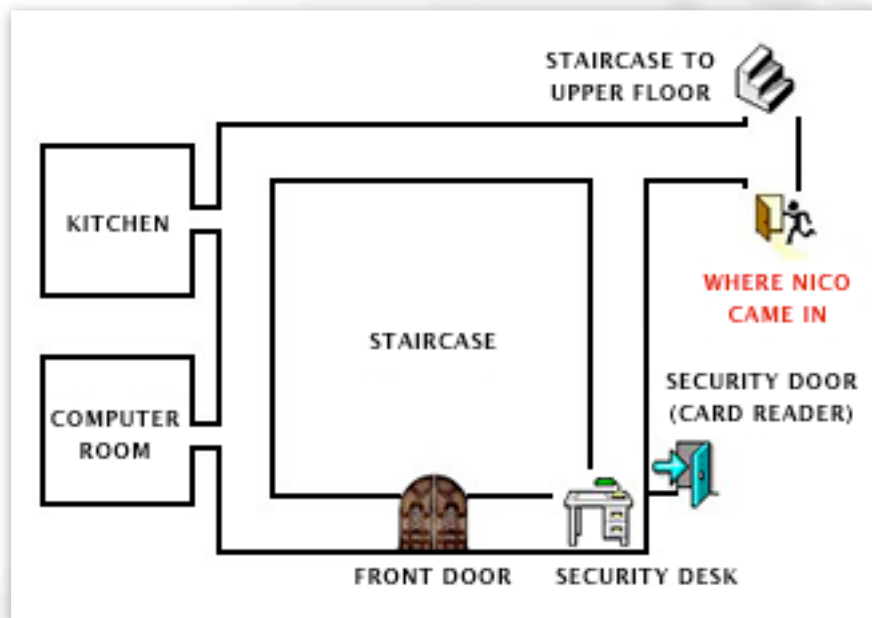


you can use the same tactic. Go to the sedan parked around the corner from the jeep and climb up onto its bonnet. Use the drainpipe bracket to force the window open and enter a storage room inside castle.

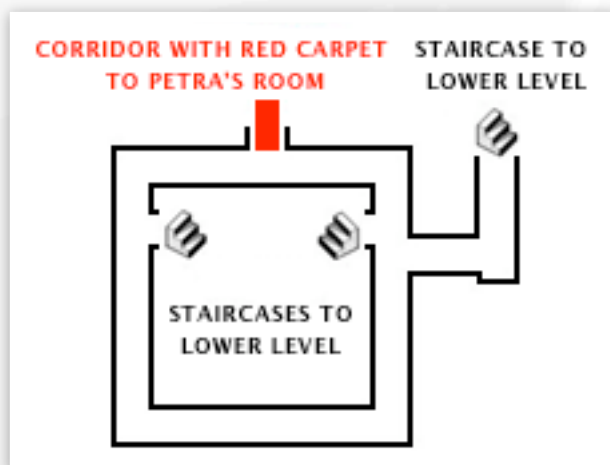
NICO INSIDE THE CASTLE

You overhear the guards talking about Petra and learn that they know she has short blonde hair, but have never actually met her. She impersonated you in Paris, so perhaps you can turn the tables on her in Prague!

LOWER LEVEL



UPPER LEVEL



Go to the kitchen. Take note of the bottle of industrial bleach on a shelf on the wall. Examine the vegetables on the counter to learn that they've been badly sliced - this activates the vegetables dialog topic with the chef. Talk to the chef about the vegetables and he tells you his knives are blunt, but he has nothing to sharpen them with.

Make your way up the rear staircase to Petra's room. For the moment all you need do is open the trunk behind the screen. After taking the brown wig from the trunk examine the trunk again to learn that it seems smaller on the inside. When you try opening the secret compartment in the trunk the button will be too small to press with your fingers. Use the pencil to press the button and open the hidden compartment. Take the grind stone out of the hidden compartment.

Return to the kitchen and give the grind stone to the chef. While he's sharpening his knives you can remove the bottle of industrial bleach from the shelf.

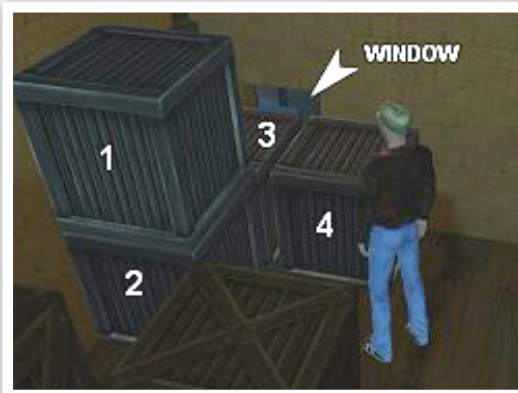
Once again go to Petra's room. Open the luggage case in front of the bed and take the hairdryer. Did you note that the room has a bathroom en-suite? Put the brown wig in the basin and then pour the industrial bleach over it to remove the brown colouring. Use the hairdryer to dry the wig and your Petra disguise is ready to wear.

At this point the game switches to George on the roof.

GEORGE ON THE ROOF

There are two sets of stairs leading up from the narrow alley. Although you can reach the one set, you need to get to the others. Fortunately there's a crate nearby that can be moved to below the stairs. Climb up the stairs to a locked door. From here a wide ledge is accessible to the left and right. Both ledges have a stone gargoyle that prevents you getting round to the rear of the building. However, if you examine the one to the right you see that it's damaged and unstable, so it can be pushed out of the way. Make your way along the ledge to the rear of the building. Where the ledge narrows you need to hug the wall in order to continue. While walking along the ledge a lit up balcony will be visible below. When directly above the balcony, climb down and drop onto another ledge on top of the balcony. Grab the metal beam and climb across to another building on the right.

Climb through the open window into a tiny store room. Take note of



the oil lamp hanging on the wall. If you turn the knob oil drips out from the lamp. You have to turn the knob again to stop the oil dripping. Another window is barely visible behind the crates on the raised platform.

To get through the second window the crates in front of it must be moved.

- 1) Push **1** on top of **3**
- 2) Move **2** to the right of **4**
- 3) Pull **1** on top of **4**
- 4) Pull **3** out of the way
- 5) Climb through the window onto a walkway.

The walkway eventually leads to an open area. As you enter the narrow alley directly ahead, a rusted drainpipe is visible. Examine the drainpipe and take the tin cup. In the open area you also find an iron grate covering a pit leading into the castle. Try lifting the grate to learn that the hinges are badly rusted. Nothing that a few drops of oil couldn't fix!

Return to the tiny store room where the oil lamp is. Turn the knob and fill the tin cup with oil. After turning off the oil head back to the grate in the open area. Pour the oil onto the rusted hinges and then lift the grate.

At this point the game again switches to Nico, disguised as Petra.

NICO DISGUISED AS PETRA

Try using the card reader (by pressing the 'S' key) on the security door next to the security desk. Note that the hotspot must be on the blinking red light. This activates the security door dialog topic with the guard sitting at the desk. Talk to the guard about the security door to learn that the security sergeant (patrolling the perimeter) has a security card for you.



Leave through the front door, turn to your left and enter the open area. Go past the stone structure (either left or right of it) to find the security sergeant. Talk to him and get an un-validated security card.

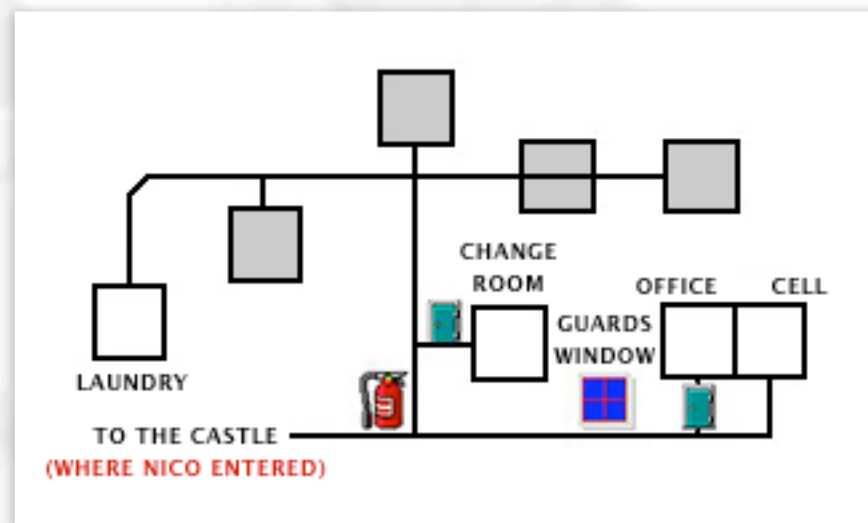
Go back inside the castle and into the computer room. Ask the technician to validate your card, pick it up from the desk and then use it on the card reader to open the security door.

Make your way along the underground corridors and pick up the fire extinguisher as a weapon...

At this point the game switches to George in the laundry room.

GEORGE IN THE LAUNDRY ROOM

You need to find a way through the blue door. The old trolley is not heavy enough to have an effect on the door. If you do try pushing it through the blue door you must return it to where it originally was. Move the old washing machine in the corner onto the trolley and then push the loaded trolley through the door.



UNDERGROUND CORRIDORS

Make your way through the underground corridors to where you get whacked by a fire extinguisher...

Select the Nico Collard icon from your inventory to get her to unlock the door to the change room. Take a guard uniform from the cupboard. One of the guards will now open the guarded door to let you through. The office door is locked, but you can get into the cell next to it.



Take note of the air vent grille high up on the wall. No prizes for guessing how to reach the grille!

- 1) Bring **3**, **4** and **5** from the opposite end of the cell
- 2) Move **1** on top of **4**
- 3) Move **3** between 5 and the wall
- 5) Push **1** on top of **3**

Climb up to the grille to hear (and see) what's going on in the office. You learn that the St. Stefan chapter of the Knights Templar have the Key of Solomon. After everyone leaves the office, you need to unscrew the grille and gain access into the office. Have you ever needed to

unscrew something and been without a screwdriver? If the grooves are wide enough a coin works perfectly! You unscrew the grille with the coin, but cannot fit through the hole. Select the Nico Collard icon to get her to climb through and open the door from the inside.

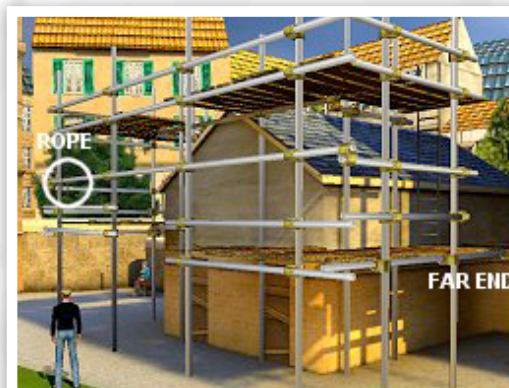
Examine Susarro's desk inside his office to activate a hidden button under the edge. Press this button to reveal a secret exit in the bookcase.

NICO'S APARTMENT IN FRANCE

From Prague you first go to Nico's apartment in Paris. Listen very carefully when André relates the story about the knight, St. Stefan. The details of the story are required later in the game and a paraphrased version can be found in the notebook (in your inventory) for reference.

At this point in the game George goes to Montfaucon.

SCAFFOLDING



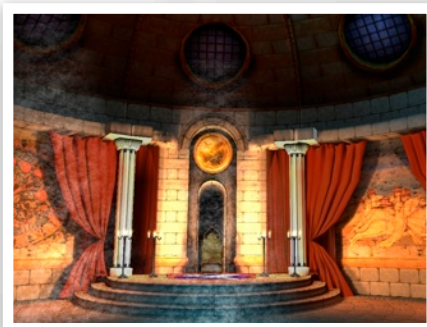
Study the scaffolding very closely to see a length of rope tied to it.

Climb onto the lower level of the scaffolding at the far end. Use the ladder to get to the top level and make your

way all the way round. Before you can get to the opposite end the toilet attendant chases you off.

Talk to the toilet attendant about the urinals, telling her that from above you saw that they weren't clean. When she goes to inspect the urinals, climb the scaffolding again. Without her watching, you can get to the opposite end. From there drop down to the lower level and retrieve the length of rope. Return to the opposite end to climb back up to the top level. The attendant again chases you - but you have the rope!

MANHOLE



There's a sewer key in the bag next to the manhole. Switch off the compressor to distract Flobbage, then take the sewer key while he's not looking. Attach the length of rope to the sewer key (in your inventory) - then insert the key in the manhole and tie the rope to the truck. When you talk to Flobbage about Alphonse you learn that he (Alphonse) has a fear of earthquakes. Speak to Alphonse and he drives off, pulling off the

manhole cover.

CATACOMBS

Go down the manhole to the catacombs. Walk across the plank and look for the recess in the wall with a skull. Examine the skull to see that its mouth is out of proportion. Insert the stone symbol (that you grabbed from the assailant outside the theatre) into the skull to open the recess.

Continue along the passage to where it branches off to the right. Take the right branch and you come to a pool of dry blood. At the point where the passage splits, go left. This eventually leads to the kitchen. Before you get to the kitchen there are entrances left, to a locker room and right, to the guard room.

Although you cannot enter the kitchen, you must go there to see the guard inside. After seeing him go into the guard room. Search the dead body behind the door to get the old iron key. Examine the door to learn it's strong enough to withstand a wild bull and if you try the iron key you know it fits the lock. The 10 second timer is the only thing that still works on the broken microwave.

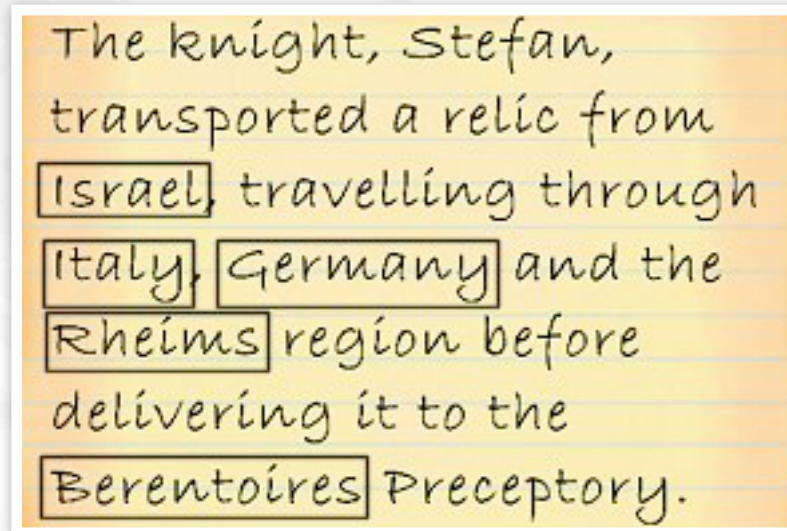
THE GUARD IN THE KITCHEN

Setting off the microwave's timer is an ideal way to get the guard into the room. All you then have to do is lock the door. Easier said than done! After setting the timer you must immediately run into the locker room opposite the guard room to hide. This is one of the more difficult timed sequences in the game. First make sure that the 'iron key' icon is ready to use when you open your inventory. After setting the timer immediately press and hold the <SHIFT> and ↑ keys so George starts running towards the door as soon as possible. It may be necessary to touch the ← key once during his run to ensure he goes through. The moment he's through the door, release the ↑ key and hold down the ← key to get George into the locker room. Again it might be necessary to slightly alter his course by touching the ↓ key.

When the guard is inside, head straight for the door and close it. Immediately open your inventory and use the iron key to lock the door. Note that you don't need to use the <SHIFT> key when doing this.

WINE BOTTLES PUZZLE

The tunnel from the kitchen leads to the wine cellar. Follow the trail of blood to a wine rack at the far end of the cellar. Each of the 5 bottles of wine can be partially pulled out. To access the secret passage behind the wine rack the bottles must be pulled out in a fixed order. Examine the bottles noting the type and place of origin. Do these names sound familiar? Where have you heard them mentioned previously?



The knight, Stefan, transported a relic from Israel, travelling through Italy, Germany and the Rheims region before delivering it to the Berentaires Preceptory.

The type and origin of the wines is as follows:

Blue - Chateau Berentaires from France

Green - Sauvignon Blanc from Israel

Red, left - Modena Lambrusco from Italy

Red, right - Wiesbaden from Germany

White - Montagne de Rheims from France

Do you remember André relating the story about St. Stefan? His route is recorded in your notebook.

The wine bottles must therefore be pulled out in the same order as St. Stefan's route:

Green (Israel) - **Red, left** (Italy) - **Red, right** (Germany) - **White** (Rheims) - **Blue** (Berentaires)

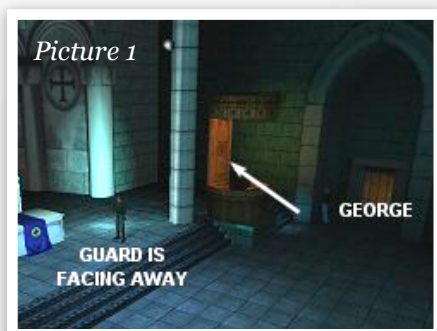
You find the assailant (from outside the theatre) in the secret passage. In his dying breath he tells you that the Key of Solomon must be found and that you must 'look for the statue'.

The door inside the robe room leads into the Church.

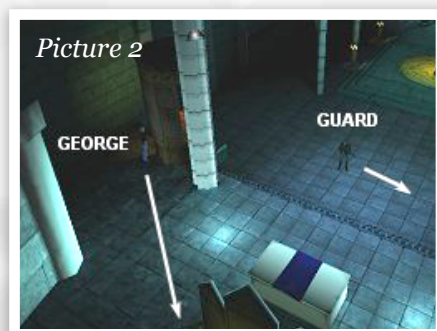
IN THE CHURCH

Pay close attention during the opening cut scene - it shows the door you need to get to on the other side of the Church. Also note the pulpit near to where you entered.

To get to the other door you have to avoid being spotted by the guard. You must try stay in the shadows, keep behind objects and only move when he's faces (or walks) in the opposite direction. Take note of his patrol route as he repeats it the whole time. There are three separate stages to getting to the door.



1) Stand close to the wall as far forward as possible (see **George** in **Picture 1**).



2) Wait for the guard to face away from you (see **Guard** in **Picture 1**).
3) Move in the direction of the arrow (past the pulpit) and hide behind the pillar.

4) Now wait, standing right up against the pillar and not too far forward (see **Picture 2**).

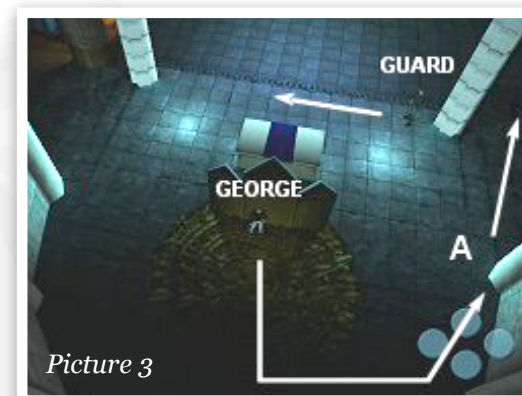
5) Stand right up against the pillar and not too far forward (see **Picture 2**).

6) Wait for the guard to move in the direction of the arrow.

7) Your next move is to run and hide behind the screen at the back of the coffin.

Note: Ensure that the guard remains ahead of you the whole way.

8) Now wait behind the screen (see **Picture 3**).



Before going behind the screen you can check out the pulpit. Slowly move back around the pillar until the pulpit is visible, then step inside. Note that you cannot be seen by the guard when inside the pulpit.

9) Wait for the guard to start moving in the direction of the arrow.

10) Walk to the rear wall and then move along the wall (in the shadows) to point **A**. **Note:** Try ensure that the screen is always between you and the guard

11) From point **A** run in the direction of the arrow (always staying in

the shadows).

12) When the other door is visible, head straight towards it.

13) As long as this is done while the guard is at the opposite end, he cannot see you.

Inside the room through the door are three statues and a broken clock. Examine the middle statue and find the brass plaque on its plinth. Read the plaque to learn that the statue depicts St. Stefan and contains a reference to the Book of Revelations in the bible. If you checked out the pulpit before coming here then you'll know where to find a bible! Unfortunately the reference needed in the bible is only activated after reading the plaque, so you have to go back to the pulpit to read the bible.



Although the time on the broken clock can be changed, both options presently available are incorrect.

1) Stand close. to the wall as far forward as possible (see **George** in **Picture 4**)

2) While the guard is facing away walk to the area indicated by the arrow (see **Picture 4**).

3) Wait for the guard to move in the direction of the arrow.

4) Run to the rear wall, then behind the screen, staying in the shadows (see **Picture 3**).

5) Wait for the guard to be in the same place as in **Picture 2**.

6) When the guard moves in the direction of the arrow get ready to move (see **Picture 2**).

7) Go straight to the pillar and hide behind it (see **George** in **Picture 2**).

8) Slowly move back around the pillar until the pulpit is visible, then step inside. **Note:** You cannot be seen by the guard when inside the pulpit.

When inside the pulpit, read the relevant bible quotation in Revelations, i.e. Chapter 1 verse 3.

To get back to the room through the door use the same movements as detailed above.

Set the time on the broken clock to the numbers in the bible (Chapter 1, verse 3) and the middle statue swivels open, revealing an entrance into the secret Templar base. The Preceptor of the Temple gives you the Psi Stone and, for good measure, a knighthood. You go to Vernon's apartment.

LOCATION OF THE ARMILLARY

When in Vernon's apartment, talk to Nico about Egypt and she shows you the satellite map of Egypt. The Nile Delta resembles the symbol on the Psi Stone, so select the stone from your inventory. Similarly, the river bend resembles the symbol on the Omega Stone, so that stone is next. Finally, the arrangement of the ruins almost looks like the Alpha Stone's symbol, so select that stone to find the exact location.

At this point George and Nico head off to Egypt.

GETTING PAST THE GUARDS

Note that Nico runs past the left side of Temple, so you need to follow her. Compared to what you had to do in the Church, this one should be a piece of cake!

- 1) Getting from **A** to **B** can be done while the guard and his dog are at either end of their patrol.
- 2) Before going to **C** wait for the guard and the dog to move from the left end towards the right.
- 3) Only start running when both the guard and the dog are past point **D**.



- 4) Run to point **C** and continue straight ahead round the left of the Temple.

Look for an exposed area of stonework behind the Temple, near where Nico is waiting. You no longer have your trusty metal rod, but the car jack handle serves as an adequate replacement tool to prise open the blocks.

THE TWO TESTS



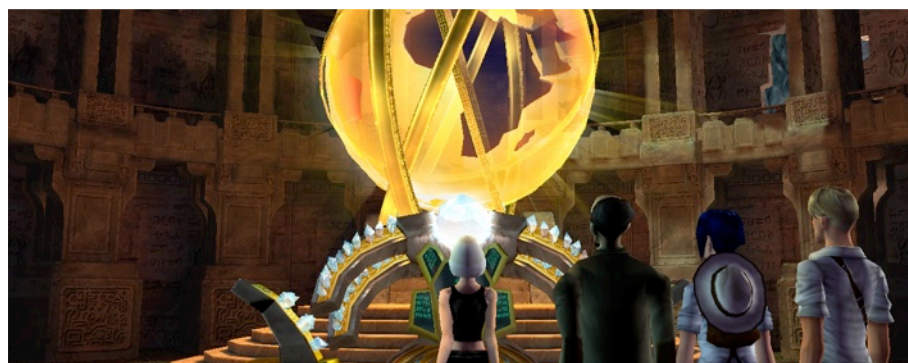
The first test set by Anubis, guardian of the Temple, is extremely easy - simply insert the alphabet stones into the circular door and it opens.

Your second test is nothing more than a spruced up version of the old 'Fox - Duck - Corn' riddle. You must get Horus to ferry the Killer, the Brother and the Witness across the river without leaving either the Brother and the Killer, or the Killer and the Witness, alone out of his presence. This must be done in seven crossings. Listen to what Anubis says at the end, he gives you a vital clue needed later.

SOLUTION TO THE SECOND TEST

- 1) Horus takes the **Killer** across (The **Brother** and the **Witness** are left behind).
- 2) Horus returns empty-handed.
- 3) Horus takes the **Brother** across (The **Witness** and the **Killer** are at opposite ends).
- 4) Horus brings the **Killer** back (The **Witness** and the **Brother** are at opposite ends).
- 5) Horus takes the **Witness** across (The **Killer** and the **Brother** are at opposite ends).
- 6) Horus returns empty handed (The **Brother** and the **Witness** are both across).
- 7) Horus takes the **Killer** across

INSIDE THE ARMILLARY



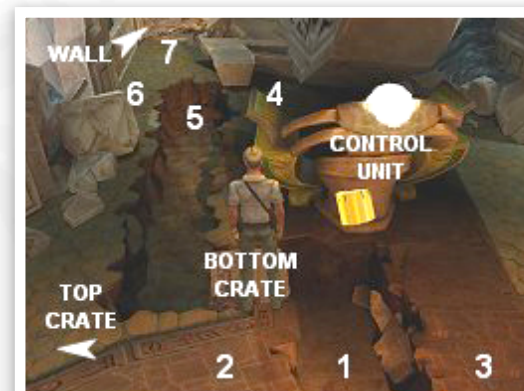
During the cut scene (after being seen by Susarro) you must press the 'S' key to overpower Flap and to disarm Susarro. I suggest keeping the 'S' key down to avoid having to act quickly when the hotspots are

activated.

After the Grand Master and Petra leave, you need to find a way out. Go up the stairs and turn to George's right to find the bomb. Again, keep the 'S' key down when approaching the bomb to avoid having to act quickly when the hotspot is activated.

You should've taken the Key of Solomon out of the control unit. Fortunately, if you forgot to take it earlier, this happens automatically as soon as you start moving.

Just in case you were suffering 'crate' withdrawal symptoms you find two more crates to move around. The only way out the Armillary chamber is over the wall in the corner behind the control unit. To reach the top of the wall you have to move a crate next to it.



- 1) Move the **bottom crate** to position **1**.
- 2) Fetch the **top crate** (from the direction indicated by the arrow) and move it to position **2**.
- 3) Push the **top crate** (over the bottom one) to position **3**.
- 4) Move the **top crate**, around the right side of the control unit, to position **4**.

- 5) Move the **bottom crate** to position **5**.
- 6) Push the **top crate** (over the bottom one) to position **6**.
- 7) Move the **top crate** to position **7** (next to the wall).

GETTING OUT OF THE TEMPLE

Do you remember Anubis' final words?

...deceit, improbity or malfeasance are prohibited...

...They will be punishable by death.

...And his associates shall be ejected from this place...

The good news is that cheating is obviously the way out, but the bad news is that whoever cheats must die. All you must do is figure out how to cheat. ...and don't claim that cheating is beneath you - why else would you be using a walkthrough!



The control panel you used to send Horus back and forth across the river will have a hotspot on the button near the bottom of the base. Pressing this button is tantamount to cheating!

To view one of the best visual effects in the game walk through the Anubis hologram.

At this point George and Nico go to Glastonbury.

GLASTONBURY 2

Unfortunately the road at the end of the town leading to the Tor has been closed off. However, out the corner of your eye you spot some crates through the gate to the building on the right. Take note of the crevice in the wall on the extreme left. Your final crate puzzle is arranging them so you can get to the crevice!



- 1) Move crate **3** to position **D**.
- 2) Move crate **2** to position **A**.
- 3) Move crate **4** to position **B**.
- 4) Pull crate **1** on top of crate **2** (position **A**).
- 5) Move crate **4** from position **B** to position **C**.
- 6) Move crate **5** next to crate **3**, i.e. to the left of position **D**.
- 7) Move crate **1** from the top of position **A** to the top of crate **5** (left of position **D**).
- 8) Move crate **3** from position **D** to where crate **5** was initially.

- 9) Move crate **2** out of the way, i.e. to the right of position **A**.
- 10) Move crate **4** from position **C** to position **E**.
- 11) Push crate **1** on top of crate **4** (at position **E**).
- 12) Push crate **1** from the top of crate **4** to the top of crate **3** (where crate **5** was initially).
- 13) Push crate **6** on top of crate **1**, i.e. next to the wall below the crevice.

SIR GEORGE, THE DRAGON SLAYER

Insert the Key of Solomon into the impression on the stone plinth, remove the sword and prepare to do battle!

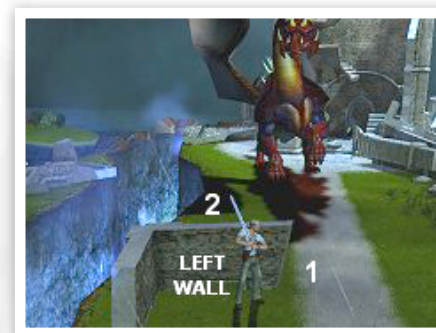
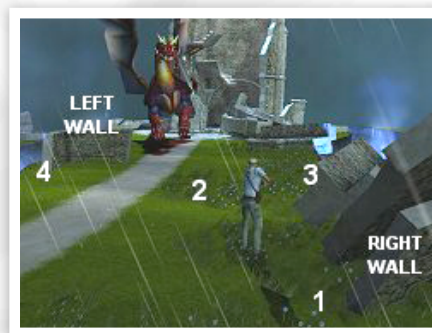
From the edge of the crevice your very first move should be to behind the broken wall on the far right. However, if you do absolutely nothing you die a good few times, but eventually get there automatically. Although this is probably the most difficult timed sequence in the game, it does seem to get slightly easier each time you fail. So don't give up too quickly, keep trying!

Getting to the dragon (and slaying it) should be done in two stages, starting from behind the right wall. Also, all your movements must be done with the <SHIFT> key held down.

- 1) From behind the wall (position **1**) run towards the dragon.
- 2) When you get to approximately position **2** the dragon releases a fireball.
- 3) As soon as the fireball is released immediately run to the right

(position **3**).

- 4) Note that most times the dragon releases two fireballs in quick succession.
- 5) As soon as the second fireball whizzes past you, run straight to the left (position **4**).
- 6) From position **4** head directly to behind the **left wall**.
- 7) Stop to take a breather!



- 1) From behind the wall (position **1**) run straight towards the dragon.
- 2) If the dragon releases a fireball, immediately run to the left (position **2**).
- 3) From position **2** run along the left edge of the ravine towards the dragon.
- 4) When you get close enough a hotspot on the dragon is activated.
- 5) Hit the 'S' key for the very last time in the game!
- 6) Note that if the dragon does not release a fireball run straight at it from position **1**.



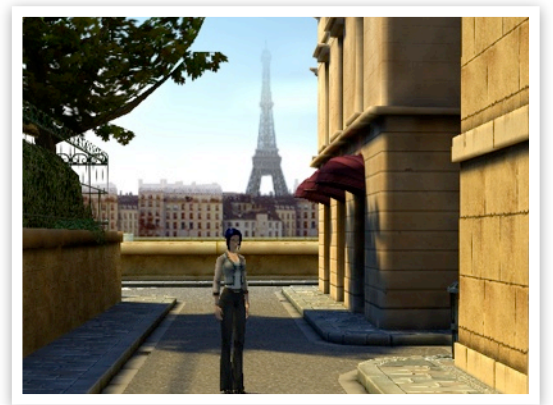
EASTER EGGS

No Adventure Game would be complete without having the proverbial 'Easter Eggs'. These are extra little amusing titbits that programmers place in their creations. They're always well hidden and usually require knowledge of arcane and undocumented commands. By clicking a particular spot, editing a certain file or doing something unusual you're rewarded with anything from a simple graphic to a full-blown movie.

To the best of my knowledge there are only two genuine Easter Eggs in Broken Sword III. If there are any others you know about, please let me know!

SEEING THE SIGHTS OF PARIS

Were you disappointed in not seeing some of the more famous sights of Paris such as the Eiffel Tower or River Seine? Well, they're there - all you have to do is find them. When Nico finds the guy with the skateboard (in the streets outside Vernon's



apartment), try to give him the lipstick. You don't get any reaction, but this triggers two exits to the sights of Paris. You get there by either going right at the road before the traffic warden or by crossing the road just beyond her. You'll also have some four-legged company while sightseeing!

NICO'S WOMANLY WILES



When George and Nico arrive outside the castle in Prague, Nico has an opportunity to display her wiles.

When George asks Nico to press the button on the front door and distract the guard, he must hide behind the pillar on the left. Instead of trying to sneak in while Nico talks to the guard, remain standing still. Let Nico call and distract the guard four times to see just how wily she can be!

OTHER FUN THINGS

VERNON'S APARTMENT:

The picture in his bedroom is from the Broken Sword I box cover.

VERNON'S APARTMENT:

Examine the apple painting in the living room. Recognize the painter? Steve Jobs is the co-founder of Apple Computing.

NICO'S APARTMENT:

Check out her collection of memorabilia from Broken Sword I and II. George's red clown nose, the little statue of Tezcatlipoca, etc.

LUCKY PIECE OF COAL:

Remember the lucky piece of coal you found in Broken Sword II? Well, it's back again - you find it inside the small tin shed in the Car Park (Prague).

NICO DISGUISED AS PETRA (CASTLE IN PRAGUE):

Talk to the guard standing nearest to the security desk about the pencil.

GENUINE HOLOGRAM:

When you return to the 'Horus Puzzle Room' after escaping from the Armillary try walking through the Anubis hologram - clever attention to detail!



CREDITS

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