



- Easter Eggs

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About  
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This FAQ is for the GAMEBOY ADVANCE version of Broken Sword - "Shadow of the Templars". This means that it wasn't written for the PC or the Playstation. If you're NOT using a GBA, this FAQ is NOT for you. Please don't contact me with questions about alternative versions because I just don't know! You can find links to PC/Playstation guides in the FAQ station.

Also of note, this FAQ is best viewed in a monospace font.

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Glitches  
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Unfortunately, there are several glitches in this game, most of them game crippling. The FAQ section addresses these issues. I've also read reports of the game locking. I myself was able to play through with only one minor screen rendering error but this is not to say that your game will be trouble free! Here's how to avoid the most major of the glitches:

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*****IMPORTANT*****
*
* DON'T go to Spain before you go to Syria.
*
* MAKE SURE you pick up the plaster in Lochmarne Castle!
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For detailed information, please read the FAQ.















with her all about your adventures. When you get up to leave, she'll suggest checking out Lobineau and the Police Station. I can save you the trip and tell you that Lobineau hasn't gotten back to the museum yet. Head over to the Police Station and talk with Moue. He tips you off about the Hagenmeyer Clinic.

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The Hagenmeyer Clinic (Hôpital)  
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Get to the clinic from the Paris map. It'll be the new dot across the river near the middle of your screen. Just because it's there, try to open the ambulance before going inside. Talk with the pompous Doctor Felix and then with the Receptionist Elsa. Elsa will allow you access to Marquet's ward after you show her the Grüber card. Walk down the left hand corridor where you will meet Sam and Mr. Shiny. Marquet's ward is on the left but Nurse Grendal won't let you in yet so speak with Sam instead. After talking with him, pull the plug on Mr. Shiny; the outlet is in the left hand corridor. Once you have control again, open the closet in the right hand corridor. Do this quickly otherwise Sam will catch you. If you weren't fast enough, just pull the plug again. If you're successful, you'll grab a doctor's coat and put it on.

Head back into the ward and this time Nurse Grendal will be more helpful. She will give you a blood pressure gauge. Talk with her and then move towards the right side of the room where Marquet's room is. Eric the Exasperating will demand you take his blood pressure and you'll automatically try to do that. No matter how many times you "try" to take his blood pressure, he's never satisfied and you won't be able to get to Marquet's room. Talk with Eric and then leave the ward. Head back to the reception and you'll see a new doctor there. Talk with "Bunny" Benoir and then with Felix. Seems Benoir is new and needs to be shown the ropes. Go back to the ward; don't worry, Benoir will follow you.

In the ward, use your blood pressure gauge on Benoir and then speak with him. For fun, tell him to use it on Nurse Grendal. Once that idea is shot down, ask him to use it on Eric the Exasperating. Now you'll be able to get past his bed and into Marquet's side of the room. Speak with the gendarme and then enter the room. A long cut scene will follow and at the conclusion you will wind up back at Nico's.

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Crune Museum  
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I'll save you the effort by telling you that Moue and Rosso have nothing new to say so pay another visit to the Crune Museum. Goinfre will tell you the Museum is closing soon. If you were just dying to crawl into that sarcophagus, tonight's your lucky night! Lobineau has finally showed up so speak with him. He has quite an earful; you will find out what and where Montfaçon is. Once you're finished it's time for some tricky footwork.

Position yourself to the left of the left window; there is a pole here that will open a window. Goinfre has a pattern; he walks counter-clockwise around the room. He will stop about a third of the way across the room near the bottom of the screen. He will be facing to the right. As soon as he starts to move (and not before), open the window. Without delay, walk towards the sarcophagus and, as soon as the big "push-me" magnifying lens shows up, select













This FAQ/Walkthrough could not have been made possible without the help of my gaming buddy, webmeister Bud of [www.theQ.fm](http://www.theQ.fm). AstroBlue also deserves thanks for his formatting suggestions and special thanks goes to Magic Malcom for bringing the Easter Egg to my attention. Appreciation is also heaped upon Tom for informing me about the Plaster Glitch.

Questions, comments and/or error corrections are most welcome! Please e-mail me at [hannahg@buttersky.com](mailto:hannahg@buttersky.com) but please make sure your question isn't already answered in this FAQ before requesting help.

Any error corrections or other changes to this FAQ suggested by readers (and confirmed by me) will earn the spectacular honor of being thanked in this section. Try not to let fame get to your head.

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| 6. VERSION HISTORY .6 |  
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- 05/01/02 Version 1.0 · preliminary draft completed and submitted
- 05/03/02 Version 1.1 · copyright notice change, corrected title, clarified Spain/Syria glitch, slight formatting change to tips
- 06/03/02 Version 1.2 · added a new FAQ to the FAQ section, added a new site to the 'approved' list, modified Acknowledgements to include Magic Malcom
- 06/05/02 Version 1.3 · reported a new glitch, updated Acknowledgements
- 06/06/02 Version 1.4 · added a new site to the 'approved' list
- 01/14/03 Version 1.5 · rewrote intro, added six more "faqs", reworded the "glitches" section and the Spain/Syria glitch

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| 7. COPYRIGHT AND LEGAL NOTICES .7 |  
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Nooo touchy!

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This document is provided "As Is," and I make no representations or warranties, express or implied, to the accuracy of its contents (so, if you get George killed, went to Spain before Syria and/or forgot to grab the

plaster despite my plentiful warnings, it's not my fault).

I may be contacted via email, [hannah@buttersky.com](mailto:hannah@buttersky.com) for any inquiries to this nature.

I have a lawyer and I'm not afraid to use it, er, I mean him. I'm not afraid to use him.

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