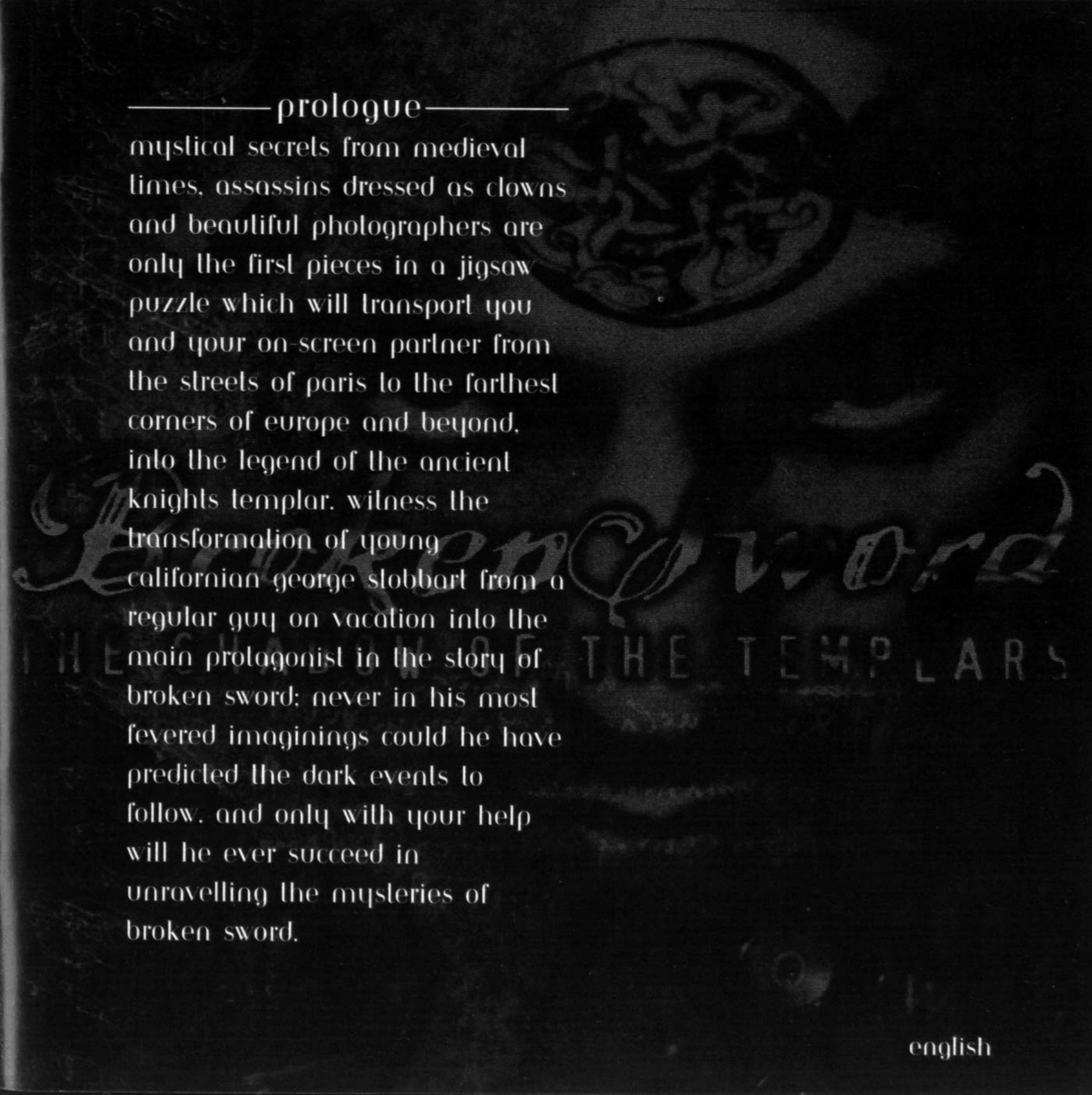

PlayStation
NTSC U/C
PlayStation
BROKEN SWORD
THE SHADOW OF THE TEMPLARS
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00484
THQ
INC.



prologue

mystical secrets from medieval times, assassins dressed as clowns and beautiful photographers are only the first pieces in a jigsaw puzzle which will transport you and your on-screen partner from the streets of paris to the farthest corners of europe and beyond, into the legend of the ancient knights templar. witness the transformation of young californian george stobbart from a regular guy on vacation into the main protagonist in the story of broken sword: never in his most fevered imaginings could he have predicted the dark events to follow, and only with your help will he ever succeed in unravelling the mysteries of broken sword.

b) getting started

Set up your PlayStation™ and insert the Broken Sword CD as described in your PlayStation™ manual. Connect the peripheral of your choice, either a Mouse or a Controller, into Controller port 1.

Note, to get the most out of this game you will need a Memory card to save your progress. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on, so make sure there is enough available space on your Memory card before commencing play.

c) introduction

Broken Sword has been designed to cater for the novice as well as the gaming expert, and to this end has one of the simplest yet most powerful user interfaces yet devised. Control throughout the game is possible using simple point-and-click commands, and you'll soon discover that all manner of complex actions and conversations can be carried out with the minimum of effort.

If you do get really stuck in the beginning, don't panic, there's a walk-through solution of the first few locations at the end of this manual which you can use as a tutorial. Soon, you'll find the exploration of strange locales and searches for vital clues will become second nature, as will the way in which Broken Sword embroils you in a living, evolving story, with events unfolding as you make progress. A sharp mind, a thirst for the truth, and an inquisitive eye are all the tools you need to play an adventure game. So gather your wits and let the story begin.

d1) control overview

All in-game actions are achieved using the on-screen pointer or cursor. The movement of this cursor is controlled via the Mouse or, if you're using a Controller, with the Directional buttons. Depending on what the cursor is pointing to on the screen its shape changes to indicate the nature of the action that can be performed. Basically, these actions are initiated by pressing the Left button on the Mouse or the □ button if you are using a Controller (sometimes this is referred to in the manual as a Left click). To prompt a description of an object or person marked by the cursor the Right Mouse button, or the ○ button on the Controller, should be pressed.

A quick reference guide to function of the various cursor icons is shown below:



Walk cursor

Left or Right button: *George will walk over to the cursor.*



Examine cursor

Left button: *George will examine the object in question very closely.*

Right button: *George will simply look at the object.*



Use cursor

Left button: *This prompts George to operate or use the object in whatever way he can.*

Right button: *George will look at the object.*



Pick up cursor

Left button: *George will pick up the object.*
Right button: *George will look at the object.*



Talk cursor

Left button: *George will attempt to engage the person in conversation.*

Right button: *Instructs George to look at the person.*



Exit cursor

Left or Right button: *George will leave the current scene via this exit.*

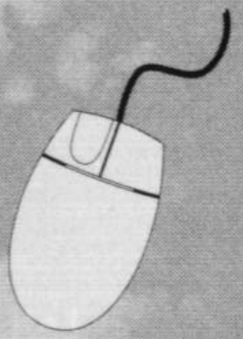


Move off-screen cursor

Left or Right button: *George will walk across the scene to reveal an area that was previously off screen.*

Note, the only time when there is no cursor on-screen is during the animation sequences or 'cut-scenes'.

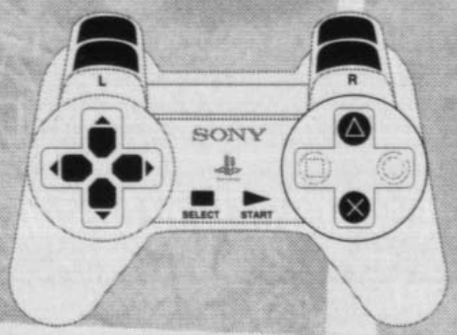
d2) other controls – mouse



Skipping animated sequences: press the Left Mouse button.

Accessing the Options Window: simultaneously press both Mouse buttons (see the section on the Options Window for more details)

d3) other controls – controller



Speeding up cursor: hold down either L1, L2, R1 or R2 while pressing the Directional buttons to increase the cursor's speed of movement.

Skipping animated sequences: press either the □ or START buttons.

Accessing the Options Window: press the SELECT button (see the section on the Options Window for more details)

d4) hot buttons for the controller

Note, you can speed things up when playing with the Controller by using the following shortcuts:

Pressing the △ button automatically takes the cursor up to the top inventory.

Pressing the ✕ button moves the cursor directly to the bottom topic bar.

e) general playing guide



Moving Around – To move George around a location, simply move the cursor to an area of the screen and press either button. If it's reachable, George will walk over to that spot.



• As George moves around the camera will sometimes pan to reveal more of a location. Some areas may be several times larger than the area visible on screen.



• Each location visited may contain any number of possible exits, some obvious, others more cunningly hidden. If you see what looks like an exit, move the cursor over it. If the cursor changes to a pointing hand, this indicates a possible exit. Click either button and George will walk over and leave the current location by this route.

f) the inventory



The inventory is a visual display of all the objects which George is currently holding. It can be viewed by moving the cursor to the top of the screen; a bar will appear showing everything in his possession. To exit the inventory and get back to the game, simply move the cursor back into the main playing area again. Advice on how to place objects in the inventory and use objects already held are detailed below.

g) examining things

As the game progresses, George will encounter various situations where a closer look at an object or person is desirable. To do this, simply place the cursor over the desired item and click either the LEFT or RIGHT button. Note that if George is not near the item in question, he'll first automatically walk over to it.



• If the cursor changes to a magnifying glass then a click of the Left button will prompt George to examine the object very closely. He will take a quick look at such an object by clicking the Right button.



• If the cursor looks like a mouth (i.e. the cursor has been placed over a person), a set of moving cogs (i.e. the cursor is placed over a usable object), or a lifting hand (i.e. the cursor is over a collectable object), the a click of the Right button will let George know that you want him to take a quick look at the item in question.

• If you wish George to examine an object that's already in his possession, simply move the cursor to the top of the screen. This will bring up a display of all the

objects currently held. Move the cursor over the desired object and click the Right button to examine it.

h) collecting objects



If there's one thing George Stobbart is adept at, it's collecting things. You'll be amazed at what he can hide away in his trusty jacket. If you see an object you think George should take, move the cursor over the item. If it's collectable then the cursor will change to show a hand moving with picking up motion. Clicking the Left button will instruct our hero to nab the object and place it in his inventory. Note that some objects may require precise timing to swipe them - particularly if they're right under the nose of unhelpful people.

i) using objects

There are two types of usable object in Broken Sword - those which can be collected for later use, and those which are not removable from a scene but are nevertheless usable.





• To use an object which George has already collected, simply move the cursor to the top of the screen. The inventory of currently held objects will appear. Left click on an object to select it. The cursor will now change to show the object attached. It's now possible to place it over a person (the cursor will change to a mouth with the object attached) or other on-screen object (the cursor will change to an alternative icon with the object attached). If possible George will use the object appropriately. To place the object back in the inventory, move the cursor back to the inventory bar at the top of the screen, and press the Left button again.

• If you wish George to use a visible object which cannot be picked up, place the cursor over it - if it's usable the cursor will change to a show a set of rotating cogs. Now click the Left button. George will attempt to use the object in the appropriate way, first walking over to it if necessary.

j) conversation



During his adventure George will encounter many weird and wonderful characters - some helpful, others indifferent, and a few potentially deadly. Sometimes they will automatically engage him in conversation; at other times you will want George to chat with a particular person. To do this place the cursor over the person - the cursor will change from an arrow to a mouth. Clicking the Left button initiates the banter - when it's possible to direct the flow of conversation the inventory will appear at the top of the screen, and a list of subjects will appear in a topic bar at the bottom.

• Because George is a clever sort of chap, he only needs prompting for topics of conversation - he'll deal with the rest of the work himself. These images in the topic bar at the bottom of the screen may represent objects, events or people. Click on whichever you want George to ask about.

• Note that the range of possible subjects will be dictated by knowledge already gained by chatting with other characters, witnessing other events, or visiting certain locations. Once you've discovered something new, having another chat with a character may give new things to talk about.

• Note also that if an image remains in the topic bar after being selected once, then it's possible to inquire further about that subject. Only once the image disappears does a line of conversation become exhausted.

• George can also ask questions about objects in his inventory. To do so, simply move the cursor over the desired object and click the Left button. He can ask about the same object as many times as you like, though such perseverance is rarely rewarded.

• Occasionally, George may be asked a question. In this case thumbs up and thumbs down icons may appear in the topic bar. To reply yes, Left click on the thumbs up icon. To give an answer of no, Left click on the thumbs down icon.

• To end a conversation Left click on the green arrow icon at the far left of the topic bar.

k) using the map screens

At various stages in the game, the view will switch to display a map. Locations which George can visit are highlighted with red pins and accompanying place names. Simply place the cursor over the desired location and click the Left button, and George will travel there. Note that as you progress further into the game, more destinations may become available.

l) making phone calls

As George continues with his amateur sleuthing, he may accumulate phone numbers by various means. He will automatically scribble these down on the back of an envelope. Instructing George to use a telephone in one of the locations will bring up a view of this envelope. Simply place the cursor over the number you want him to dial, and click the Left button. Moving the cursor to the bottom of the screen (the cursor will change to an exit location hand) and clicking will instruct him to forget about making a call.

m) the options window

Provided you are not in middle of a conversation with someone, you can open up the Options Window by pressing both the Left and Right Mouse buttons simultaneously or by pressing the SELECT button on a Controller. You can then click on any of the following options:

"SAVE": This allows you to save your current game at any time so that you can return and play from that same place. Use the scroll arrows to highlight a saved game slot and click on the SAVE button to confirm. If you wish to overwrite an already occupied slot you will have to click again to confirm.

"RESTORE": Select this option to load a saved game; click on the scroll arrows to highlight the required saved game slot and then click on the RESTORE button.

"DELETE": To delete an unwanted saved game, click on the scroll arrows to highlight the required saved game slot and then click on the DELETE button.

Before a Memory card operation can be performed...

If no Memory card is inserted you will be asked to insert one.

If two Memory cards are inserted you will first be asked to specify one of them.

If a new, unused Memory card is inserted you will first be asked to confirm its formatting.

"RESTART": Warning - selecting this option will abandon your current position and begin the adventure anew. Only select this option if you are absolutely sure about starting from scratch. As a precaution, you will be asked to confirm the action. Point and click on the appropriate button.

"DONE": Select this to exit the Options Window and return to the game.

"VOLUME": Clicking on this option will bring up a mini mixing desk. Three volume dials are displayed, for speech, music and sound effects. Left clicking with the cursor at the top centre of a dial will raise the volume on both left and right speakers, while doing so with the cursor placed over the bottom centre of a dial will lower it. By clicking the Left button with the cursor over the left or right sides of the dial, it's possible to raise and lower the left and right channels separately. Click on DONE when you're finished.

"TEXT": Press this button to toggle the subtitles on or off.

a) general hints

If this is your first adventure, or you're making slow progress in Broken Sword's world of intrigue, remember these seven elementary rules.

1 Look closely at everything: Clues are often staring you in the face, so make sure you fully survey every scene, and remember to examine at all the objects you come by on your journey. Also be sure to check for all possible exits from a location.

2 Be talkative: A good detective leaves no thread of conversation unexplored. Grill everybody you meet about every possible subject and all objects in your possession. If it's possible to continue talking about a previously discussed subject then do so - it's amazing what vital information can be gleaned by persistent questioning.

3 Explore all avenues: Sometimes the most innocent objects can be essential to success. Don't be afraid to try using an object in an unlikely situation. The problems and puzzles you'll face in Broken Sword are very logical, but when the old grey matter doesn't yield results, experiment.

4 Save your game regularly: If one thing is certain it's that our hero is about to get into all kinds of dangerous situations. Regularly saving your position means you won't have to retrace every step of the adventure.

5 Keep notes: The tale told in Broken Sword spans several countries and features countless personalities. Be sure to make notes of crucial information and clues for later reference.

6 Use the cursor to search: Move the cursor over objects that maybe of significance to search for 'hot spots' with which you can interact.

7 And... Don't cross the road until the little man shows green.

beginner's tutorial

The following tutorial is recommended for beginners only. If you've studied the General Playing Guide and you're still struggling at the start of your journey then follow this walk-through guide to get you started.



1 Once you've loaded Broken Sword and the opening sequence has completed, you'll find our hero George Stobbart standing outside the wreckage of the café. The first step is to get your bearings and have a good look around. First try moving him around the place. Move the on-screen cursor over to the far right, and click the Left button.



2 That's a start. Now let's try combining moving around with actually performing some kind of task, instructing George to take a closer look at the café's shattered windows, for instance. Move the cursor over the remains of the café window until the cursor changes from an arrow to a magnifying glass. Click the Left button, and George will walk over and examine the glass.



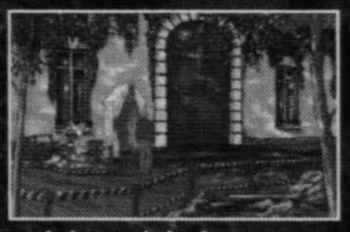
3 That's the basics over with, now on with the adventure. Think back to that opening sequence, and remember which way the clown made his getaway - you'll recall he ran from the café towards the archway by the café. Go back to the café exterior and follow his steps. To do this move the cursor over the archway at the far right of the scene. The cursor will change to a pointing hand. Click the Left button and George will leave by this exit.



4 Now this alleyway looks promising. Perhaps the clown made his escape by climbing that drainpipe. Place the cursor over the pipe - the arrow will change to show a set of moving cogs. This symbol indicates that George can use an object. Simply click the Left button again and he'll attempt to shimmy on up.



5 Maybe the clown is still here, hiding out in one of the rubbish bins. Place the cursor over a bin lid and the cursor will change to represent a magnifying glass. Click the Left button to look inside. Make sure you inspect all the bins.



6 Still no luck? That only leaves one possible exit - the manhole. Place the cursor over the manhole (the arrow will change to show a set of moving cogs) and click the Left button. George does his best, but can't get it open. If only George had some kind of lever with which to open the cover. Let's go back to the main street for now, and come back to the manhole when George is better equipped. Move the cursor to the alley entrance (the cursor will change to a pointing arrow again) and click the Left button.



7 Survey the scene in the street carefully, and you'll notice a newspaper lodged at the foot of the street lamp post. It may be useful, so place the cursor over the paper - the arrow should change hand moving with a picking up motion. Click the Left button again. George will now reach over and take the newspaper. Now is probably a good time to check out the level of damage in the café itself - that waitress may need help. Place the cursor at the doorway and the click the Left button. George will enter the cafe.



8 Inside the café things look bad. Let's check on the health of the waitress first - move the cursor over her slumped body. The arrow will have changed to a mouth, this indicates it's possible to communicate with the poor girl. Click the Left button and George will walk over to her, help her up and start talking.



9 Much of the conversation will flow without any need for your input, however she may ask a few questions while chatting. At these moments two hand icons will appear at the bottom of the screen, one with thumbs up, the other thumbs down. Click on the former to answer yes to her question, otherwise click on the latter.



10 Eventually you'll have the opportunity to ask the waitress about specific topics. The faces of the old man and the clown will appear in the bar at the bottom of the screen, along with a green arrow. Click on one of the images to talk about that subject, or the green arrow at the left to end the conversation. Notice that it's sometimes possible to ask about the same subject again, and that new topics are sometimes added during the course of a conversation. When you've discovered as much as possible, leave the waitress and continue your investigations. You may wish to examine the dead body, otherwise direct George back into the street.



11 Perhaps the workman down the road can be of help. Move the cursor to the rear of the scene, by the workman's tent. The cursor will change to a pointing hand icon. Click the Left button, and George will exit the scene and reappear by the workman. Alas, before you get a chance to speak to the workman the police arrive on the scene, determined to find out whether George was involved in the explosion. There's no option but to watch as he's frog-marched back to the café for questioning.



12 Back inside the café, Inspecteur Rosso will do most of the talking. When he asks you a question, a topic bar will appear at the bottom of the screen. This will contain either a thumbs down and a thumbs up icon, or the former together with a picture of the clown. To answer no, click on the thumbs down icon. Otherwise Left click on the other displayed icon.



13 Once back outside the café, try getting George to chat with the photographer. To do this move the cursor over her image - again the arrow will transform into a small mouth. Click the Left button to initiate a conversation. The girl will reveal some very useful information. Again a topic bar will appear at the bottom of the screen at key points in the conversation. When you get the chance, click on each topic to talk about them. Ask enough questions and the photographer may give George her telephone number. Left click the green arrow icon at the left of the topic bar to end the conversation.



14 Now back to that workman. Click on the rear exit again to pay him another visit. Show him the newspaper. To do this move the cursor to the top of the game screen - an inventory bar will appear, displaying all the objects George is currently holding. Click the Left button with the cursor over the image of the newspaper. Now move the cursor back down into the play area - the newspaper will follow. Place the cursor and newspaper over the workman and click the Left button again. After some grumbling he'll take the paper, help solve your first clue, and leave you to look after his site.



15 While he's gone, George is free to rummage around. Move the cursor over his toolbox. The cursor will change to display a set of cogs. Click the Left button to use the toolbox. George will find a handy T-bar tool - exactly the sort of thing which could be used to open that manhole cover - and place it in his inventory.



16 Move the cursor to the top of the screen to bring up the inventory bar. Move the cursor over the T-bar tool and click the Left button. Now move the cursor and tool over the manhole cover. Click that button again, and watch the results. Et voilà - as they say in Paris. The sewer system awaits, and George isn't the kind of hero to let a mild stench put him off. From now on, though, he's relying on you to guide him!