

Broken Sword: The Shadow of the Templars FAQ/Walkthrough

by Alex Pawlenty

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This walkthrough was originally written for Broken Sword: The Shadow of the Templars on the GBA, but the walkthrough is still applicable to the PC version of the game.

Broken Sword:
The Shadow of the Templars

Platform: Gameboy Advance
Year Ported: 2002 (Original Game Created 1996)
Game Developed By: Revolution
Game Published By: Bam!
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WARNING!!!

Some of this FAQ may contain spoilers.
Try to only read what you really need to know. You have been warned..

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7/23/03: Fixed some errors in the returns and a few glitches.

-> VERSION 1.2

10/03/03: Got some great new bugs (oxymoron, I know) from some nice people through e-mail.

-> VERSION 1.22

3/04/04: JustAdventure.com may use this guide if they wish.

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SECTION 2: Back Story and Information

2.1: Back story

George Stobbart was just another American tourist taking a vacation in lovely Paris, France. One day, he decided to partake in one of Paris's many exotic cafes. As he was sipping his.. whatever he was drinking.. he saw a man with a briefcase enter the cafe with the waitress. Shortly after, a clown wielding an accordion blaring funeral-esque music quickly entered the cafe. Seconds later, the clown runs out of the cafe, briefcase in hand.

BOOM!

The cafe explodes, leaving the man who once owned the briefcase dead and the cafe itself in shambles. This is the beginning of George's adventure.

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2.2: General Information

In case you hadn't figured it out yet, Broken Sword: The Shadow of the Templars is an adventure game. Unlike its PSOne and PC counterparts, the point and click aspects have been eliminated for this Gameboy Advance version. In my opinion, it was a very good move because I think that point and click adventures are just easier and simply more fun on non-portable consoles and computers.

The original Broken Sword came out in 1996. It was released for Playstation, PC and Mac. When it first came out it was known as "Circle of Blood" on the PC, probably because the producers thought that it was cooler sounding, but I don't think it is. I've seen a few copies that had the name Broken Sword, though. It was later ported to the Playstation and Mac, and of course, the Gameboy Advance as you probably know, since you're reading this guide. :-)

Broken Sword follows the adventures of two fresh, different characters named George Stobbart and Nico Collard. Their adventures in the first game take them all around Paris. The original Broken Sword was in development for 2 years. I do not know how long they took to make this version, but I do know that they had to change a lot of things, noticeably the change from point and click to free-roaming and the removing of the voices for all the characters.

-> Chantelle

The waitress of the doomed cafe, she seemed to go unscathed except for being knocked unconscious. She also seems to have a taste for Brandy. After the explosion, Rosso gives her the run around.

-> Inspector Rosso

Rosso is an inspector for the Parisian police and is handling the cafe explosion case. He doesn't seem to be taking it too seriously though. He also believes in some sort of psychic power that he can use to get to the bottom of a case.

-> Moue

Always taking his job way too seriously, Sergeant Moue acts as a sidekick to Rosso. Both of them are put on the cafe explosion assignment. Moue always says good things about Rosso and think that his revolutionary methods might change the face of law enforcement forever.

-> Flobbage

Flobbage is the construction worker who is working right up from where the explosion occurred. He appears to enjoy gambling and works very hard.

-> Albert

An ex-army man who is now a concierge, Albert seems to know a thing or two about apprehending suspects and memorizing long numbers. Although he can be a little gullible..

-> Fleur

A fortune teller and a flower saleswoman, Fleur operates her business on the opposite side of the apartment building where she lives. Fleur is a kind old business lady who will answer any questions you have.

-> Claude

Claude is the owner of the costume shop where the killer rented his clown costume. He seems to be somewhat of a practical joker and obviously likes to dress up in costumes (he does own a shop for them after all).

-> Todryk

The owner of a tailor shop somewhere in Paris. He doesn't have the best grammar in the world but will let you know what you need to know with no actual hassle.

-> Flap

Gangster #1. Flap is short and fat and seems fairly uneducated. He also likes slapstick comedy.

-> Guido

Gangster #2. Guido is noticeably more intelligent than his partner

in crime, Guido, and much more convincing. He also seems to know how to keep healthy, unlike Guido.

-> Piermont

Piermont is a blue-blooded Englishwoman in Paris but refreshingly unstuffy and friendly. She's staying in Paris because her husband had passed away and she needed to get away. She will be more than willing to help you with whatever you need.

-> Ostvald

Ostvald is a Nobel Peace Prize winner from some unpronounceable European country whose picture you saw in that magazine you found at the beginning of the game. He's staying at the Hotel Ubu. Khan is apparently an enemy of his people.

-> Hotel Ubu Clerk

The clerk at the Hotel Ubu is very strict and refuses to do anything for you. He seems to stick to the rules a lot and makes some pretty obvious lies as well.

-> Thomas Moerlin

Piermont's boyfriend.

-> Khan

A killer who likes to dress up in costumes as to not give away his identity. Not afraid to kill anyone and make himself known. Plays a fairly large role in the game.

-> Goinfre

The head custodian of the Crone Museum, Goinfre always wanted to be a professor of history but never got the chance to get the right education for the job. He seems to take pride in people mistaking him for Andre Lobineau, though.

-> Maguire

This young boy hangs out outside of the pub next to Lochmare Castle. Obviously suffering from teen angst, Maguire tries his best to look like a punk. His whole image seems to be shattered once he sees something during the game and acts like a hysteric, though.
(No, I'm not talking about that)

-> Sean Fitzgerald

Seen in the pub in Lochmare, Fitzzy (as he is known by some) seems to be trying to hide something important.

-> O'Brien

Probably the most intelligent person to ever be in Lochmare besides Professor Peagram, O'Brien seems to know what he's talking about and is chock full of information. He also helps out Doyle once in a while by telling him things he should know.

-> Doyle

Found in the pub next to O'Brien, Doyle is the kind of person whom you wouldn't expect to see at an archaeological dig, for obvious reasons. Chances are he simply lives in Lochmare.

-> Ron

The demented man who sits in the corner of the pub in Lochmare making snares for his lovelies. The only good thing about this guy is that you can steal the snare he made from right under his nose without him noticing. Idiot.

-> Mr. Leary

The owner of the pub in Lochmare, Mr. Leary seems like a nice enough guy and is willing to give you a free pint of ale or two (I'm guessing it's free since it seems George never has any money on him).

-> Farmer

This is Sean Fitzgerald's uncle. He doesn't seem to care much about Sean though. I guess building a faulty hay stack is enough to crush family bonds for this guy.

-> Felix

A doctor who works in the Hagenmeyer Clinic. Seems to be very strict and by the rules.

-> Elsa

The receptionist at the Hagenmeyer Clinic. Despises Nurse Grendel because she doesn't get as much as her.

-> Nurse Grendel

Works at ward J-2. Nurse Grendel is a kind woman who runs her section of the clinic efficiently and nicely. She doesn't seem to notice that George isn't a doctor though, which is a little strange.

-> Sam

Sam is the janitor in the Hagenmeyer Clinic. Despite being extremely friendly, he gets a little emotional when someone calls his best friend Mr. Shiny an it. The rest of the staff thinks he's twisted but he doesn't care.

-> Mr. Shiny

Sams best friend. Can always be seen cleaning the floors of the Hagenmeyer Clinic.

-> Eric

This annoying man has been at the hospital for over 3 months with some debilitating disease that doesn't seem to be affecting him at all.

-> Jacques Marquet

No one really knows who he was or what he was about..

-> Benoir / Bunny

A newbie in the medical field, Bunny as he is affectionately called, seems to be more experienced than he is made out to be.

-> Clown

He's a clown that performs in front of the church in Paris. Seems to take pride in his profession.

-> The crowd

They're a crowd.

-> Grand Master

He's the leader of the new wave of Templars. He takes his role very seriously and doesn't like anyone doing anything that gets in the way.

-> Eklund

Member of the new group of Templars. Very critical of a certain members handling of the groups budget.

-> Klausner

A man that the new group of Templars sent to Marib.

-> Nejo

An extremely intelligent boy you meet in Marib. He knows four languages but hasn't had a day of formal education at a school. Speaks just as good of english as you.

-> Duane Henderson

A tourist from Akron, Ohio in Marib, Syria. Both him and his wife are trying to see ancient ruins and buy rare antiquities. Isn't the most mentally stable person in the world.

-> Pearl Henderson

Duane's wife, her husband and her run a greeting card company out of Akron, Ohio. Is more intelligent than you'd think from talking to her.

-> Arto

The depressed-looking man selling kebabs at the kebab stand in Marib. Knows very limited english and apparently hasn't learned what the word 'no' means yet.

-> Owner of Club Alamut (anyone know what his name is?)

The owner of the Club Alamut can't talk because of a bet that he.. won. He had to have his tounge cut out. Because of this, he really doesn't talk at all, but somehow Ultar can read his body language really well.

-> Lopez

The Countess's gardener. He tries to shut her out from everything in the outside world and does a good job of it.

-> The Countess

The last in the line of the de Vasconcellos line, she's determined to not let anyone in to see her ever. Right now she seems tucked away and doesn't seem like the nicest person around, but that will change with time.

-> Priest

The priest of the church above Montfaucon. Has a knack for polishing old tarnished valuables.

-> Gendarme outside church

A huge slacker who never wants to do his job. Simply sits at the patio of a cafe all day and sips drinks.

-> Painter

On an eternal break, the Painter doesn't seem to mind what's going on beneath him as long as he's getting paid.

-> Guard

Guards the door under the Institut. Not very good at being evasive.

-> Old Rich Woman

She's old, she's rich, and she's a woman. I think.

-> Vail

The conductor. He takes your ticket.

-> Basher

A drunk referee is probably the best way to describe this guy. He's riding with his nameless friend to some nameless place.

-> Basher's passed-out friend

He's passed out.

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SECTION 4: Advice on Playing

Here are a few tips on playing Broken Sword: The Shadow of the Templars:

1. Always use the R button to cycle through the different hot-spots on the

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5.3: The Lochmare Castle Bug (Thanks to Natasha at tomiko@t-online.de for this one!)

This bug occurs after the goat gets caught. You simply can't go down into the archaeological area. It's a very random bug that you can't really avoid.

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5.4: The Syrian Cat Bug (Thanks to Matt Donnelley at mdonnelley@yahoo.com for this one!)

This bug is similar to the Lochmare Castle bug in the fact that it's very random and can't really be prevented. It happens when you're supposed to make the cat jump onto the shelf and knock down the statue. There isn't an option to ring the bell.

Know any more glitches? Feel free to e-mail me at estoy_muy_loco@yahoo.com

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SECTION 6: Walkthrough

Paris in the Fall.
The city holds many memories for me: of cafes, of music, of love...
and of death.

6.1: PARIS 1

You will first be treated to a few stills of the high-quality animation found in the Playstation and PC originals. Ouch! Hope you didn't get hurt, George. And who was that clown? And what was in that briefcase?

Life went on around me, but the explosion was to change my life forever.

As soon as you have control of George, pick up the newspaper by the street light. You can inspect the table and the broken window if you want. As soon as you're done, head into the wreckage of the cafe.

Search the dead mans pockets (Oh George you sick, sick man.. stealing from the dead..) but you'll find nothing. Talk to the shaken up waitress, Chantelle. Chantelle will ask you if you're a doctor, but it doesn't matter if you say yes or no. Shell also ask you for a shot of brandy. Once again, do what you wish. Chantelle sure is the inquisitive one,

because she'll also ask you if the man is dead or not. You should probably tell her the truth on this one. Finally, you get to ask her a few questions. You can ask her about what the dead man was doing when he came in, about the clown, about the scribbled note on the newspaper, and finally, if Chantelle saw what was in the old man's briefcase that the clown stole.

George will now have to look for evidence. Leave the cafe and go up the street to where you can see a construction worker working. Moue, a police officer, will stop you dead in your tracks and pull a gun on you! There's a pretty funny joke here. Here it is, in case you missed it.

George: Don't shoot! I'm innocent! I'm American!

Moue: Can't make up your mind, huh?

Hey, I'm American, and I think it's funny. Rosso, the head inspector, will come up and tell Sergeant Moue to put his gun away. Now Rosso will ask you a few questions. Rosso will ask you if you saw the deceased enter the cafe. It doesn't matter what you say, because George will suddenly remember seeing a clown come in. Being the lazy bastard he is, Rosso will simply give you his card and tell you that you're in no real danger.

You'll find yourself outside the cafe again, and look who it is! It's Nico! Go up to her and get acquainted. Nico will make note that you're an American, and won't bother to ask you if you're okay after the bomb blast. Nico tells you that she's from *La Liberte*, a newspaper and that she is a freelance photo-journalist.

Now you can start asking her some questions. Turns out she knows a little something about the clown, but doesn't want to bother telling George right now because it's a long story. She also tells us the name of the dead man in the cafe, Plantard. Plantard wanted to meet Nico at the cafe because he had a really good story for her, but I guess we'll never know now. After a little more talking, Nico gives you her phone number so you can keep in touch with her about the case. Just keep in mind that it's strictly business. ;-) Nico will leave to develop some pictures, leaving you to go do some stuff on your own.

You can now talk to Moue again who is standing in the cafe's doorway, but it isn't necessary. After you've talked to him, go up and talk to the construction worker, Flobbage. Give him your newspaper and he'll leave to go put a bet on a racing horse. He'll give you exclusive rights to use whatever's in his tool-box. Just what you need! A tool for lifting man-hole covers (not as ridiculous as you might imagine)! You can also use the heavy telephone to call up Nico, but since you haven't exactly found anything of importance yet, the phone call isn't necessary. You can try and get into the huge door next to the construction site, but it's securely locked.

Now that you have the manhole cover remover, let's go remove a manhole cover! Go back to where the explosion was and take a right. You should find an alley. You can try to climb the drainpipe, but it won't work. Taking off the lid on the first trash can will result in a foul odor filling your nostrils. If you take off the second trash can's lid, you might get spooked by the black cat that comes flying out of it (I did). Okay, enough fooling around. Get next to the manhole and use the manhole cover remover.

()x[{:::> Parisian Sewers

Now you're in those smelly Parisian sewers (where are all those rats

you hear about, anyway? And shouldn't George be making a joke about them right about now?). You should see a small red dot up ahead. Pick it up, and lo and behold, it's the clowns nose! Now you know how he made his escape.

Head up to the next screen to find yet another item the clown left behind, a soggy tissue. There is a piece of material snagged on the.. whatever that is.. After you have the material, climb up the ladder.

()x[{:::> Alberts House

Turns out there's a manhole inside that building that you couldn't get into earlier. Albert, obviously the man who lives there, is unfortunately standing right next to the manhole and sees you coming up it. He'll ask you what you were looking for, and go ahead and choose whichever you want. A little white lie never hurt anyone, so show him your police card. Albert will be more than happy to believe that you are an inspector. Now he will start telling you what you wanted to know in the first place.

Show him the piece of cloth that you found in the sewers. He has the jacket, but he sent it to a tailor named Todryk. Even though you don't expect him to remember the mans number, just your luck, it turns out that Albert learned a little mind-trick when he was in the desert that allows him to remember many numbers at once.

After you've talked about the important things, George will automatically leave. Use Flobbages telephone to call up Todryk, which will result in a rather confusing conversation.. Turns out Todryk knows nothing. Yeah, right. Now walk to the right and leave that way. Now you're on the Paris city-map.

Go to the dot to the south. it's the police station. You can talk to Grendamere, the officer standing at the front desk, but the conversation wont yield anything of real importance.

Now go over to the telephone and call up Nico. After a little bit of chat, she'll suggest you come over to her apartment. Do that next, of course.

Exit the police station and return to the city map. Nicos apartment is right next to the station.

()x[{:::> Apartment Complex

Now you're at the apartment building where Nico lives. Go up to the door. Huh? it's locked! Well, might as well go talk to the nice lady selling flowers across the street. Turns out Fleur is also a fortune teller and a good one at that. Talk to her about Nico and she will tell you how to get in.

()x[{:::> Nicos Apartment

Now you're in Nicos apartment. Not too shabby. From the way Fleur was talking, you would think that it was going to be a dump! you'll be coming back here many times in the game, so get used to it.

Hmm.. Nico thinks that the killings are a conspiracy and that multiple murders around the world are all linked together to one demented man who likes to play dress-up. Sounds pretty good to me.

There will be yet another new dot on the city map for you to go to. This time, it's up in the north of the city.

()x[{:::> Costume Shop

It's the costume shop where you suspect the killer got his clown outfit. Surprisingly Claude, the store's owner, recognizes the man in the photograph. He also tells you that the substance on that tissue you got in the sewers is actually Bestheimers number seven, white pancake. A flavor of greasepaint. Claude also tells you that the man in the photo was there this morning and checked out two costumes, one of which just happens to be a clown costume. He gave his name as Khan.

Claude has a trick up his sleeve before you go. He asks to shake your hand and gets you with one of those buzzers that shocks you. Since it upset George so much, he decides to give it to you. Just make sure you turn it off before visiting the toilet. Next to the counter there's a phonograph that you can crank to make some music if you're bored. When you're done talking to him, leave and the dot will turn gray on the city map, meaning you can't go back.

()x[{:::> Police Station

Head back to the police station. Sergeant Moue will be at the counter now instead of the other gendarme. Inspector Rosso is also in, so ask to talk to him. After a bit of idle chit-chat, Rosso informs you that investigations on the cafe bombing have been closed and that he has been taken off the case. When you tell him that you're going to investigate the case yourself, he seems to get a little excited and yells at you to forget the business of the clown, oddly. As soon as you're done gabbing with Rosso, you can talk to Moue again.

Now that all of that is over and done with, go to the phone and call up Todryk again. Since you know about the man named Khan now, Todryk seems to remember delivering his suit to his hotel, Hotel Ubu. Now you finally have some solid information on this Khan character. Head back to the city map and go to the new dot found in the southeast of the city.

()x[{:::> Hotel Ubu

The first thing you'll notice is that there are two shady looking characters standing outside the hotel. Their names are Flap and Guido and they're gangsters. When you ask them about Khan and the clown, they answer your questions rather unconvincingly. After you're done talking to them, enter the hotel.

you'll notice some rather nice piano music playing. Go talk to the pianist, Piermont. For a second she'll take something you say out of context. Turns out Ms. Piermont is a real life aristocrat with a family tree that goes back to the Normans. Poor Piermont. The only reason she's stayed in Paris is because a man named Moerlin has wooed her into love. Turns out, though, that Moerlin is actually Khan. This will make Piermont more than happy to help you catch Khan.

Talk to the clerk. He will blatantly lie to you about Khan being in the vicinity and won't be much help for now.

If you try and take the key to one of the rooms upstairs, the clerk will, of course, catch you and stop you. Now you need to go upstairs and try to get into either of the rooms. One of them is Khans and the other is currently vacant.

Go back downstairs and talk to the clerk again and ask about the key. Turns out that room 21 is vacant, but you can't check in because some other guests have reserved it already.

So, of course, go talk to your new best friend Piermont and ask her for her help in getting the key to room 21. She agrees to distract the clerk while you snatch the key. Yay! Watch the scene and make sure you pick up the key before he comes back.

Go upstairs and use the key on room 21. You can open the wardrobe but all you'll get is a small whiff of camphor. There's a phone by the bed but Nico isn't home. Finally, there's a small cabinet next to the bed which, while also being empty, smells like onions.. When you're done checking out the room, open up the window and climb out onto the (very small) ledge.

Thankfully, Khan left the window in his room open. Go in and check the cabinet by his bed. Nothing. Guess he was too smart to simply leave stuff laying around. If you check the bed you'll find the beat up briefcase that Plantard once owned. Sadly, it's empty as well (are we ever going to find something?). Finally, check Khans wardrobe. you'll search his pants, but yet again, find nothing. Now, try to leave.

Uh-oh..

it's Khan, and he looks.. unsuspecting! George will automatically hide in the wardrobe. Of course, the first place Khan goes is the wardrobe. Khan will make a quick change of outfit(giving George a really strange expression on his face. Not sure if he liked it or not! ;)) Thankfully, Khan wont notice you hiding. Now there's another pair of pants on the bed, joy! Search the pants. Finally, items! The first item is a matchbook and the second item is a pass card for an electrician named Thomas Moerlin(one of his aliases in case you forgot). Head back downstairs to the main room.

Now that you have proof that you are, indeed, Thomas Moerlin, you can check out what Khan left in the hotels safe.. or not. The clerk will still not agree to show you what Khan has. So, of course, go back to your best friend Piermont and ask her for a little help again. She'll be more than happy to oblige. She takes charge and pretty much owns the clerk. Piermont makes it clear that she really enjoys herself when she does things like this. The clerk will come back with what Khan was willing to kill for.

Before you leave, talk to Ostvald and show him the manuscript. He seems to know what it is and tells you that you're in great danger. Being the know it all he literally is, he tells you to put it back and leave here. This would be good advice, but you really need this manuscript. Okay, you're ready to leave, right? WRONG.

DO NOT LEAVE THE HOTEL!!!

If you leave the hotel, the gangsters will frisk you and find the manuscript on you. If they find it on you, you'll be taking a dirt nap instead of continuing on the adventure. So, go back upstairs

and into the vacant room once again. Climb back out onto the ledge and drop the manuscript onto the ground from there. Go back outside and after you get frisked, go into the ally and pick it up. you'll automatically go back to Nicos.

()x[{:::> Nicos Apartment

Now you're back at Nicos. Immediately show her the manuscript. you'll want to take the time to inspect each of the six sections of it. Also, you can talk to Nico about her most recent relationship. After you've exhausted all of the talk subjects, Nico and George will admit that they don't have much to go on. So, she suggests you go see a professor of history Nico knows, Andre Lobineau. He works at the Crune Museum and thats where you'll be going next.

()x[{:::> Crune Museum

Wheres Andre? Who cares! Talk to the deputy custodian Goinfre about the templars and the manuscript to reveal how much this guy knows about anything. Inspect the tripod in the center of the museum (look familiar?) to discover where the tripod was really found. You can try and move the curtain on the window but Goinfre will immediately go over and shut it. You can also try to go into the sarcophagus in the corner but he'll stop you from doing that too. Finally, you can get a little amusement out of pushing the totem pole back and forth if you want. When you're done fooling around, head back to the city map.

Hopefully you've noticed the arrow that has popped up in the top-right corner of the map. This arrow allows you to leave Paris to go wherever else in Europe you need to go. Go to it and walk to Ireland.

6.2: Lochmare, Ireland

The first thing you'll notice in Ireland is the small boy sitting to the next of the pub. Go ahead and talk to him for some less than insightful information. Tugging at the plastic cover and trying to open the grate both result in less than desired results, so go ahead and enter the pub before checking out the castle.

There are five people here for you to talk to. Go ahead and talk to them in no particular order. Sean Fitzgerald is sitting at the small table by himself. You can ask him about the castle but he really doesn't seem to know much about it.

Next, there's the two gentlemen sitting at the bar obviously enjoying a few beers. The one on the left is named O'Brien and will give you some useful information about Professor Peagram. Doyle is the name of the man next to him. it's immediately obvious that he isn't as knowledgeable as his friend and wont give you as good of information as O'Brien.

Behind the bar is the owner of said establishment, Mr. Leary. He says a pretty funny thing to George when you first talk to him, so make

sure you don't miss it. Go ahead and ask for a pint o ale, it wont do anything to you.

Finally, in the right corner is a man named Ron. At first, he comes off as extremely deranged but that changes later.. slightly. When you're done talking to this weirdo, take his necklace. Then, take the towel that sitting on the end of the bar.

Now, talk to Fitzgerald again. He'll find the fact that you thought he worked on Peagram's dig to be funny. Go outside and talk to Maguire. He'll tell you that he saw Sean working on the dig.

Talk to Fitzzy yet again. He'll call Maguire a little liar and stick to his story that he never did anything there. Go talk to Doyle now. Guess he needs a little bribing before he'll talk, so buy him a beer. NOW he can remember. Now that we know the truth, talk to Sean once again.

After Sean spills his guts on Peagram, the package, and Jacques Marquet, he'll run out the door. Screeeeeeeech....

Looks like the driver was dressed like a leprechaun. Can we guess who it was?

Well look what we have here. The car knocked the cover off of the switch outside the pub! George will push the button in the down position, but at the same time the switch will bust off into his hand.

Go inside and ask Mr. Leary for a bit o ale. Turns out you switch the beer pumps off and the dish washer. Good thing you're an electrician named Thomas Moerlin! Use the rabbit snare you got from that psycho Ron and replace the fuse with it. Now you'll need to work on the beer pumps downstairs.

Man, it's dark down here! If you can't find the lever, use the R button. it's right at the edge of the small bit of light in the room.

Go back upstairs and out of the pub. Try opening the trap door. Yep, thats what the lever was for.

Uh-oh.. Who's that? ... eek! it's Khan! Of course, George being the smooth talker he is, is able to convince Khan that he didn't see anything. Which just happens to be the truth. But he's also able to convince him that Maguire didn't see anything.

Go back in the pub and go downstairs again. Ahh, much better! Hey, what's that sparkling thing on the ground right under the trap door? Could it be the contents of the package that flung out of Seans hands as he was hit by the Ferrari? Yes, it is! Peagram's gem! Maguire will stick his head down in the hole and talk to you a bit. George tells him to keep his big mouth shut about this, just in case Khan decides to talk to him a bit himself.

Turn on the faucet and put the towel you got upstairs under it to make... a wet towel! Amazing! Leave the faucet on for Leary to turn off. No reason bothering to help that old coot.

Now, go outside and go to Lochmare Castle(the path is to the right of the pub) and talk to the man sitting on the giant stack of hay barrels. Tell him you'll guard his hay stack for him and he'll leave for MacDevitts pub. You can now climb the hay stack. Go ahead and do that.

At the top of the hay stack you'll have a bit of a problem getting over the wall. So, use your trusty manhole cover remover you got in Paris to carve out the space between two mortars. You can now climb over the wall!

Err.. why is there a goat in here? If you get too close, he'll ram you, so you'll have to find a way to get around him. Go over to the old broken piece of plow and move it. The goat will ram you again, but this time his rope will get tangled up in the old plow. Now you can climb down the stairs into the archaeological dig.

Make SURE you take the plaster of Paris! If you don't you'll have to restart your game! After you have it, push over the statue on the ground. Pick it up again and put the plaster in the finger-holes that it made. Now sprinkle some water from the soaked towel into the plaster-filled holes. The plaster will absorb the water quickly. Pick up the mold and put it in the five hole socket on the wall. The door will open. you'll be back at Nicos after a tiny cinematic.

6.3: Paris 2

After chatting it up a bit with Nico again, head out to the police station. don't bother going to the museum, Andre isn't there yet. Go to the police station and talk to Moue who's standing at the counter. He'll tell you that Jacques Marquet is hospitalized at the Hagenmeyer Clinic. You know where to go.

()x[{:::> Hagenmeyer Clinic

Try opening the door to the ambulance. Looks like George has ambulancaphobia..

Enter the clinic. Talk to Felix, the doctor standing right in front of the door. He wont have much to talk about, so speak to Elsa the receptionist sitting behind the desk. Show her Khans old electrician card and she'll tell you that Marquet has been asking for you! What are the odds. Turns out Marquet is on J-2, which happens to be the ward occupied by the evil Nurse Grendel! What are the odds. (:~P) She's really not a mean woman, Elsa is just jealous because she isn't getting as much of the good stuff as her.

Go down the hall to the north. you'll come across a janitor polishing the floors of the hallway. His name is Sam and the polishing machine is named Mr. Shiny. You can ask him some questions about Jacques Marquet and Mr. Shiny. As soon as you're done, go down into ward J-2. Grendel will immediately recognize you and tell you that visitors hours are over. George will plead saying that he's come all the way from California, but she wont care and will tell you to speak to the doctor.

Go back to where Sam and Mr. Shiny are. Try to open the closet next to them. Sam will stop you and says that the contents of that cupboard are his responsibility. The only way to make him forget about one responsibility is to mess with another, so go down the other hallway and un-plug Mr. Shiny. Quickly go and take the doctors

robe out of the closet. Viola! Instant doctor!

Head back to J-2. Nurse Grendel will somehow not recognize you from before and will tell you that the patients are ready for their inspection. She'll give you a device for measuring the patients blood pressure. You can also ask her about Marquet. Turns out he's in the exclusive room at the end of the hall. Try to go over there but a noisy patient named Eric will stop you, begging to get his blood pressure checked.

Being the fake doctor that George is, he wont do it correctly and you can't get past Eric until you successfully check his blood pressure. Go back to the main entrance and talk to Felix again. It just happens that Felixs nephew Bunny (thats a nick-name, thank God) recently graduated from medical school and needs to get a look around. Now Bunny will start fooling around.

(Note: On my third way through this game, I discovered a glitch I hadn't seen the first two times. It seems that Bunny doesn't want to follow me around at all now. Even though he doesn't follow me around though, he does appear behind you after a while as soon as you've entered a different place. It shouldn't be too big of a problem if you experience it though.)

Go back to J-2. Give Bunny the blood pressure gauge and then tell him to use it on Eric. While he's doing that go over to the room that Jacques Marquet is staying in.

Talk to the guard. Turns out Marquet has anthrax. Ironic, eh? As soon as you enter Marquets room George will automatically start talking to Marquet.

Marquet says some weird things, and then tells you that he has mistaken you for a Hashshashin. Plus, he wants you to deliver Peagram's gem to the grand master and tell him that he's found the tripod right here in Paris! After talking about a man named Klausner who's gone on a wild goose chase to Syria, another doctor named Braille will enter the room and tell George that Marquet has had enough excitement for the day. He then makes you leave because you're not supposed to be there(duh).

When you leave the room, Bunny will return your blood pressure gauge. He will then hear a noise coming from the room that Marquet was staying in. you'll watch Marquets heartbeat on a machine. Guess what happens? Yep. The doors locked too! The Gendarme blasts the door opens but it's too late. you'll be back at Nicos now.

()x[{:::> Nicos Apartment

you'll talk with Nico about Marquets assassination and will come to the conclusion that it wasn't Khan who was playing dress-up this time(although I bet he wishes it could of been). Leave for the city map.

()x[{:::> Crune Museum

Finally, Andre Lobineau will be in the museum. When you arrive, Goinfre will inform you that you've come at a very late time and the museum will be closing soon(don't worry, the museum wont close no matter how long you wander around). Of course, the first thing you should do is talk to Andre.

Andre is a really smart guy and answers all of your questions in excruciating detail. He'll tell you about the Hashshashin, Montfaucon, The Knights Templar,

and your manuscript. you'll tell him about how you heard some goons planning to steal the tripod, but he'll shrug it off because he thinks the security system on the thing is so great.

Since you know what's going to happen to the tripod, you'd better find a way to stay in the museum after it's closed. The sarcophagus in the corner seems like a good hiding place, don't you think?

Go over to the left corner of the museum. There should be a hot-spot that moves the shade covering one of the top windows. You need to wait for Goinfre to be looking the other way on the opposite side of the room to do it or he'll notice what you're doing and stop you. you'll have to go to the sarcophagus quickly or else you won be able to get in it in time. Once you're in it, Goinfre will alert Lobineau that it's closing time and they'll both leave.

it's the middle of the night and look who showed up! Flap and Guido are here to take the tripod. If you don't immediately push A on the hot-spot, you're dead. So, George will immediately hide behind the totem-pole and attempt to push it on the gangsters. If you tried to open the doors to the Lochmare Castle, you'll know why he couldn't. After someone else drops down from the ceiling and gets the tripod, pretty much everyone ends up being the loser.. or do they? you'll be back at Nicos apartment.

()x[{:::> Nicos Apartment

Wow! Nico sure is cool. Too bad nothing happened when you put them together.. Head to the city map and go to the newest dot on the map. The gendarme sitting at the cafe patio says some funny stuff, so you should talk to him. As soon as you're done, talk to the clown and try to juggle. Harder than it looks, eh?

Talk to the gendarme sitting at the patio. He'll tell you that your act could of still been funny if you were an actual clown(I guess a clown that doesn't know how to juggle can still be funny!) Try to juggle a second time, except this time put on the clown nose. The crowd will go wild and the clown will go storming off, forgetting one of his balls. Of course, George being the klepto he is, decides to take it instead of running up to the clown to give it back.

After the show, the gendarme will decide to actually do some policing for a change, giving you an opportunity to pry off that man-hole and go sewer diving. I wonder what the crowd thinks of that?

()x[{:::> Catacombs (Montfaucon)

Not quite what you expected, huh? Cross the crude bridge. Up north is something I can't quite identify. You can definitely beat the game without entering the door... If you press the B button on it a few times, George will admire the door, then discover a keyhole in the middle of the skull. If I could only find the key... It is interesting, nonetheless.

When you're done trying to open that mysterious door, go back to where you came from and inspect the boat, the wire connected to the boat, and the three arches. One of the arches is in much worse condition than the other two.. I wonder why?

Use your ever-useful manhole cover remover for a little destruction on that beat-up door thingy. Hmm... there's a mechanism inside the door.. Press it, and the door will open ever so slightly.

Pick up the hook from the pile of wire. George will automatically put it on the jammed door and use the wheel on the boat.

()x[{:> Hidden Room

What's this? Go up ahead and click on the magnifying glass icon that pops up on the small piece of light coming out of the hole in the wall.

What the hell is this?! A bunch of people you've never seen before, talking about something you were never meant to hear. Coolies! Wait.. there is ONE person you've seen before.. Bet you weren't expecting that.

George will take a brief second to realize what he's seeing, and then go back to eavesdropping on them.

Whoops. Looks like there's 2 people here you know. Eek.

After everything is said, the group goes off in a small boat down a canal. Go down to where they were and inspect what they were standing on, the stump in the center, and the canal they went down. Looks like George isn't up for a dip, so place the tripod on the stump and place Peagram's gem on the tripod. Pretty.

()x[{:> Nico's Apartment

George will excitedly tell Nico about how he actually saw the Templars. You'll tell her about the startling discover of the Neo-Templars who are out to stop those Templars that were in that room in the catacombs. Nico will tell you that Marib is a village in Syria. Guess where your next destination is? Syria should be on the world map now.

6.4: Marib, Syria

When you first arrive at Syria, talk to Nejo(the boy standing at the shop where you first arrived), Duane and his wife and the kebab seller. Then, head to the right of the marketplace and enter the next area. There will be a man selling some really beautiful rugs. Show him that old pack of matches that you got out of Khan's pockets and he'll move one of his rugs, revealing an entrance to the place described on said matchbook.

Welcome to Club Alamut, the most exclusive club in all of Marib(snickers). Talk to Ultar, the taxi driver. Turns out you need fifty bucks to go see the Bull's Head. Darn. Go to the door to the right of the room. The manager won't let you in there and will tell you to read the sign, which just happens to be in Arabic. Ask Ultar what the sign says and he will tell you. Hmm. I guess the toilet brush was stolen..

Go back out to the main marketplace and check out Arto's kebab stand. Nasty!!!

Go talk to Nejo again. Turns out he might be willing to help you get Arto's 'basting brush' back, but he needs a bit of convincing. Remember what you had in your possession that Nejo wanted so badly?

Yep, you're going to have to give him the ball you got from the juggler for him to help you get the brush back. A pretty fair deal, right? Nejo will tell you a little phrase in Arabic to tell to Arto that will convince him to give you the brush.

Go over to Arto and say the phrase to him. AAAAHHH!!!
That rat Nejo! Go over to him and ask him why he would do a thing like that, especially after you gave him something that he so dearly wanted. Hmm, looks like Nejo is even smarter than we thought.

Now that you have your brush, go show it to the owner of Club Alamut. He'll give you the key to the bathroom and storm off to fix his brush.

Enter the bathroom with the key. Open the towel dispenser with the key and 'borrow' the towel. After you have the towel, go over to the toilet and take the short length of chain hanging above the john. As soon as you have these two things, exit the bathroom and the club and go back to the main marketplace again.

Now it's time to get those fifty dollars you need. Go over to Nejo's stand and pet the cat. Immediately after the cat has sat on the shelf, ding the bell to call Nejo's father out. If done correctly, the cat should get spooked and jump on the table, knocking off a small statuette.

Think you can get fifty bucks with a broken statuette? Probably not. That's why we were going to fix it up a bit. Dip the broken statuette into your greasepaint.

Now that your broken statuette looks like an old antique statuette, show it to Duane. Usually you shouldn't try to fool a friend, but we'll make an exception this time.

With your fifty dollars in hand, pay a visit to Ultar. He'll be more than happy to give you a ride in his 'taxi' now. George will put the keys to the toilet on the counter. Maybe he's beginning to recover from his kleptomania?

Go talk to Ultar who's standing near the taxi. Hmm.. Seems the fan belt isn't working. Give him the towel and he'll fix it, giving you half of it back.

()x[{:::> Bull's Head Hill

Now you'll be at Bull's Head Hill. Sounds kind of like something's going to happen, with that spooky music and all.

Go over to the half-dead tree on the edge of that cliff and break off one of the branches. See that crack at the front of the cliff? Combine the stick you just got with the half of the towel that's still in your possession.

Use the Stobbart Stick-Towel with the crack and descend to the lower cliff. There will be a small niche in the wall up ahead slightly. Put your hand in the hole twice. George will pull the metal ring the second time, revealing a secret passageway.

Enter the passageway. You'll find someone you never had the chance to meet. Feel free to make yourself acquainted now, though.

After a little while, the door mechanism will start up again and the door will shut behind you.

Examine the statue by Klausner. Remind you of anything you saw on the manuscript? Search Klausner to find a lens. At the end of the room is a plaque of sorts that has an inscription on it. Since George doesn't have a camera, note-pad or anything, he has to look at it for a while and try to memorize it.

Crap! The mouth's opening! George will run to stop Ultar from coming in, but...

This next part is very complex with a lot of different ways to die. I'll try to lay them all out here.

()x[{:::> Conversation with Khan.

<----->

Code: S = Starting Question from Khan.

1 = Option 1.

2 = Option 2

3 = Option 3

<----->

S: Khan will ask you where Klausner is. The angel George and devil George pictures, of course, represent telling the truth and lieing.

S-1: If you tell the truth for the first question, he'll take your word for it. The next question will be if he was carrying anything of importance.

S-1-1: Telling the truth will result in George convincing Khan to not kill him.. for now. Khan will now ask you if there was anything else in the room.

S-1-1-1: Telling the truth once again will result in Khan finding out where the Sword of Baphomet is. Your only choice is to die like a dog or man.

S-1-1-1-1: Dieing like a dog results in you dieing like a dog.

S-1-1-1-2: Dieing like a man results in Khan wanting to shake your hand.

S-1-1-1-2-1: Simply shaking Khans hand results in your demise.

S-1-1-1-2-2: If you choose to shake Khan's hand with the buzzer you received from Claude earlier in the game, you will get the chance to punch Khan. George will then jump for the truck and escape.

S-1-1-1-2-3: Giving Khan the lens while shaking his hand will result in your demise as well.

S-1-1-2: Telling a lie will result in George telling Khan about the plaque anyway. Die like a man or like a dog?

S-1-1-2-1: Dieing like a dog means your demise.

S-1-1-2-2: Dieing like a man will result in Khan shaking your hand.

S-1-1-2-2-1: Simply shaking Khans hand will result in Khan shooting you.

S-1-1-2-2-2: If you choose to shake Khan's hand with the buzzer you received from Claude earlier in the game, you will get the chance to punch Khan. George will then jump for the truck and escape.

S-1-1-2-2-3: Shaking Khan's hand with the lens won't do any good. You are dead.

S-1-2: Lieing will result in him believing you. The next question will be if there was anything inside that room that was important.

S-1-2-1: If you tell the truth, he will tell you that the plaque says where the Sword of Baphomet is. Now that he knows this, you are no longer needed. You may now choose to die like a man or a dog.

S-1-2-1-1: If you choose to die like a dog, George will plead with him and tell him that he will give him money if he doesn't kill him. This will disgust the man and you will be shot.

S-1-2-1-2: If you choose to die like a man he will ask to shake your hand.

S-1-2-1-2-1: If you choose to simply shake Khan's hand, you will die.

S-1-2-1-2-2: If you choose to shake Khan's hand with the buzzer you received from Claude earlier in the game, you will get the chance to punch Khan. George will then jump for the truck and escape.

S-1-2-1-2-3: Giving Khan the lens won't help. You = dead.

S-1-2-2: George will try to tell Khan that there's a treasure map in there. Khan won't fall for it and George will tell him about the plaque. You now have the choice of dieing like a dog or a man.

S-1-2-2-1: George dies like a dog.

S-1-2-2-2: Khan wants to shake your hand for being so honorable.

S-1-2-2-2-1: George will shake Khan's hand and will be shot.

S-1-2-2-2-2: If you choose to shake Khan's hand with the buzzer you received from Claude earlier in the game, you will get the chance to punch Khan. George will then jump for the truck and escape.

S-1-2-2-2-3: Giving Khan the lens won't help.

S-2: If you lie to this first question, he will remind you that he's been following your every move since you arrived in Marib.

S-2-1: You've decided to tell the truth about Klausner. Now Khan will ask you if he was carrying anything important.

S-2-1-1: Telling the truth will convince Khan to not kill you for now. He will ask you if there was anything else in the room

S-2-1-1-1: You will tell Khan about the plaque. He will no longer need you, and will let you choose to die like a man or a dog.

S-2-1-1-1-1: Dieing like a dog.. You'd think he'd have some euthanasia

at least.

S-2-1-1-1-2: Dieing like a man. Khan will respect that and want to shake your hand.

S-2-1-1-1-2-1: Simply shaking his hand won't do any good. You're dead, buddy.

S-2-1-1-1-2-2: If you choose to shake Khan's hand with the buzzer you received from Claude earlier in the game, you will get the chance to punch Khan. George will then jump for the truck and escape.

S-2-1-1-1-2-3: Shaking his hand with the lens in it won't do anything. You're fresh meat for the buzzards.

S-2-1-1-2: You will try to tell Khan that there's a treasure map in the room. Nice try. You tell him about the plaque anyway. You're no longer needed. Choose how you will die.

S-2-1-1-2-1: Dieing like a dog will leave you dead.

S-2-1-1-2-2: Dieing like a man will make Khan respect you and want to shake your hand.

S-2-1-1-2-2-1: Simply shaking his hand isn't very smart. You're dead.

S-2-1-1-2-2-2: If you choose to shake Khan's hand with the buzzer you received from Claude earlier in the game, you will get the chance to punch Khan. George will then jump for the truck and escape.

S-2-1-1-2-2-3: Shaking Khan's hand with the lens won't do any good. Say bye-bye.

S-2-1-2: You convinced Khan that Klausner wasn't carrying anything. Coolies. Too bad you have to die now.

S-2-1-2-1: You die like the sad person you are!

S-2-1-2-2: Khan will respect you. He wants to shake your hand.

S-2-1-2-2-1: Shaking Khan's hand. Gee, think you were gonna die?

S-2-1-2-2-2: If you choose to shake Khan's hand with the buzzer you received from Claude earlier in the game, you will get the chance to punch Khan. George will then jump for the truck and escape.

S-2-1-2-2-3: Shaking Khan's hand with the lens you found on Klausner will sadly not do anything.

S-2-2: He'll ask you again if you know who Klausner is. If you lie to this question as well, you're dead.

WHEW! I hope that was all of the possible combinations. I might not have had to go into THAT much detail, but I wanted to, so nyah. You'll be back at Nico's Apartment.

6.5: Paris 3

You'll be talking to Nico about your recent life-and-death situation in Marib. A hilarious option will come up where you can give Nico the chain you got in the bathroom of Club Alamut as a necklace. She'll gladly accept it even though she comments on it being a little bit heavy. Leave Nico's apartment and head for Crune Museum to talk to Andre.

()x[{:> Crune Museum

Talk to Andre about your manuscript. He tells you that some of it has to do with a Spanish family. You can now go to Spain. George never gets a break!

6.6: de Vasconcellos Residence, Spain

You'll arrive at the de Vasconcellos residence via bus. Talk to the man watering the lawn, Lopez. He'll forbid you from entering the house and talking to the woman who owns it, the Countess. If you try to enter the house he'll stop you.

Walk all the way to the left of the screen where you'll find a section of the hose. Use the blood pressure gauge on it to stop the flow of water. Lopez will throw the hose down in a fit of anger and go inside to find out what's going on. He'll tell you to not enter the house, but of course you should do the opposite of what he says.

Once you're inside, you'll see Lopez sitting in the entrance to a room. Go down the hallway to the left of the staircase to make a few dogs bark. Immediately go and hide behind the suit of armor to avoid detection from Lopez. Once he's left the building, go up the stairs to see the Countess.

Of course, The Countess is startled to see a complete stranger walk in on her, but you'll convince her to hear you out. Talk to her about the Templars. She'll have a chess set that dates back to them with a missing piece.

After a bit of talking, Lopez finally comes up to talk to The Countess about you. Obviously he's going to be shocked that you're up here talking to her. He'll want to feed you to the dogs, but The Countess still wants to hear what you have to say so she decides to put that part on hold..for now.

You'll go up to the de Vasconcellos family mausoleum. Inside you'll see about five sarcophaguses, a statue of the Virgin Mary, a suspicious looking section of a wall and a large candle hanging about it all. There is also an open window to avoid stuffiness. Go over to the Virgin Mary statue and remove the cover that's over it's base. You'll find a checker board, strangely. Talk to The Countess some more about the Templars, the Virgin Mary statue, and finally the glass

checkerboard which you uncovered. George will suggest that some of the missing pieces of the board were deliberately taken out as chess pieces. The Countess will show a rare state of actual excitement and scream at Lopez to get the chess set from the house.

While you're waiting, ask her about the Templars some more. She'll say that Don Carlos was a family Templar who went missing. He went missing because during the inquisition the man who was put in charge of taking care of his children was killed and the children were taken away. He swore that he would go to the ends of the Earth to get them back and was never heard from again.

By now Lopez will be back with the chess set. The Countess will like you enough now to give you the honor of setting the chess pieces into the checkerboard. You'll have to figure out where three chess pieces go on the checkerboard. This is a little tricky, so here's the answer.

First, put the bishop(circular piece) at the top. Then, put the knight(guy with shield) in the middle. Finally, put the last piece under the knight.

Remember that suspicious piece of wall I was talking about? Well, it was actually a hidden compartment containing the HOLY GRAIL!!! ... actually, it's just a chalice. It's still cool, though. You'll be back at Nico's.

6.7: Paris 4

Okay, you got the chalice but you still haven't found the missing knight. Even though it's not necessary to find him in order to move along the quest, George still feels it in his heart to try and find Don Carlos for The Countess. Leave Nico's and head for the church.

()x[{:::> The Church (Montfaucon)

The gendarme will have some more funny thing to say. Congratulations, George! Not everyone can say that they're an urban legend. Go up to the church and talk to the priest. Have him polish your chalice since he seems 'so good at it'.

While he's polishing the chalice(That sounds like yet another slang term for..) inspect the statue and look through the scroll to see a section of the stained glass window. Place the lens you found on Klausner on the statue to see a very different picture.

The priest will be done polishing you chalice now. Turns out that there's actually a coat of arms on the chalice, not a simple engraving. Also, it seems that other people have seen a man burning at the stake in the stained glass. Maybe the lighting has to be just right.. maybe...

See those two tombs that are on the walls? Go to the one that's on the right side. Guess who you found?

Turns out there are a bunch of biblical references on the tomb as well. Since George has an almost photo graphical memory, he'll be able to

remember them quite easily. Leave the church and go to the Crune Museum for a chat with Andre.

()x[{:> Crune Museum

Gee, ya think Andre will ever get done studying whatever it is over there? Go over and talk to him about the three-headed statue you saw in Syria. Andre says that it could possibly be Baphomet, the idol described by the Templars. Turns out one of the statues of Baphomet just turned up right here in Paris about a month ago! Word! You have all the information you need, so head to the new dot on the map.

()x[{:> Institut Hermetique de Nerval

Talk to the painty painter at the entrance to get a bit of information about the dig going on downstairs. Make sure you don't inspect the dumpster. The painter's very attached to it. He also won't let you near his bucket of paint, so getting some of that is out of the question as well.

Go downstairs where you'll find a guard doing what he does best, guarding a door. Try to get into the bathroom, but you find that it's locked(what's up with locking a bathroom, anyway).

Ask the guard for the key, which we will surprisingly give you without any hassle. Enter the bathroom. Damn. This place makes the Club Alamut's bathroom look like something made for royalty. Steal the bar of soap off of the faucet. Time to make a counterfeit!

Start by combining the soap bar with the key. Then combine the soap bar key with the plaster and fill it up with water from the rusty old sink. Then use the hand-dryer on the wall to dry up the mold (I wonder why the mold in Lochmare Castle didn't need to dry? What a paradox!). You can only imagine what the guard is expecting to smell after George opens the door after being in there for so long.

After you've left the bathroom, give the guard the key-ring back. Go upstairs and try to put the fake key in the pot of paint. The nasty looking painter won't let you of course, so you're going to need a bit of help. Call up Nico on the phone. She'll know how to keep him busy.

Go back upstairs and tell the painter that he has a phone call. He'll leave giving you enough time to get that key painted. Okay, now the key doesn't LOOK like plaster, but it still feels like it. Hmm...

Go back downstairs and ask the guard to go into the bathroom again. Inside the bathroom, switch the excavation key on the ring with the fake key you made.

Now go back to where the guard and excavation door are. There's still that problem about the key still feeling like plaster... Okay. There should be a hot spot on the wall. It's actually a thermostat. Talk to the guard about it and he'll tell you that he has to keep it warm. So, go turn it down without him noticing and he'll put on a pair of white....surgical gloves? Anyway, now he won't notice that the excavation key doesn't feel right, so you can give him the key-ring without any worries.

Okay, so you have the key. But there's still the issue of the guard guarding the door.. Call up Nico again. She'll call back soon to talk to the painter again.

Watch the short scene and enter the excavation site.

()x[{:::> Excavation Site

Creepy, huh? Check out everything and when you're done place your shiny chalice on what looks like an engraving of a fancy fan. It's down the ladder, in front of the idol. You'll see the image and it's off to Nico's Apartment.

()x[{:::> Nico's Apartment

You'll talk to Nico about the picture on the chalice and then it's back to Spain to give The Countess back her chalice.

6.8: de Vasconcellos Residence, Spain 2

When you arrive at Spain for the second time, talk to Lopez for a heartfelt apology to the way he acted towards you. After you've talked to him, go up and see The Countess who is sitting in her usual chair. You'll give her back her chalice and you'll talk some more about Don Carlos and the missing children. As soon as you're done, head back downstairs and take Lopez's mirror. It's hanging in the utility room.

Since neither of you know your bible verses, head out to the mausoleum and get the bible that's sitting on the checkerboard. With bible in hand, return to The Countess to see what those verses say. But before you do that, put the greasepaint tissue you've had for so long on the end of that rod sitting by the checkerboard. George will light the large candle hanging above him but the air from the open window will blow it out. Move around a little until you get the two gears turning symbol on the window. George will close it, leaving you with the ability to burn down a priceless candle to the bare wick! YES! Put the now red greasepaint tissue on the end of the rod and light the candle again. You'll see a very short clip of the candle burning and you'll get something. Now go and see The Countess.

You and The Countess will read the verses. The well is deep? Save me from the lions? Huh? It's all very confusing... The Countess doesn't know of any wells, but figures that there had to of been one around here at one point or another. You can also talk to her about the key you found. At first she'll be pretty mad that you lit her irreplaceable candle, but then she will forgive you saying that sentiment shouldn't stand in the way of this great mystery. Go see Lopez and ask him about that well.

Turns out there IS a well, but it was covered over at least a century ago. How do we find it? Lopez doesn't know either. If you keep pestering him, though, he'll eventually think of a way. So, the Spanish people have a secret way of getting water, huh? Well, not really. It's more like the people of Earth have a secret way of getting water, but we're getting off track here.

Lopez will point you in the direction of some hazel trees to get the correct type of stick. So, go over there and try to find one. Darn! There aren't any. Go to the far left of the screen where Lopez's hose kind of disappears into the wall. There should be a tree here with a suitable branch.

Go show the stick to Lopez. He'll tell you to simply hold the stick at the upper ends of the Y and walk around until you notice a slight twitch in the stick. Sounds easy, right? Riiiiight...

After hours of searching, George finally finds something! A... tin can. Even though it MIGHT be really old, George orders Lopez to simply toss it away. When Lopez tosses it over his shoulder though, it falls for a loong way and makes a 'splash'...

.....

Yep, guess what you found? The well. Are you expecting me to believe that Lopez NEVER noticed that? Not once, even though he's been working as the gardener all his life? Grrr....

()x[{:::> Hidden Well

Okay, you're down the well. Now what? You'll see a lion-shaped door, kind of reminiscent of one of those bible verses, eh? Inspect it, and you'll find out that one of the fangs is a seperate piece. Press it, and be ready to press that A button again immediately unless you find George becoming flat as a pancake FUNNY! which I do.

Okay, the Templars old trap didn't get you. But how do you get in if that wasn't the door? Place Lopez's mirror on the wall of the well near the rope that you came down on. See something in the reflection? There's some kind of socket there.

Take out the strange key you found in the large candle in the mausoleum and use it in the socket to open up the door and see what's inside....

Right about now was when I really realized how gripping the story in this game was. I was actually sad at what I'd found.

After your discovery, you'll give The Countess her chess piece back and you'll be back at Nico's.

6.8: Paris 4

()x[{:::> Nico's Apartment...AGAIN.

Andre will be here with Nico this time. You'll talk about all of the things George has found so far and George will brag a bit about how he was almost killed so many times.

Andre will also note that one of the phrases was said by Julius Caesar. This will lead you to the Island of Britain, at Bannockburn, in a church. Guess what? Nico's actually coming along this time! Sweet! But Andre can't come. Eh, who cares! You'll find yourself on a train headed for Britain.

6.9: The Train

The only thing you can do right now is leave for the hallway. Nico's stops you though, just in time for a guy to come in and take your tickets. Hmm.. familiar, eh George? Anyway, try to leave again. Nico will let you go and she'll tell you to get her some food.

Pop in the room that's to the left of yours. You should see a guy in a referee shirt and hat combo and another guy who looks like he's had too much to drink. Talk to both of them (George won't bother to wake the one guy) and go back out to the main hallway.

Go all the way to the left and proceed to the next area of the train. You'll recognize someone.. George will also recognize the conductor.

Go back to your section of the train and back to your room. Crap.

Finally, Brasher will actually be of some use. Talk to him and then use the window.

Brasher will think you're trying to commit suicide but after you tell him you're trying to get on top of the train he'll help you.

DON'T TOUCH THE LARGE METAL OBJECT ON THE LEFT SIDE OF THE TRAIN!

If you do, it will shock George and he'll go flying off the side of the train. Walk to the right to the next screen. Climb down the ladder and enter the room.

You'll walk in on the old lady fighting Flap. Damn! That ***** got it goin' on! Too bad Eklund has to ruin it all. As soon as the 2 cogs turning symbol pops up, press it to avoid being shot.

The 'old lady' and George will get into a conversation. Bet you weren't expecting that.

Go over to *ahem* 'untie' Nico. After that's done, exit through the left door.

6.10: Bannockburn Church, Britain

George and Nico will make their way to the church. George will note his feeling of insecurity without a gun but Nico will try to comfort him by telling him what was inside Khan's purse. Enter the church.

Examine the pile of rubble four times. Prepare for a laugh the fourth time...Then inspect the square thing to the left of the demonic statue. George will turn the handle

L: Paris 1: Inside Destroyed cafe

()x[{:::> IN: Manhole Cover Remover

D: "It was a metal rod with a handle at one end and a short cross piece at the other."

L: Paris 1: Flobbages Tool-Box.

()x[{:::> IN: Clowns Nose

D: "The nose was hollow. Printed on the inside were the words: La Risee du Monde, Paris. It was a bright red plastic nose, part of a clowns costume."

L: Paris 1: Sewers

()x[{:::> IN: Soggy Tissue

D: "It was the soggy tissue Id found in the sewers." The soggy tissue has theatrical greasepaint on it.

L: Paris 1: Sewers

()x[{:::> IN: Piece of Material

D: "It was the scrap of material Id found in the sewer."

L: Paris 1: Sewers

()x[{:::> IN: Killers Snapshot

D: "It was Nicos photograph of the man we suspected of killing Plantard."

L: Paris 1: Nicos Apartment

()x[{:::> IN: Hand Buzzer

D: "It was the Shake n Shock Company of Utah buzzer Id been given by the man in the costume shop."

L: Paris 1: Costume Shop

()x[{:::> IN: Key to Room 21

D: "It was a key ring bearing one large brass key and a tag which read Hotel Ubu."

L: Paris 1: Hotel Ubu

()x[{:::> IN: Thomas Moerlins Passcard

D: "It was the card Id found in the hotel bedroom. It read Thomas Moerlin,

Gruber Electronics Corporation.

L: Paris 1: Khans Room in Hotel Ubu

()x[{:::> IN: Matchbook

D: "The matchbook bore a pattern of swirling color and the words: Club Alamut."

L: Paris 1: Khans Room in Hotel Ubu

()x[{:::> IN: Ancient Manuscript

D: "It was the ancient manuscript which Khan had stolen from Plantard."

L: Paris 1: Hotel Ubu

()x[{:::> IN: Rabbit Snare

D: "It was a short piece of wire, twisted into a rough circle."

L: Lochmare: Pub

()x[{:::> IN: Towel

D: "It was a rectangle of toweling, printed with the words: Gopaleens stout builds body!"

L: Lochmare: Pub

()x[{:::> IN: Flashlight

D: "It was the barmans flashlight."

L: Lochmare: Pub Basement

()x[{:::> IN: Peagram's Gem

D: "It was a large blue gemstone."

L: Lochmare: Pub Basement

()x[{:::> IN: Plaster of Paris

D: "It was a handful of plaster left in the castle by Peagram's team."

L: Lochmare: Peagram's Archaeological Dig inside Lochmare Castle

()x[{:::> IN: Mold

D: None

L: Lochmare: Peagram's Archaeological Dig inside Lochmare Castle

()x[{:::> IN: Blood Pressure Gauge

D: "It was a device used for measuring peoples blood pressure."

L: Hagenmeyer Clinic: Given to by Nurse Grendel

()x[{:::> IN: Tripod

D: "It was a simple yet elegant tripod made of metal with traces of colored enamel still visible in some places."

L: Nico's Apartment: Given to by Nico

()x[{:::> IN: Ball

D: "It was the bright red ball I'd got from the juggler."

L: Paris: Outside Church

()x[{:::> IN: Toilet Brush

D: "It was a short handled brush with worn and matted bristles."

L: Syria: Given to by Nejo

()x[{:::> IN: Bathroom Key

D: "It was the key to the club toilet."

L: Syria: Given to by Club Alamut owner

()x[{:::> IN: Towel

D: "It was a length of course gray toweling from the toilet of the Club Alamut."

L: Syria: Club Alamut Bathroom

()x[{:::> IN: Short Chain

D: "It was the short length of chain I'd taken from the toilet of the Club Alamut."

L: Syria: Club Alamut Bathroom

()x[{:::> IN: Statuette

D: "The statuette looked pretty sorry for itself after its fall; chipped with both arms broken off."

L: Syria: Nejo's Stand

()x[{:::> IN: "Marble" Statuette

D: "The greasepaint had worked magic. Now it looked like aged marble instead of cheap plaster."

L: Syria: Made by George

()x[{:::> IN: Fifty Bucks

D: "Fifty bucks! In the States I'd have thought of it as a good night out. Here in Marib it represented hard currency."

L: Syria: Given to by Duane

()x[{:::> IN: Piece of Towel

D: "It was half of the towel that I once had."

L: Syria: Given to by Ultar

()x[{:::> IN: Stick

D: "The stick I'd broken off was surprisingly hard and flexible."

L: Bull's Head Hill

()x[{:::> IN: Stobbart Stick Towel

D: "I was now in possession of the Patented Stobbart Stick-Towel! If I could only think of a use for it..."

L: Bull's Head Hill: Made by George

()x[{:::> IN: Lens

D: "It was the lens that I'd found on Klausner's body."

L: Bull's Head Hill: Taken from Klausner

()x[{:::> IN: Chalice

D: "It was hard to believe it was the same chalice. Now the light gleamed off its perfect surface."

L: Spain: Templar Mausoleum: Polished by Priest in Parisian Church

()x[{:::> IN: Key Ring

D: "On the key ring was a big, old key that looked like it might fit the excavation door."

L: Institut Hermetique de Nerval: Given to by Guard

()x[{:::> IN: Bar of Soap

D: "It was the bar of soap I'd stolen from the washroom of the Institut Hermetique de Nerval."

L: Institut Hermetique de Nerval: Bathroom

()x[{:::> IN: Key Mold

D: "The bar of soap had the imprint of a key in it."

L: Institut Hermetique de Nerval: Made in Bathroom

()x[{:::> IN: Filled Key Mold

D: "I had filled the key's imprint in the soap with dry plaster."

L: Institut Hermetique de Nerval: Made in Bathroom

()x[{:::> IN: Phony Excavation Key

D: "It was my plaster copy of the excavation key. Trouble was, it looked like plaster and it felt like plaster."

L: Institut Hermetique de Nerval: Made in Bathroom

()x[{:::> IN: Real Excavation Key

D: "It was the key to the excavation I'd purloined."

L: Institut Hermetique de Nerval: Gotten from Guard (sorta)

()x[{:::> IN: Mirror

D: "The mirror from Lopez's utility room. Yup, I was still looking fine."

L: de Vasconcellos Residence, Spain 2: Lopez's Utility Room

()x[{:::> IN: Spanish Bible

D: "It was the Spanish Bible I'd borrowed from the mausoleum."

L: de Vasconcellos Residence, Spain 2: Mausoleum

()x[{:::> IN: Red Soggy Tissue

D: None

L: N/A. The original soggy tissue turns red after being on fire.

()x[{:::> IN: Strange Key

D: "It was a smooth, intricately carved piece of stone that had been concealed inside the great candle."

L: de Vasconcellos Residence, Spain 2: Mausoleum

()x[{:::> IN: Y-Stick

D: "It was a thin, supple twig of hazel."

L: de Vasconcellos Residence, Spain 2: Front Yard

()x[{:::> IN: Old Pipe

D: "The pipe could have been anything from fifty to several hundred years old..."

L: Bannockburn Church, Britain

()x[{:::> IN: Old Coin

D: "It was an old coin."

L: Bannockburn Church, Britain

()x[{:::> IN: Metal Cog

D: "The cog was one of those objects I wished I hadn't carried in my pocket."

L: Bannockburn Church, Britain

()x[{:::> IN: Pen Cap

D: "It was a black plastic pen top."

L: Bannockburn Church, Britain

()x[{:::> IN: Cog and Spindle

D: "The cog was mounted on a short, slim spindle."

L: Bannockburn Church, Britain

()x[{:::> IN: Handle

D: "It was the handle from the church tower's winding mechanism. It had cog teeth mounted near it's base."

L: Bannockburn Church, Britain

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o()xxxxx[{:.....>

SECTION 8: Thank You's and Copyrights

1. Thank You's.

I just want to say thank you to www.gamefaqs.com for hosting this walkthrough. I've been coming here for over 3 years and this is my first one, so I hope it's good. Thanks to Revolution for making a version of this game for GBA. I've tried to track down an original Playstation copy but I haven't been able to find one yet. Thanks to Bam! for publishing this great game! Hopefully, if Broken Sword 2 or 3 ever get ported, Bam! will be there to publish either of them. And, of course, thanks to you for reading this! I always want feedback, so if you have any questions or comments, feel free to e-mail me!

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