

# Broken Sword: The Shadow of the Templars FAQ/Walkthrough

by Andrew Testa

Updated to v1.1 on Feb 26, 2005

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.

"I'm not running away from my responsibilities. I'm running to them...

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* ...there's nothing negative about running away to save my life..."
** - Yossarian, Catch-22

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BROKEN SWORD: THE SHADOW OF THE TEMPLARS (GBA)  
FAQ/Walkthrough (Version 1.1; Feb 26th, 2005)  
Written by TestaALT <TestaALT@aol.com>  
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T A B L E O F C O N T E N T S  
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Broken Sword: Shadow of The Templars (SoTT) is, without a doubt, a fantastic mystery game. It combines the thrill of finding new clues with the quick-witted quips that are aplenty. Enjoy quotes that not only mock construction work but also America in general! However, SoTT falls short because it has horrendous replayability. After playing through SoTT once, it won't be funny or entertaining anymore. Nevertheless, SoTT is a good rent (if you have money), borrow (if you have friends), or return (if you like to rip stores off).

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No manual?

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2.1 - Story

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George Stobbart, an American tourist, saw a clown blow up a cafe and take a briefcase. Yes, the police will definitely believe that. Looks like its up to you to find out the truth.

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2.2 - Controls

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- A: Used to accept commands, pick up items, and start/continue conversations.
  - B: Describes items/people. Also can cancel/exit menus.
  - R: Cycle though options in area.
  - L: Open item menu.
- Control Pad: Used to move around in game and cycle through options.

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WALK.NOW.

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3.1 - Paris

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

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Street  
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After the introduction, check the table to the southwest and also the broken glass window. Not much in the form of clues from both of them, so walk over to the streetlight and pick up the newspaper. After reading the suspicious writing on the back, George will pocket the newspaper. Next, walk into the cafe.

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Cafe  
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A dead man resides near the door. George will check his pockets, but it is to no availability; it seems this very dead man has no identification. On the other side of the room you will find a bottle of Brandy, but we don't like that stuff. A waitress is sitting south of the bar. Talk to her, and tell her that you are a Doctor. Also give her the bottle of brandy; she has had a hard day.

...but not that hard of a day. She gobbles the Brandy like it is air! It seems she hasn't lost consciousness yet, as she asks if the man is dead. Tell her the truth; he looks dead enough. Now you can finally question her. Opt to ask her everything you can. Choose the same option, such as the dead man, until it is not an option anymore. This signifies that you have asked her everything you can about the subject.

Besides her own suspicion that the dead man was having an affair, she won't be very helpful. There are not any clues in this room, so leave the cafe the way you entered.

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Rosso's Questioning  
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Once outside, head to the northern area to meet Moue. It seems Americans are never innocent. Rosso will break up the arrest and bring you into the Cafe for questioning.

For the first question, answer that you saw him enter the cafe. For the second, choose the clown option. Rosso will tell you to kindly leave and give his card just in case you remember anything else. Of course, it just happened five minutes ago - I can't imagine George recalling anything else.

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Questioning Nico  
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Outside, a woman will be walking around, taking photos of things. Talk to her and George will take it away. Her name is Nico, she's a Reporter, and, most importantly, she knows about the clown. If you press her on the matter, though, she'll say that it's a long story and she doesn't have time to tell you. Choose the next option, the dead man, and she'll give you his name (Plantard). It seems Plantard wanted to meet Nico at the cafe because he knew of a really good story.

After the small conversation, Nico will cut it off, saying that she has to develop some pictures. George, being the sly dog he is, gets Nico's number. We could all learn from the great George Stobbart. Alone again, it's time to investigate further. Walk up the road to the northern area you were at earlier. Y'know, the one where Moue pulled a gun on you.

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Construction Site  
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Talk to the construction worker, Flobbage, who seems to be digging some sort of hole. Talk to him about the clown - pursue the conversation a couple times and Flobbage will say "I wondered what that bang was...!" Heh heh, either they are stereotyping the French or construction workers, probably the former.

Anyway, continue questioning him about everything. George will say he's a cop when you flash Rosso's card to him. Give him the newspaper and Flobbage will reveal what the writing on the back of the newspaper means. Something about a race horse. He'll go off to bet on that same horse. Construction workers. But who cares, you can now raid his toolbox!

Do just that, and take the T-shaped tool from his box. George will automatically do it, saying that "it looks useful." Ha. Try the door near the construction site but it's securely locked. Ignore the telephone - you don't need to call anyone right now - and go back to the cafe west of this screen. Walk down the road to the streetlight and go east, over to what looks like an alley.

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Alley  
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The clown escaped this way, as you might already know. Try to climb the drain pipe near the entrance to this area, and George concludes that the clown didn't use that to get away. Check both of the trash cans in this area to find out that he isn't hiding in those. Of course, if he was, he must smell horrible. Finally, use the T-shaped item (in the item screen) to open the manhole. George, of course, repockets the tool. We must have to use it again. Enter the manhole.

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Sewers  
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Interesting sewer we have here. A red ball resides in the middle of the walkway. Walk over to it and George will realize it is the clown nose! No, the clown definitely wasn't down here. Continue to the next area of the sewers to find a soggy tissue. Walk south and pick up the scrap of material off of the "thing." It is a piece of the clown costume! Boy, this clown must have a good time dropping incriminating clues on the ground. Exit via the ladder.

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Albert's House  
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Albert thinks you're a bad guy. After George calms him, ask him about the clown. Albert won't budge - he thinks you're in the same "league" as the clown. To further his suspicion, he doesn't know what you are doing down in the sewers. Show him the police card that you obtained from Rosso and he'll think you are a policeman.

Now he is putty in our hands. Ask him about the clown, Plantard, and the briefcase. He will give you good answers to each of the questions. It seems the briefcase is of some importance. Finally, show him the clown scrap to him and it seems he has the clown costume, but it's in repair. He knows all the specifics on it, though, from time at the "desert." I wanna go to the desert. When you are done questioning him about the jacket, opt to leave his house.

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Construction Site  
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Albert knew the phone number and the telephone is right there. It practically has "Call Todryk" in neon lights over it. So call the guy. It turns out that Todryk doesn't know anything at all about a bombing, or Plantard, or the clown. He doesn't know nothing! Leave the construction site to the east.

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World Map  
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Go to the southern dot on the map.

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Police Station  
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Fancy police station... anyway, talk to the guy at the counter. He isn't much help, though. Rosso and Moue both aren't here, so decide to end the conversation and use the telephone at the far west of the room. Call Nico and George will brag about everything he has discovered. Nico is so impressed that she'll invite you over to her apartment. Oh my! Exit the police station.

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World Map  
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Nico's apartment is in the middle of the three dots, to the left of the police station.

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Apartment Street  
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Walk over to the door in the middle of this area. It will be locked. South of the door you'll find an old lady. Talk to Fleur; she is a flower seller by day and a fortune teller by night. Ask her about Nico and she'll give you the trick to opening the apartment door. Continue talking about Nico to find out that she isn't really successful. Ignore the other options (they both yield nothing) and open the door to Nico's apartment.

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Nico's Apartment  
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A snowman, a penguin, and now a clown! Osh Begosh, I think Nico is on to something! Continue to talk about everything you can - Nico will find a shop name in the clown nose. I guess George thought it was mucus. She'll shoot down most of the other items you let her see, though. Talk about her and she'll go on about her father and college. When there are no options left, opt to leave.

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World Map  
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Enter the new dot - it should be the most northern dot, also.

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Costume Shop  
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At the costume shop, talk to the man on the other side of the counter. Claude, the shop worker, starts up the conversation with some idle talk about dressing up. Next, we get to the questioning. It seems that Claude sells substantial amounts of clown costumes and can't look in the records for anyone who has bought one. He recognizes the substance on the tissue has grease paint, "white pancake."

This guy must have quite a nose. Claude also knows the man in the photo that you acquired from Nico. His name is Khan. Anyway, opt to leave and Claude will have a little surprise for you. He gives the electronic device to you as a gift, I guess he has a ton lying around. After the trickery, leave the Costume Shop.

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World Map  
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The costume shop dot will turn black, signifying that you can't go back to that dot. Return to the police station, which is the most southern dot.

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Police Station  
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Talk to the guy at the counter. It's none other than Moue. He must be workin' counters now. Talk to him about Khan, to which he doesn't know anything, and then about Rosso, who is at the police station currently. Rosso will walk out to the counter, and in the words of George: "He was pompous, and patronizing, but he had style."

Quiz Rosso on everything that you have found. He won't budge from his original tirade, though, that you shouldn't investigate the clown. After talking to him, finish up questioning Moue, who will also say nothing and admit everything is "circumstantial." I think the developers are trying to depict that police people aren't helpful. D:

Well, now that we know the suspect's name is Khan, we might as well call Todryk again. Use the telephone in the police station to call him. Choose the

third option - Khan - and Todryk will spill where Khan is located. We've got you now, Mister Clown! Exit to the world map.

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World Map  
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Walk to the southeast dot, now, next to the river.

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Hotel Ubu  
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What an extravagant exterior to a hotel. And two suspicious looking characters near the entrance to boot. Talk to both Flap and Guido about everything - all the options - and they'll answer rather oddly, like they are hiding something. Anyway, enter the hotel.

Inside, talk to the pianoist, Piermont, who acts all snobby and "royalish." She'll talk about her dead husband and how he made a good excuse to leave to Paris. Witch. Continuing the conversation, she talks about the man of her dreams that she saw a little while ago. Blah blah blah. Show her the picture of Khan and she'll recognize it as the man of her dreams!

Moerlin is the name she got from him. She'll talk about Moerlin giving the clerk some papers. Talk to the guy reading the newspaper next to the statue now. He knows that Khan is a killer ("amongst other things"), but he won't help you investigate. After this, talk to the clerk at the counter to the west.

He denies everything but, according to George, his expression changed when he talked about the scar. The clerk won't give you access to anything unless you have an investigator's license, so he turns out to be a dead end. Try to get the keys north of the counter and the clerk will catch you. Nothing more down here, so ascend upstairs.

The two doors on this floor are both locked. Blast. Go back downstairs and talk to the clerk about keys. It seems that one of the rooms is vacant. However, guests will be arriving for that room, so you can't buy a night there. Talk to Piermont about the keys and she will distract the clerk long enough to get your key!

Walk back upstairs and open the first door. In this room, try calling Nico on the left side of the phone, but she won't pick up. Open the drawer on the other side of the room but it won't yield anything, either. Enough horsing around - go over to the window and, after opening it, walk outside to the ledge.

Side over to the east where Khan's room resides at. It seems that Khan likes to leave his windows open so unsuspecting burglars can jump on in. Check the drawer on the right side to yield nothing - I guess the assassin was smart enough to not leave incriminating evidence lying around. This must not be the same clown. Walk to the front of the bed and check the bed. George will find Plantard's briefcase, but Khan wasn't stupid enough to leave anything in there.

Check the wardrobe, which is to the left of the bed. Finally, try to leave. Khan will be just outside the door, but - thankfully - he won't see George. Immediately, George will hide inside the wardrobe. Immediately, Khan gets a new suit in the wardrobe. Khan must be blind along with having a scar,



because he won't see you. After Khan changes, he'll leave the room.

Walk on over to the bed and check the pants that Khan left. Cool, we found an electrician's passcard! And Thomas Moerlin was one of the names Khan was using! Leave the room and walk downstairs to the lobby. Talk to the clerk about the passcard but he \*still\* won't give you passage to the safe.

Return to Piermont and talk to her about the passcard. She'll agree to help you again with the clerk. You just gotta know how to rid'em. Once you get the parchment, talk to Ostvald about the parchment. It seems he knows something. Choose the match option and he'll say something incomprehensible. Now it's time to go back upstairs.

Return to the first room and out to the ledge. Go to the item menu and choose the parchment (it should be the first option). George will toss the manuscript to the alley floor to make sure the two men outside don't take it from him. Now that you don't have the manuscript, walk out the front door of the lobby. After being checked by Guido and Flap, go to the alley to the west and pick up the parchment from the ground. Finally, you'll be taken back to Nico's apartment.

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Nico's Apartment  
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After sitting down, talk to Nico about the manuscript. And talk to her again about the manuscript. And talk about the five sections of the manuscript. And talk about Nico's past boyfriends. Finally, talk about the matches and clown. Then we're off to the museum in search of "some guy who gets horny on fossils."

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World Map  
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Crune Museum is located to the southeast, next to Ubu Hotel, which is now a black dot.

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Crune Museum  
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Walk inside the museum and talk to Goinfre, who will be walking back and forth at the northwestern part of the room. Goinfre doesn't know anything about the Shadow Templars, so take a peak at the thing in the middle of the room. It is the tripod, and George gets an epiphany to tour Ireland. Now that we have the information we need, leave the Museum.

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World Map  
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Walk to the northeastern part of the map and you'll be transported to the Europe map. Walk to the northwestern dot, which some of you more intelligent people might know as Ireland. Enter.

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Street  
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On the street, talk to the boy beside the bar. His name is Maguire and he won't give up much enlightenment on anything. It seems that the castle is locked up, but that's about all he'll tell you. Kids. Anyway, the entrance to the bar is right near Maguire.

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Ireland Bar  
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What a stereotypical bar! Talk to the man in the blue shirt on the counter of the bar. Ask him about the castle but he won't know anything. Continue by saying that you are a Professor and he'll ask why you aren't with the other people.

Talk to the man standing next to him. O'Brien knows that no one is permitted into the castle, and that Professor Peagram dug up a gem. He left mysteriously afterwards, though, so you can't question him or anything. Continue talking to O'Brien and say that you aren't a Reporter - apparently he hates them.

After this, converse with the man sitting at the table in the middle of the room. His name is Sean Fitzgerald, and apparently he used to play at the castle as a little kid. However, when someone died one day playing, he never went there again. If you want to knock down a pint or two of Ale, just ask the Bartender, Leary.

Lastly, talk to the man in the eastern corner of the room. At first, George (being the cheapstake he is) thinks that the necklace wire is for a woman. The man corrects him, saying that it is for a rabbit. After the conversation, take the necklace from the table. And after that, loot the towel at the end of the bar.

With the booty in hand, walk back outside and talk to Maguire again. This time, however, bring up Peagram in your chat. If you press the option enough, you will find out that Sean actually worked for Peagram! Back at the bar, converse with Sean again. The usual: he exclaims that Maguire is lying.

Armed with a lie, talk to Doyle now. It seems he doesn't know anything at first, but he quickly realizes that his brain needs some \*lubrication\*. Buy him some beer and his brain circuits will suddenly start functioning again - Sean was working with Peagram.

Confront Sean and he'll think that you are from social security. With that in mind, he pours out everything he knows about Peagram, the gem, and this Marquet guy. Try to persuade Sean to give you the package but he'll have none of it. After he runs outside, Maguire will immediately enter the bar and howl that Sean has been run over.

The bartender runs a tight ship, though, and doesn't care much about Sean. Exit to the street and Maguire will tell you everything. It seems a leprechaun in a ferrari ran over our poor Sean (well, Sean ended on top of the car). After chatting with Maguire, take a look over at the black spot on the left side of the bar's entrance.

It seems that the car knocked the cover off of some type of switch. George tries to flip the switch but ends up snapping it. Klutz. Reenter the bar and ask for another pint of ale. Everything in the shop is broken but thankfully, being an electric man, you can fix it.

Walk around to the inside of the bar and take a look at the pump. Use the handy dandy trap necklace that Ron gave you to fix the pump. Leary will be so happy that he'll let you fix the other pumps in the cellar. Joy. The cellar door is located near the newly fixed pump.

Downstairs, go to the center of the room and pull down the lever. Once that's complete, ascend upstairs and exit the bar completely. Take a poke at the black trap door on the sidewalk near the window. George will thrust it up with all his strength.

...only to find Khan lurking down the street. George will smoothly sidestep him, though, saying that he didn't see the car or the leprechaun or the parcel or the ferrari. He also vouches for Maguire. Now that Khan's out of the way, enter the bar and descend to the cellar. It's really bright in here now. George will pocket both the flashlight and the gem.

Maguire, being a kid, can't see a bribing opportunity if it smacked him in the face and said: "Hey, I will bribe you!" Dolt. Anyway, while you're down here, you might as well use the free water. After turning the water on, soak the towel with the water. Now that we're done with the bar, exit to the street and go east to another area.

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Castle  
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Talk to the man ensconced on his hay. He's relieved that his nephew was abducted, apparently. The conversation ends with the farmer heading towards a different bar in search of a nephew. Break the poor farmer's only rule by climbing on top of the hay stack. It seems George is just a little short of the wall.

Go a little left of the crack in the wall and thrust the manhole remover into the wall. With the extra step George has no problem scaling the wall. At the top, a goat guards the excavation ladder. Walk around the lower half of the screen to the western part of the area. Try to use the black plow on that side of the area and George will move it over to the goat. After the goat rams George he'll get tangled up in the plow. Good job.

Descend via the ladder to the excavation area. Go to the eastern part of the room and take the Plaster of Paris. This stuff will be really handy in the future. Once you have the plaster, walk over to the ladder and move the statue, which is on the ground a little north of it. Move it another time and George will find a couple holes in the ground.

Drop the plaster into the holes in an attempt to make a mold. To finish making the mold, squeeze some water from the towel you soaked in the bar. This will make a perfect mold. After picking the mold up, insert it into the wall a little north of the statue (near the door) and the door will magically open. Enter the door to see what Peagram had recovered.

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After the cutscene, you'll be back at Nico's house. If you forgot to turn the water off in the cellar, George will have a terrible night because he had to help get the water out. (^\_^) After some talk about everything George found, you're off to do the dirty work once again while Nico lounges in her comfortable apartment.

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World Map  
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Back to the police station, the most southern dot.

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Police Station  
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Talk to Moue (our best friend) at the counter of the police station. He'll tell you everything about Marquet without any fuss, amazingly. It seems he is at the hospital, and is also know as "Marquet the Mole." Moue won't tell you why, however. I guess you have to bake some donuts for him. Anyway, once you have exhausted the conversation options, head back to the world map.

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World Map  
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The new dot on the map, located below the northern black dot, is the hospital.

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Hospital  
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Try to open the door to the ambulance - George will almost faint. Open the clinic door, which is to the left of the amulance. This is one happenin' muse- err... Hospital. Wow, this place is almost like Versailles! Gold walls, walls of glass, all kinds of plants, and extravagant chandeliers! Anyway, talk to the guy at the entrance dressed in white.

It seems respective doctors wear white bathrobe to work. Doctor Felix isn't very respective, though. He won't permit passage to Marquet, that son of a monkey's uncle! Additionally, Felix won't tell you who checked him in or anything. Basically, he's a complete waste of time.

Now it's time to talk to the receptionist. Her name is Elsa and she's a big help. If you want a funny response, tell her that you're Marquet's long lost brother. Of course, she won't believe you (George needs to work on his Irish accent). However, if you flash her the electrican card, she'll let you see him. Apparently, he wants to see the guy on the card.

This little card is becoming more useful by the second! Just your luck; it seems that Nurse Grendel -- the lady who looks over Marquet's room -- is a witch that runs a tight ship! She'll give you long directions that no one would ever remember. Talk about the clown and she'll comment on a bear in an old suit that comes to entertain the kids every Thursday.

With all this in mind, walk northwest of the desk to a new area. In here, you'll see a janitor making Versailles look even more prettier by polishing

the floor. Talk to him to learn about Mr. Shiny, the superhero vacuum with super uber powers! The game stereotypes janitors here -- crazy, obsessive people who don't know anything. Sam fits this image perfectly.

You can unplug Mr. Shiny's power at the other hallway if you're a cruel person. Ha, that was fun! Anyway, walk into the room in the southwest part of the area to find Grendel. She's a big let down because she won't let George speak to Marquet, even though he came all the way from California. At least he's working his American accent now.

Back outside the ward, go over to Sam and try to open the door west of him. It seems that important contents are inside the door. So, if there is important stuff in the door than that means we must have to obtain it. Go over to the adjacent hallway to the west and unplug Mr. Shiny. When Sam gives the little man life again, walk over to the door and George will take a doctor's outfit out of the closet.

Hah, we were just laughing at Felix's white bathrobe and now we have to wear one. That's ironic, isn't it? At any rate, head back to Grendel's ward and her short term memory loss will kick in. She'll think you're a doctor and give you a blood pressure device. Exhaust all the options of conversation to find out where Marquet resides.

Try to go southeast to Marquet but Eric, a patient, will stop you. George will fluff off taking Eric's blood pressure but he'll still call you every time you try to get to Marquet. Too bad George doesn't know how to take someone's blood pressure! Couldn't he just wing it?

Bleh. Anyway, go back to the entrance and talk to Felix again. He doesn't recognize you, either, and thinks you're a prestigious doctor. So prestigious, in fact, that he allows Bunny, a new doctor, to follow you around and see what you do. Take this mission and walk back to the Ward.

Inside, arm Benoir (the Bunny dude) with the blood pressure device and tell him to use it on Eric. With Eric distracted, you can finally get through to Marquet's door. Talk to the guard, first, to find out that Marquet has anthrax. I guess it was "big" when this game first came out. Finally, go inside Marquet's room.

For an almost dead guy, Marquet sure spills the beans on everything. George, being the smooth talker he is, persuades Marquet with the help of the gem. You have to deliver the gem to "grand master," according to Marquet. After you learn a few more things, another Doctor will enter the room and tell you to kindly leave.

Outside, Benoir comes to the realization that the doctor was an imposter! Marquet eats it, and the officer breaks the door down with his spider-man powers. Inside, everything is dead or gone.

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Nico's Apartment  
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Spill everything to Nico and she'll give you a funny remark about people disguising themselves as doctors. Well, George did it, too. Anyway, George brings up some new information - he states that the imposter had fish eyes. Whoa. Talk about everything else (besides the manuscript, of course) and opt to leave the apartment.

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World Map

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Crune Museum, now, which is the southwestern dot.

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Crune Museum

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After walking inside the museum, Goinfre will inform you that the museum will be closing soon. Boo! Now we're going the haunted, eery approach as apparently some kid died in the museum. Anyway, it's finally time to talk to the highly acclaimed Andre Lobineau.

This guys probably the most knowledgable person you've come across in the entire game. He dates the Hashish-word (whatever it is) back to the eleventh century, and proceeds to bore everyone. He tells a story of the Assassins and basically how they operate. After this, talk about Montfaucon to learn where it's located.

Continue talking to Andre and he'll continue his intelligence streak. Though he doesn't know anything about Peagram, he does know that two people riding the same horse symbolizes the Knights Templar. George will tell him to drop by at Nico's if you press her option a couple times. He'll talk about the Knights Templar for five frickin' minutes, so just hang in there.

Persuading Andre into giving you the tripod doesn't work, so it's time to protect it the only way you really can. Go right of the tripod to an Egyptian looking tomb. This is called a sarcophagus. This is the really tricky part. You have to open the sarcophagus and get inside without Goinfre looking. This might seem easy, but he can hear and it takes an amazingly long amount of time for George to stuff himself inside a tomb.

Go over to the left of the windows. If you open the blinds, Goinfre will come over and close them. Wait until Goinfre is two-third to the right on the bottom half of the screen. When he starts walk over to the sarcophagus (north) pull the blinds. Immediately start walking in his direction over to the sarcophagus and stuff yourself inside the first chance you get. If you did this correctly, George will get inside right after Goinfre closes the blinds.

This takes a small bit of practice to accomplish, but you should get the hang of it after a little while. It's all about timing it correctly so Goinfre is walking to the sarcophagus. When you have that down, the walking and stuffing part is pretty easy. Once you stash yourself inside the sarcophagus, Goinfre will directly afterwards lock up.

Wow, it's dark. They gave the Museum a blue tint to it and called it night. Anyway, our best friends, Guido and Flap, decide to show up. They will walk up to the tripod and George will stupidly walk outside the tomb. When you first see the option to hide behind the totem pole please do so. If you don't, Guido and Flap will make mice meat out of you.

Once you hide behind the totem pole, the two gangsters will decide to leave. However, George, trying to be a hero (or impress Nico) pushes the totem pole in a last ditch attempt stop the two shady characters. Well, something drops on George and he falls to the ground. After that, someone bungee jumps from the ceiling and takes the tripod. Great.

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## Nico's Apartment

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Again, George's smooth talking and American innocence persuades Rosso to let him go again. At Nico's Apartment, you shockingly find out that Nico stole the tripod! The one time that she actually does something and she doesn't tell you. What a wonderful girlfri- err... partner in crime.

Hah, Georgie. We should start calling her Nickie. Choose the gem option and George will put the gem on the tripod. Sort of anticlimatical because nothing happens. Oh well; George swipes both items, thinking it has to work in a certain location. After a small chat about Andre, you're off to the races again.

## World Map

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Time to play at the Montfaucon, which happens to be the most northeastern dot on the map.

## Montfaucon

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It's... a clown. Before we engage in a heart-throbbing conversation with our entertainment, opt to talk to the officer ensconced on a chair by the cafe. Ha, what really did happen to duty? The officer likes to sit instead of help traffic, amazingly.

In the second option the officer thinks you are carrying illegal substances. But he doesn't have to make an arrest; it's just Plaster of Paris. Another funny quip is when George flashes the gem. It's either the gem's glass or George is a madman. ^\_^

The tripod, sadly, yields no funny result. Go talk to the clown and George will start the conversation with: "Hey! You with the balls." Americans. Anyway, exhaust all of the clown's conversation options. He's an artiste, and not a juggler. Another funny excerpt in reference to juggler's being important in the past: "...Thank God we've got Chuckles the Jongler to throw his balls around."

Haha, that was pretty funny. I don't know how much information we'll get out of the clown, though, if we mock him. After a failing attempt to juggle three balls (not the ones you're thinking of), it's time to get a critique from Gendarme. After a short conversation, go back to the clown.

Try to juggle again and George will use his "secret weapon." The crowd will roar with laughter and the clown will turn into a mime. He'll also collect his balls (yes) and make a serious walk for it. Gendarme will also have an epiphany and decide to go somewhere. Probably the donut shop...

Now that the black manhole that the clown was standing is vacant, opt to open it with T-shaped tool that you have used so many times in the past.

## Montfaucon Catacombs

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Cross the plank of a bridge over to the eastern area of the catacombs. From

here, you should see three arches and a boat. After toying with the boat, check all three arches. The most southern arch is in worse condition than the other two, according to George.

When you are hinted off like that, what do you think you have to do? Take out the trusty T-shaped tool and it's time for some baseball practice. Today, we practice batting. After bashing in the wall, George will discover a lever. Flip it and the door will open just a little ways. Not enough for George (who happens to be a skinny American) to get through, though.

Go over to the boat and George will automatically put the rope on the door. After cranking the wheel on the boat, it's time to enter the secret room. With the background, it would seem we are in a cave. Walk a little north to yellow light and it's showtime.

It would be great if we knew what the heck these five people are talking about. Gibberish after gibberish of people that we don't even know. However, little by little, the people seem to seep into your brain. And the end wraps things up that didn't make sense quite nicely. They will leave in the boat.

Walk down the stairs and to the area the people were talking in. Examine the circular area that they were standing on and George will read the latin part. After that, place the tripod and gem on the stump in the middle (in that order) and the gem will make five awesome light rays. The rays hit letters on the circular area and make out "Marib." Coolio.

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Nico's Apartment  
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George seems to have this all thought out; they killed Plantard because he was going to find the sword. Nico knows about Marib, which is a small village in Syria. How she knows it's a small village in Syria, I don't know. Maybe she's reading tons of books while you're out spying on bad guys and trying to kill gangsters?

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World Map  
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It's time to blow this popsicle stand and explore the unknown. Go to the northeastern corner of this map to get to the world map. From here, go to the southeastern dot. This is Marib, Syria.

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                    3.4 - Syria

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Marib  
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This place looks oddly like Agrabah in Aladdin. Must be a coincidence. Anyway, talk to the boy by the shop at the entrance. Nejo's sort of an entertainment buff so (naturally) he doesn't know much about the Templars. He's a good swindler, though. After chatting it up with the local, walk to the eastern part of the area and exit through the doorway.



In this small area, go to the (d)rug dealer and talk to him. He seems a bit... odd. Open up your item and show him the matches. He'll take them and move one of his rugs to reveal a doorway. George will automatically enter and engage in conversation with the guy at the counter.

Apparently, this place is the Alamut Club. Try to open the door in the eastern corner of this room. It's the toilet room (huh?) and you can't go in. From here, quiz Ultar, the manager at the counter, about everything. It seems that the brush for the toilet was stolen, and everyone has to use their superior willpower until it is given back. But hey, you can always use Ultar's deluxe bucket!

If you flash him the picture of Khan, he will know exactly who he is. Apparently, Khan went through here yesterday asking for "Stobbie." It's later clarified as "Stobbart," which is George's last name. Uh-oh. He also states that Khan went to Bull's Head Hill. Well, if Khan went there then that must mean you have to do the same.

But first, we have to find Ultar's long lost toilet brush and get some money to pay for the ride to the Hill. Go back to the rug (not drug) dealer and back to the entrance of Marib. By the doorway you should see a man dressed in red. If you try to talk to him (whose name is Arto) George will find out the "horrific truth"; the man is basting things with the friggin' toilet brush. Ewwww!

Walk back to Nejo and talk about Arto. He'll help you if you give him the red ball. After agreeing, Nejo will say that if you are polite to Arto he will hand over the brush. After George memorizes the words, walk back over to Arto and choose to chant the words. Arto will run you off his area.

Trudge back to Nejo and really give it to him. However, you will find out that Nejo swiped Arto's brush while he was chasing you. Good man, that Nejo. Always smarter, quicker, and more quick-witted than the other bunch in this area. With the brush in hand, walk back to the Alamut Club.

After giving the brush to Ultar, he'll just walk off with no "thanks" or anything. However, he'll give you the keys to the restroom. It's time to go rest, apparently. Use the keys on the eastern door to enter the restroom. In here, you need to get two items.

The first is a towel. By the water faucet you'll find a box that is the towel dispenser. It seems that you need a key to open it, however. Good thing that Ultar threw all the keys at you. After using the key, take the towel out of the dispenser. The second item can be found in the stall. Try to use the chain over the toilet and George will yank it off.

Now that we have both of these items, exit to the entrance of Marib, which is the marketplace. In this area, go over to Nejo's stand and pet the black cat of one of the shelves. The cat will jump up onto a statue. When you first have control of George ring the bell that is near Nejo on the stand. Nejo's father will walk outside and the cat will break the statue.

Pick up the remaining piece of the statue on the ground. We have to stretch this statue out fifty dollars worth, sadly. Combine the statue and greasepaint (the blue cloth you got in the sewers) together to make a cool looking statue. And that's all that counts when selling stuff, right?

With the statue talk to the fat guy that wanders around this area. He stands out pretty obviously from the background. When you find him, choose the

statue options and he'll offer fifty bucks. George, obviously, will take it, though I think he could of gotten a little more out of it.

Cool, we have the money! With it, we can get to Bull's Head Hill in the safe environment of an air-conditioned taxi. Go back to the Alamut Club and tell Ultar the "good news." Agree to the payment and you'll automatically walk back to the entrance of Marib.

In this area, go north on the eastern side of the area to meet up with Ultar and his taxi. Sadly, the fan belt for the ta- err... truck has taken it upon itself to break. The really funny part, though, is when Ultar responds with the time being "One day, maybe six." Give the towel to Ultar (it's a conversation option) and you'll be off to Bull's Head Hill.

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Bull's Head Hill  
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Hey, we're in the desert now! Walk over to the cliff and you should see a dead tree. George will break a branch of the tree; this should prove very useful. Combine the branch and the half towel (from Ultar) together to make a stick-towel! Whee!

Now it's time to put this new device to good use. Walk about four steps east from the tree and you'll hit a crack. Use the stick-towel to make an anchor and go down the ledge. In this small area, go north passed the ledge shadow to find a small hole in the wall. Try to use it and George will stick his hand inside.

Well, there is a metal ring of some sort, so put your hand in again. George will exclaim that it did something, but to what it did, I don't know. Maybe it opened the doorway in the ledge shadow to the right of the hole? Go inside this secret area and you'll meet Klausner.

He's not very proactive, is he? The door will slam behind you and, sadly, you'll be locked in. Good job, Georgie! Examine the statue next to Klausner but nothing will happen - not a single death trap. I guess Klausner just fell apart next to it.

Speaking of Klausner, search him for a key item. George has searched two dead guys in this game already! With the lens in hand, look west of Klausner to find an inscription of some sort. Stupidly, George didn't bring a notebook or camera, so he has to try and memorize the inscription. Then the door will open and all hell will break loose.

Khan has you point-blank with a gun... so will Nico bungie jump from the sky and kill him? Sadly, she is settled in her cozy apartment, probably watching a sitcom of some kind. Anyway, it's time to answer Khan. First, I'd like to say that there are several ways to do this correctly, but I'll just list the one that I did.

First, tell him the truth by selecting the "Angel George" option. He'll believe you, oddly enough. In the second option, choose "Angel George" again. George will smooth talk his way out of this one, stating that the lens might break if he shoots you. For the third option, tell the truth again. Khan will accidently slip something of Caesar.

...and also say that he'll have to kill you. Great. Choose to "die like a man," which is the second option. It obviously isn't the first with George ducking like a coward. Khan will admire you and ask to shake your hand.

Select the second option, which is to shake his hand with the buzzer. George will stun Khan, punch him in the gut, and jump off the cliff. Suicidal.

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### 3.5 - Paris III

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Nico's Apartment  
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...luckily, the canopy on Ultar's truck breaks your fall. Ha, I even thought you were a goner! Once George states that he has the lens Nico seems really happy to see him. The best part here, though, is that you can give Nico the bathroom chain you acquired in Syria. Even though she comments on it being a little "heavy," George sells her by saying: ethnic craftsmanship at its most rustic! And we're off.

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World Map  
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With no place to go we have to find a lead. Go to Crune Museum. If you don't know where that is by now god help you.

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Crune Museum  
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Enter the museum and talk to Andre. Hah, he refers to the manuscript as "sexy" and Georgie thinks he's talking about Nico. It seems that the map wants you to go to Spain now. The suit of armor is from the Vasconcellos family, which must be Spanish.

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World Map  
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Head to the "world world map" via the northeast corner. On it, go to Spain, which is the most southwestern dot.

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### 3.6 - Spain

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House Exterior  
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That gardner is spraying the same area over and over... odd. Talk to him and he'll be a little "pissy" towards you. Interesting, the French are all nice people while the first person in Spain tells you off. His name is Lopez, and he doesn't answer any of your questions. Just say no when it comes to the lottery, the Countess doesn't do that sort of stuff.

So, the gardner obviously isn't going to help you. Looks like you'll have to

get in by force. Or intelligence. Walk west across the entire screen to the beginning of the hose's slack. A hose should be outlined on the ground, so just follow that. When you reach the end, use the blood pressure device to stop the hose. That will teach Lopez!

He'll run inside to figure out the problem, leaving the door wide open for you to enter. Lopez states that he'll sick the dogs on you if you enter, but we need to see that Countess! Enter the house in the same door Lopez entered.

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House Interior  
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Inside, go down the hallway north of you to get Lopez's attention. Directly afterwards, though, hide behind the suit of armor, which is near the stairs. Once Lopez is gone, go up the stairs to find the Countess. George will explain the situation to the Countess and she'll let you sit down.

Talk about the Knight Templars and George will ask about all the "medevil" stuff she has. After some thought, the Countess exclaims that the chess set is very old. However, a couple pieces are missing from the set - a sure sign that you have to find these pieces.

George seems to play chess because he can see an irregular base on the pieces. Lopez walks in and gets owned by the Countess. Next, the gang walks outside and opens the mausoleum.

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Mausoleum  
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Odd name, no? After some chat about when the mausoleum was built, you're off to look for clues. Immeditately go over to the statue and open the cover under it to find a checkerboard. After checking that out, converse with the Countess about everything.

Yes, everything. She'll straighten you out about the Templars, and then we get to the clues. It seems that the knights were "dedicated" to Virgin Mary, the statue that you just looked at. After that, talk about the checkerboard. After a small revelation, it's time to take a peak at the checkerboard again.

The Countess becomes eager, bordering eccentric. While we're waiting for that unintelligent manservant Lopez to arrive, talk about the Templars again to learn about Don Carlos. Sad, sad story, but it probably ties in with everything else in some way.

Hah, even the Countess trusts you now! But we have arrived at a hit-and-miss part of the game. You have to arrange the pieces in a certain way to continue in the game. So, first, put the bishop (round tower) at the very top. Second, put the knight (he has a shield) in the direct middle, two squares below the bishop. Finally, put the king (guy with the cross) directly under the knight.

With all the pieces in place, something will open in the room! It's... it's the Communion Chalice! But what the heck is that? It doesn't matter because it's been missing for seven hundred years, so it must be of some importance. Hehe, we have the Countess get the item first, to avoid any deathtraps!

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Nico's Apartment  
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It seems George has the hots for a withered old Spanish aristocrat! And I figured he liked Nico, silly me! Talk about the chalice (the first option) and Nico continues her suspicion about George's relationship with the Countess. You can return the argument with a little suspicion about Andre (^\_^) and then it's time to go.

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World Map  
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So where are we going to find a church? The Montfaucon, of course! It's the most northeastern dot on the map.

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Montfaucon  
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The return of the Gendarme! He's undercover as an indolent, wine guzzling police officer. P'zang! You'll also learn about "Sewer Jacques," an urban legend! Go inside the Church, which is to the east. I wonder why a CLOWN was performing in front of the Church. That just rubs me the wrong way.

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Church  
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Talk to the Priest, who stands out distinctively because he's white, has a white beard, and a white tabard. Talk about the stained glass, which yields little results in the form of clues. Talking about the two priests won't be very interesting, either.

However, if you talk about the Chalice, the priest will see some writing on it. How the Countess, Lopez, George, and Nico didn't see it, I don't know. Agree to let him polish the chalice (you can chase down and tackle an old man if he runs) and he'll start polishin'.

To the east of the priest is a big statue. Inspect it twenty times and George will finally take a peak inside the scroll to see a stained glass window. You'll get no clues from it, sadly. But if you put the lens on one end of the scroll, it will fit like a glove.

That must mean something! Take another peak inside the scroll to find a different picture. Neat-o! George will remember a date (the lack of a notepad scares me again) and we're done with the statue. The priest must be done polishing, so converse with him again.

Talk to him about the newly polished chalice; a coat of arms is on it and not writing. Chat about the scroll and the priest will decipher the latin words. The stained glass window of a burning man, it seems, is seen by some in this haunted place. Spooky!

After exhausting all the conversations it's time to follow through on all the priest's hints. To the north on the wall you'll see two tombs. Inspect the

right tomb to see the same coat of arms as the Countess's. After George memorizes a bunch of gibberish, it's time to leave.

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World Map  
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Back to the museum we go!

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Crune Museum  
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Yes, Andre is permanently stationed at the museum. Talk to him about the statue you saw in Syria (why didn't George ask him before?) to find out it might be Baphomet - the idol described by the Templars! Yeah, I couldn't think of another way to say that, so I just took it from the game. And how be danged, the Baphomet statue was birthed right here in Paris, at some long French-named place.

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World Map  
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It's the most western dot. Oddly, there are two, so it's the more north one.

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Site of Baphomet  
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Another extravagant place! Talk to the painter at the entrance to find out he's a little "shady." He'll tell you about the dig, though, and that some even more shady people entered the excavation site. I wonder who they are? The painter is very protective of his paint pot, so you can't touch it. If you try to look through the dumpster, he'll tell you to get lost.

Bah, forget the painter. Go downstairs to find some shady (!! ) characters guarding the door. Talk to the guard but he'll evade everything. Try to enter the restroom opposite of the guard but it's locked. I guess they are digging up waste there, too.

Talk to the guard about the toilet and he'll remarkably give you the key to unlock the restroom door. I guess they aren't digging up waste like I thought. Use the keys to enter the bathroom. This bathroom \*does\* look like it's been dug through.

If you select the toilet, George will remember the good old days in Syria when he vandalized and looted the restroom in the club. Well, that's sort of what we're going to do here. Turn on the water and George will automatically take the soap bar.

With the soap in hand, combine it with the keys to make... a key imprint! Whoa, I think we're on to something, Sherlock! Now combine the Plaster of Paris with the soap imprint to make a soap bar with a key imprint that is filled with plaster! Put the soap bar under the water to mix it with the plaster; George will automatically dry it with the hand-dryer device in this room.

With the fake key, exit the bathroom and talk to the guard. Give him back his keys and walk back up the stairs to the painter. Try to dip the key into the

paint pot but the painter will have none of it. Uggh... stupid fat painter! Walk back downstairs to the guard and use the phone near the restroom door to call Nico.

George's plan is to have Nico distract the painter on the phone while he does the finishing touches on the key. It would work even better if Nico wore something slutty and came over to the site, but we're not complaining. Go back to the exterior and tell the painter about the phone call.

Haha: "She asked for 'that hunk of man with the nicotine fingers and his ass hanging out of his pants.'" George will probably die for this, but meh. With the painter gone, dip the key in the paint pot. The key now looks like a normal key but, sadly, doesn't feel like a normal key. Walk back downstairs and see how the phone sex is going.

The painter will remark that the woman was "all over him" and suddenly it was "nothing but abuse." The latter sure sounds like Nico. Talk to the guard and ask for the bathroom again. George will dismiss the guard's suspicions saying that he doesn't want to get "technical."

Open the bathroom door with the keys. Inside here, put the fake key on the ring in place of the real key. Once done, exit to the guard's room. We still have the problem with the "feel" of the fake key that we must resolve before we can trade off the key to the guard.

On the same wall as the excavation door you should see a bronze spot. Walk up to it and examine it (don't press the use button) to find out it is a thermostat. Talk to the guard about this and he'll say he must keep it warm in here. He has gloves if it gets too cold.

This is our loophole; if we can get the guard to wear the gloves, he can't feel the key! Walk back over to the thermostat and turn it off. George will wait and the guard will put his gloves on! Eureka! Now you can give the guard the fake key - with the gloves and paint he won't know it's made of plaster!

Ring up Nico again on the same phone that you used to distract the painter. Hah, Nico won't even repeat what she said to the painter - it must have been really bad! George will think of another good idea that involves the guard and the painter. When the guard goes up to get the painter, the two get in a big argument. This is your chance to enter the excavation site! Remember to use the key...

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Excavation Site  
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Examine the planks to the right of the door but George won't find any use for them. Take the ladder to descend to the lower part of the excavation site. Look at the ground first to see an odd pattern. Getting to business, walk a little north of it to find the Baphomet statue! Set the Chalice on the odd pattern south of the Baphomet statue and it's show time.

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Nico's Apartment  
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Back here, you can pry on the matter of Andre. It seems Nico met him in college and he hasn't changed much since. Choose to leave and George will mumble your new mission to give the Chalice back to the Countess.

Head to the Europe Map and go back to Spain.

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3.8 - Spain II

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Talk to that crackhead gardner Lopez again. He'll be in the same spot watering the same area over and over. He'll give you a much needed apology and say that you have restored the life in the Countess - she laughs and smiles now! Well, if George really liked the Countess, he'll be happy now...

Talk about Don Carlos to find out a little more of the story. Once done, walk inside the mansion. Naturally, the Countess is upstairs, so take the stairs to the second floor. Yep, she's in her normal place. Walk around the chairs and talk to her.

It's almost like she's on ecstasy when she first sees you. George will proudly put the Chalice on the mantle and the Countess will be even more delighted to find out that he cleaned it. She'll start to talk about the knights but George will just say "Whatever." I guess he doesn't like her after all.

Choose the Chalice conversation option and the Countess will be very pleased to find out you found Don Carlos' tomb. Continue by talking about the biblical references, which George memorized solidly. After some serious discussion about the missing children, you're off to find the unknown.

Downstairs, walk west of the stairs to a little utility room. Pilfer the Mirror (this is Lopez's retribution) and walk outside. Go to the northeast corner of the grass and enter the Mausoleum outer area. Walk up to the door and enter. Inside, pilfer the bible under Virgin Mary and exit the Mausoleum.

With the bible in hand, head back to the Countess. Choose the bible in the chat option with her and we'll get to the clues.

"Thou art my hiding place; thou shalt preserve me from trouble; thou shalt compass me about with songs of deliverance."

"The well is deep."

"Will bring to light the hidden things."

"Save me from the lion's mouth: for thou hast heard me from the horns of the unicorns."

These clues are pretty convincing. Even though the Countess has lived here her all life she doesn't know if there is a well on campus. Odd. Back to Mausoleum we go! In here, go over to the right of the statue and you see a small pole. Use the greasepaint on the pole and George will light the pole and the candle in the middle of the room.

It will blow out, though, sadly. Go a little west and you should get an option up on the open window. George will close the window with the pole when



you select it. With the window closed, use the now red greasepaint on the pole again and George will light the candle in the center of the room (again). This time, however, the candle will burn completely out.

A key-looking thing will be obtained from this exchange. With it, walk back to the Countess and talk about it. She'll be mad because it is irreplaceable, but later forgive you because this mystery shakes her very soul. Exit to the outside of the mansion and have a little chat with Lopez.

Talk about the candle key and he'll be a little mad. He won't be mad about you swiping his mirror, though, which is the second option. In the third option, George will ask about the hidden well. Yes, Lopez \*knows\* about it, but he doesn't know where it is.

Keep on talking about the well and Lopez will get the stick idea. He'll point to a hazel tree but there isn't ONE Y-shaped stick in the bunch! Go back over to Lopez and follow his hose until it reaches the wall. To the right of the wall is a suitable hazel stick.

Run back over to Lopez and ask him how to use the divine rod. After some instructions, George will automatically use this technique to search the area. It takes a while, but he finally finds a... a TIN CAN! EUREKA! George will be more than a little pissed off and Lopez will throw the can only to find the well! If Lopez had watered more than one area he might have known the well resides there...

-----  
Hidden Well  
-----

Well, down here, one of our clues comes in handy. See the lion door to the east? Inspect it to see a loose fang. Try to use it and jump to the left when you can. If you don't, the door will squash you and George will be toast. Yeah, you \*should\* save it right about now...

Walk back over to the rope and use the mirror on the bright wall next to it. George will flash the mirror around and find a small gap in the wall. Back over at the lion door's darkness, put the weird key (that we got at the mausoleum) inside the gap and it will open up a door that you should enter. Inside... George will find... bleh.

Being the nice guy he is, George will give the old chess piece to the Countess, tell her the atrocious news, and leave.

```

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                                3.9 - Paris V

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```

-----  
Nico's Apartment  
-----

Andre likes the couch better than the chair. I would, too. George will recite their adventure to Andre. The best line is: "One of the few places where nobody tried to kill me." George will continue to talk about all the places he almost got killed and Nico will break it up.

Amazingly, Andre is a huge help. He'll recall a battle in 1314 where the

Knights Templar helped some Scottish people win a big battle. So, we're off to a church in Bannockburn! Even better, we get to share a seat with Nico exclusively!

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### 3.10 - Train

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A good time to save, by the way. Anyway, do the only thing available right now, which is to try and leave the box car. Nico will stop you, however, asking what you're doing. After George acts like a little kid, Vail, the ticket man, will arrive and ask for tickets.

After chatting it up, he'll leave and George will say that the man is peculiar to him. Try to exit again and Nico will tell you to get her some food. In the boxcar view, go west all the way to another screen. It's... Guido! The return of the gangsters!

It will also hit George that the conductor is Eklund, Marquet's killer. Immediately go back to the boxcar view and run back to your car. Nico and the old lady will both be gone! Go back to the boxcar view and enter the adjacent room to the west.

Inside, talk to the guy in the black and white uniform. He's drunk so he won't know anything but say that he'll fight anyone that tries to hurt you. In this same car, open the window and Basher will think that you are trying to jump! I'd think he would before us! Jump up to the top of the train.

Do not touch the metal wiring on the left side of the car. You'll feel all kinds of pain if you do. Save the game here and exit to the east of the car. At the roof of this car go to the center and down into the cars. Wow, that lady must know karate!

The first chance you get, press the use button to hit the gangster of the ground. You'll find out that the old lady is none other than Khan! He'll say that we were always on the same side as him and had a common enemy. He'll mostly talk in riddles, though.

Talk about Bull's Head Hill and he'll say it was a long walk back. End the conversation and he will almost say something before he dies. Great, he can talk about some stupid hill, but when it comes to the real stuff he goes and dies on us! Untie Nico and George will kiss her. Ahh, what a good talker that George is! Now it's time to jump off the train...

```
#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|
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```

### 3.11 - Britain

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#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|
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```

Hey... we got some C-Four, that's waaaay better than a gun! Yep, sure is. Khan's handbag sure packs a punch! Enter the church and search the pile of stuff in the center of the room. In all, search it four times to find a pipe, coin, cog, and pen top, respectively.

Look at the demon statue to the east a few times. After that, look at the panel to the right of the statue. It doesn't move, suprisingly. Walk a little



Found: Outside Cafe near Streetlight  
Description: Regular newspaper with horse race words on back  
Used: - To get the construction worker to leave

---

Name: Rosso's Card  
Found: Rosso gives it to you after the questioning  
Description: It's a police card with his name on it  
Used: - To dupe many people into thinking that you are  
a police officer - It is a conversation option

---

Name: T-Shaped Tool  
Found: In Flobbage's toolbox  
Description: It's used for many things but I believe it is  
primarily used to remove manholes  
Used: - Open Manholes  
- Extra "step" in Ireland

---

Name: Clown Nose  
Found: First area of sewers on ground  
Description: A regular red clown nose  
Used: - A clue when describing the clown

---

Name: Soggy Tissue (Greasepaint)  
Found: Second area of Sewers on ground  
Description: It's really greasepaint  
Used: - A clue when describing the clown  
- To light pole in Spain

---

Name: Clown Costume Piece  
Found: Second area of sewers near ladder  
Description: A piece of the clown's costume  
Used: - A clue when describing the clown

---

Name: Electronic Device  
Found: Costume Shop  
Description: Put it on your hand and electricute someone!  
Used: - To shock Khan and make your escape

---

Name: Hotel Ubu Key  
Found: Hotel Ubu  
Description: A key for one of their rooms  
Used: - To enter the room and sidle to the adjacent  
room

---

Name: Electrician's Passcard  
Found: Khan's Room  
Description: An electrician's license  
Used: - To open the safe in Hotel Ubu  
- To front as an electrician in Ireland

---

Name: Manuscript  
Found: Hotel Ubu; Khan's Safe  
Description: A big map for the Templar Knights  
Used: - Throughout the game - it's usually with Nico

---

Name: Necklace Wire  
Found: On Ron's table at the Ireland Bar  
Description: It's a rabbit snare but George thinks it is a necklace for a woman.  
Used: - To fix the bar's pump

---

Name: Towel  
Found: Counter from Ireland Bar  
Description: A normal towel  
Used: - Soak it with water and use it in combination with the Plaster of Paris

---

Name: Flashlight  
Found: Cellar of Bar  
Description: Generic flashlight that you lose after a couple places  
Used: - To see in the bar

---

Name: Gem  
Found: Cellar of Bar  
Description: A pretty gem that Professor Peagram found on his expedition, this is one of the most important and crucial items in the entire game.  
Used: - Several times, but most notably used in combination with the tripod on the circular area.

---

Name: Black Plow  
Found: Castle In Ireland  
Description: A big plow that George can't take  
Used: - George will move this and get the goat caught in a rope tangled in the plow

---

Name: Plaster of Paris  
Found: Excavation Site in Ireland  
Description: It's used to make items out of mold.

Used: - In Ireland when you need to make a mold for the door  
- In the second excavation site (late in the game) to make a key

---

Name: Soaked Towel  
Found: Cellar of Bar  
Description: This towel has been soaked and can be a good source for water.  
Used: - To finish the mold in the castle

---

Name: White Doctor's Robe  
Found: Closet in Hospital  
Description: A generic doctor's outfit; it looks convincing  
Used: - To fool Nurse Grendel and Felix into thinking that you are a doctor

---

Name: Blood Pressure Device  
Found: Obtained from Nurse Grendel  
Description: Used to take someone's blood pressure  
Used: - Feed Eric's need to take his blood pressure  
- Turn off the Lopez's hose in Spain

---

Name: Tripod  
Found: Obtained from Nico after meeting Andre  
Description: One of the most crucial items in the game. The gem fits perfectly on top of it.  
Used: - With the gem on the circular area

---

Name: Red Ball  
Found: Clown runs and leaves one ball  
Description: Just a normal red ball that is used for juggling  
Used: - Trade with Nejo in Marib for help

---

Name: Toilet Brush  
Found: Given by Nejo after plan  
Description: It's a toilet brush that was formerly used as a basting brush. Sick, I know.  
Used: - To get inside the bathroom

---

Name: Bathroom Keys (Marib)  
Found: Obtained from Ultar after giving brush  
Description: Keys to the bathroom  
Used: - To get inside the bathroom, which has two key items

---

Name: Towel (Marib)  
Found: Inside Alamut Club bathroom  
Description: A normal towel that is in a locked case  
Used: - To fix Ultar's truck

---

Name: Chain  
Found: Inside Bathroom stall in Marib  
Description: Chain used to flush the toilet  
Used: - A necklace for Nico, or otherwise a really  
funny joke ;)

---

Name: Broken Statue  
Found: Nejo's Stand  
Description: It's been broken by the cat  
Used: - Not much use for it until you put greasepaint  
on it to make an ancient broken statue

---

Name: Ancient Broken Statue  
Found: After combining the Broken Statue and Greasepaint  
Description: It looks more ancient now that you put  
greasepaint on it  
Used: - Barter with Duane to get fifty dollars

---

Name: Fifty Dollars  
Found: After trading with Duane  
Description: It's fifty dollars in Syria  
Used: - To pay for the taxi fair with Ultar

---

Name: Half Towel  
Found: After giving Ultar the towel  
Description: It's the other half of the towel  
Used: - To make a stick-towel

---

Name: Stick  
Found: Tree at Bull's Head Hill  
Description: Just a regular branch from a tree  
Used: - To make a stick-towel

---

Name: Stick-towel  
Found: After combining the stick and half towel  
Description: An interesting device that is made by George  
Used: - To get down the ledge in Bull's Head Hill

---

Name: Lens  
Found: On Klausner's cold, dead body in Bull's Head Hill  
Description: A crucial item to the game that makes some things appear differently  
Used: - Used throughout the game but especially in the church - you have to put it in a scroll

---

Name: Chess Set  
Found: The Countess in Spain  
Description: A very old chess set that is missing three chess pieces  
Used: - To further progress in the game

---

Name: Chalice  
Found: Mausoleum  
Description: Regular newspaper with horse race words on back  
Used: To get the construction worker to leave

---

Name: Paint Pot  
Found: Outside the Excavation Site near the Painter  
Description: A pot full of paint - the Painter guards it with his life  
Used: - To make the key look more "real"

---

Name: Keys (EXC Site)  
Found: Given by Guard  
Description: Keys to restroom and excavation site  
Used: - If we could make a copy of these keys we'd be all set...

---

Name: Soap  
Found: Restroom faucet  
Description: Soap... blue soap.  
Used: - To make the key mold

---

Name: Fake Key  
Found: Made by George  
Description: Fake keys made with mold, soap, water, and hot air. George later has to dip it in paint to make it look more like a key  
Used: - To swap the keys so you can get inside the excavation site without the guard's keys

---

Name: Mirror  
Found: Lopez's utility room in Spain



Description: A small mirror that could be of some use later  
in the game

Used: - To shed light on the darkness in the well

---

Name: Weird Key

Found: Mausoleum

Description: Odd looking key that drops from candle

Used: - To open a passageway in the well

---

Name: Bible

Found: Under statue in Mausoleum

Description: Just a normal Spanish Bible

Used: - To decipher words from tomb in Church

---

Name: Pole

Found: Mausoleum

Description: Really long and slender black pole

Used: - To light the center candle in Mausoleum  
- To close the window in the Mausoleum

---

Name: Y-Shaped Stick

Found: Tree near water hose

Description: A Y-Shaped stick used by the Spanish for many  
centuries to find water

Used: - To "find" the hidden well

---

Name: Tin Can

Found: Lopez automatically stumbles upon it

Description: A really old tin can that dates back to the  
thirteenth century

Used: - Lopez throws it and finds the hidden well

---

Name: Loose Fang

Found: Hidden Well

Description: A fang on the statue of the lion door

Used: - To get George killed. (^\_^)  
- To open the lion door

---

Name: C-Four

Found: Nico automatically gets it from Khan

Description: It packs quite a punch but the detonator is  
missing

Used: - At the very end of the game

---

Name: Pipe  
Found: In Rubble in Britain  
Description: A normal pipe used to... y'know  
Used: - Can be put in demon statue's mouth

-----

Name: Coin  
Found: In Rubble in Britain  
Description: A weird-looking silver coin  
Used: - None

-----

Name: Cog  
Found: In Rubble in Britain  
Description: It's a small device used to make things rotate  
Used: - Put in eyes of demon statue

-----

Name: Cog  
Found: In same place as lever  
Description: It's a small device used to make things rotate  
Used: - Put in eyes of demon statue

-----

Name: Lever  
Found: A little north of the demon statue  
Description: George breaks it off of its device  
Used: - Put in the statue's mouth and turn it to open  
the secret door

-----

Name: Spindle  
Found: In same place as lever  
Description: I have no idea what this is  
Used: None

-----

Name: Torch  
Found: On Wall in Britain Hidden Passageway  
Description: A small medevil-like torch  
Used: - To light the gunpowder on fire

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#### 4.2 - Characters

#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|<>|#####|  
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Characters are very important in any mystery. Yes, I am a keen observer of the obvious. They are listed in chronological order, by the way.

Clown: He's supposedly the guy that killed a man and took his briefcase.

Waitress: She's in shock that the cafe exploded and a man died.

Moue: A eager detective that ends up being more of a clerk.

Rosso: The head chief of the station, Rosso doesn't help you one bit throughout the entire game.

Nico: One of the biggest characters in the game, Nico spends most of her time at her apartment while you go out and find all the clues. When it gets to the hard stuff, though, calling Nico is always a good thing. George has the hots for Nico, but who doesn't?

Flobbage: The construction worker that is also a horse race fanatic.

Albert: The man that sees the clown in his house - he has the clown costume.

Plantard: The man that died in the explosion at the cafe.

Todryk: The guy who sold the clown suit to the killer.

Fleur: Flower seller by day and fortune teller by night, this lady helps you open the door to Nico's Apartment.

Snowman: One of the killer's disguises.

Penguin: One of the killer's disguises.

Claude: A nice guy that sells costumes, Claude is only looking for a carefree life. He has a good nose in greasepaint and gives George one of the game's most important item, the electronic device.

Khan: The alleged killer.

Guido: A gangster that rubs George the wrong way.

Flap: Guido's right hand man that is big, tough, and dumb.

Piermont: The wealthy pianoist that helps you out in Hotel Ubu.

Moerlin: One of Khan's aliases.

Ostvald: A man that knows about the Knights Templars but doesn't want to get involved.

Clerk: Apathetic guy that just want to protective Khan.

Goinfre: The only janitor in Crune Museum, Goinfre likes to walk in circles the whole day.

Maguire: A teenage kid that sees Fitzgerald get ran over.

O'Brien: An intelligent man in the Irish Bar.

Fitzgerald: He worked for Peagram and gets ran over by a leprechaun.

Doyle: He's not the brightest person but he does know some key information.

Ron: The craziest person in the bar. He has a rabbit snare.

Leary: The bar's owner, Leary runs a tight ship where he never goes outside and doesn't listen to Maguire.

Professor Peagram: He must have dug up something important if he disappeared.

Leprechaun: The disguise that the killer wore to run over Sean.

Farmer: Sean Fitzgerald's uncle, he's very apathetic towards his nephew.

Marquet the Mole: He has anthrax and dies quickly.

Felix: One of the hospital's fine doctors that spends his time at the hospital's front desk.

Elsa: The hospital's receptionist.

Sam: A crazy middle-aged janitor that loves his polish machine.

Mr. Shiny: The polish machine that Sam loves so much.

Nurse Grendel: A nurse that runs a tight ship when it comes to seeing patients.

Eric: A pestering patient that wants his blood pressure.

Benoir "Bunny": A new doctor, he's one of Felix's relatives.

Andre: One of the museum's smartest minds, Andre aids you throughout the game with leads on the information you have found.

Gendarme: A smart police officer that likes to sit at the cafe all day.

Clown: He's decent at juggling.

Crowd: The clown's big crowd.

Nejo: A small, smart boy that makes up a clever plan to get the toilet brush. He is fluent in four languages.

Utlar: Club Alamut's owner and head, Utlar drives you to Bull's Head Hill.

Arto: A weird guy that basts stuff with a toilet brush.

Duane: An American that is willing to pay fifty dollars for a broken statue.

Klausner: One of the Grand Master's agents

Lopez: The Countess's gardner. At first, Lopez hates George, but he later realizes that George is a good guy, and so Lopez turns out to be an all right guy himself.

The Countess: An old lady that is rich and has the right heritage.

Priest: He likes to polish stuff.

Painter: He loves paint, seductive voices, and fighting with guards.

Guard: Loyal to his job, the guard doesn't let anyone get into the excavation site.

Eklund: Marquet's killer and conductor of the train.



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Contact me via email (TestaALT@aol.com) or AIM (TestaALT) if you have any questions, comments, or suggestions about this guide. Just make sure that you put the game name in the subject line. If you don't, I'll probably delete you're email thinking it's spam. Also, make sure that the question isn't answered in the latest version of the document, which can be found at GameFAQs. Try to ask me legibly, as I can't decipher chickenscratch. For AIM, just beep me whenever you like. Thanks for reading, and check some of my other work at:

-> <http://gamefaqs.com/features/recognition/23249.html> <-

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