

Broken Sword FAQ/Walkthrough

by THayes

Updated to v3.0 on Apr 10, 2003

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

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An FAQ/Walkthrough for  
Broken Sword

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Game: Broken Sword
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Contents
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1. Introduction
2. Walkthrough
3. Item List
4. Copyright information

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Version History
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Version 3.0 - 10th April, 2003
Added the Item List.

Version 2.0 - 30th March, 2003
Updated the format.

Version 1.0 - 2nd April, 2000
First version.

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1. Introduction

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Broken Sword begins with George Stobbart sipping coffee outside of a cafe in Paris. A moment later, a strange looking clown appears with an accordion, and after glancing at George, walks into the cafe. A moment later, there is a huge explosion. The cafe has blown up! George is more than a little puzzled at the events that have just happened, and so it is your job to help him investigate. This game has an outstanding plot which runs along smoothly, keeping you

interested in the mystery of the Templars right up to the end of the game.

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2.

## Walkthrough

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- Paris -

Cafe de la chandelle verte

You start the game shortly after the bistro blows up. Enter the bistro. Look at the bottle on the bar, and then talk to the woman. Answer her questions as you like, as this does not affect the game apart from a few different lines of speech that the characters say. Leave the bistro. Get the paper that is curled up neatly by the lamppost for a clue: 'Salah-eh Dinn. Thirteen forty-five'. Walk up the street to where the man is working.

A police officer and an inspector will show up and drag you back to the bistro for questioning. Answer the questions that the inspector asks you as you like, and you will automatically leave the bistro. A woman should be walking around, taking photographs. Talk to her. Ask her about the clown. Ask her about Plantard. Ask her about the clown. She will give you her phone number, and then she will leave. Follow her up the street to return to the construction site.

Talk to the old man. Show him the newspaper, and he will leave. Use the toolbox, and you will get a metal rod. Walk west, so you are outside of the bistro, and then walk into the archway on the right side of this screen. Use the metal rod on the iron cover. Go down the hole into the sewer. Aha, a clue! Rush over and grab the red plastic ball from the floor, which is actually the clown's red nose. Walk north, further into the sewers. Wow, more clues! Grab the tissue from the floor, and then get the piece of cloth from the rusting spike. Go up the ladder.

A man, obviously more than a little confused, will be watching you, demanding to know what is going on. Answer his first question however you like. Show him inspector Rosso's card. Show him the piece of cloth. Ask him about the jacket. Ask him about the jacket. Ask him about the jacket. Ask him about the jacket. Stop talking to the man, and he will kindly boot you out of his house. Exit on the right side of the screen, and you will now be shown a map where you can choose where to go.

Poste de police

Walk over to one of the phones on the wall and use it. Phone Nicole, and she will give you her address. Leave the police station.

Rue Jarry

Walk over to the old woman who is knitting and talk to her. Ask her about Nicole, and she will give you information on how to open the door. Walk over to the door. Use the door, and you will find yourself in Nicole's apartment. You will automatically speak to Nicole whenever you enter the apartment. Show her the red nose, and you will get a new location on the map: La risee du monde. Show her the piece of cloth. Ask about the phone, and phone B. Todryk. Ask him about the photograph. Leave Rue Jarry.

La risee du monde

Talk to the old man. Show him the tissue, and he will tell you that it is theatrical greasepaint. Show him the picture. Hmm, so the killer goes by the name of Khan. Leave the costume shop.

Poste de police

Talk over to one of the phones that is on the wall, and use it. Phone B. Todryk. Tell him about the photograph, and you will get a new location on the map: Hotel Ubu. Exit the police station.

Hotel Ubu

Walk over to the clerk. Try and get the key, and the clerk will stop you. Walk over to the woman that is playing the piano, and talk to her. Show her the photograph, and she will tell you that the person in the photograph is called Moerlin, not Khan. Ask her about Moerlin. Ask her about the key. She will distract the clerk. While the clerk is gone, get the key. Go up the stairs.

Use the key with the first door on the right. Open the window, and go through it. Walk along the ledge, and go through the other window. Hmm, so this is the killer's room! Walk over to the door, and open it. Agh, it's Khan! Luckily, Khan doesn't notice anything unusual, and so he changes, and then leaves. Get the pants that are on the bed, and you will find two clues. One clue is an ordinary matchbook. The other clue is a pass card. Open the door, and go down the stairs.

Talk to the woman that is playing at the piano. Ask her about Moerlin. Talk to the clerk. Ask him about the safe, and then show him the pass card. Walk over to the woman at the piano, and talk to her. Show her the pass, and she will make the clerk give you a sheet of parchment out of the safe. Wow, the parchment does look important... but those two suspicious-looking goons outside the hotel are sure to get it unless it is hidden.

Walk up the stairs, and use the key with the door on the right. Go through the window. Use the parchment with the alleyway below. Go through the window. Open the door, and go down the stairs. Exit the hotel, and the two goons will search you. Lucky we didn't have the parchment, hmm? When they have finished, walk down the alley. You will automatically get the parchment, and will return to Nico's apartment.

Rue Jarry

Ask Nico about the parchment, and you will get a new location on the map: Musee Crune. Leave Rue Jarry.

Musee Crune

Enter the museum. Hmm, that tripod looks like the one from the parchment. Look at the tripod, and you will find out that it is from Lochmarne, in Ireland. Leave the museum, and head back to the map screen. It's time to leave Paris, so go to the aeroport.

- Lochmarne -

You arrive in Lochmarne by bus, and are standing outside a bar. Enter the bar, and then talk to the guy in the corner, O'Brien. Ask about the castle. Ask about the tripod. Ask about Peagram. Ask about Peagram. Ask about gem. When O'Brien asks you if you are a reporter, answer how you like. Talk to the man in the middle of the room, Fitzgerald. Ask about the castle. Ask about Peagram. Ask about the dig. Ask about the gem. Talk to the man next to O'Brien, Pat. Ask about the dig. Ask about the gem. Ask about the dig. Ask about Fitzgerald. Ask about beer. Ask about Fitzgerald.

Exit the bar, and talk to the kid, Maguire. Answer his first question how you like. Ask about Peagram. Ask about Peagram. Ask about Peagram. Ask about the dig. Ask about the dig. Ask about the dig. Enter the bar, and talk to

Fitzgerald. Ask about the dig. Ask about Peagram. Ask about the package. Ask about the package. Ask about Jacques Marquet. Fitzgerald will get up and leave, and will be run over by a red car.

Leave the bar, and Maguire will tell you what happened. Aha, the cover has fallen off of that plastic box on the wall of the bar, revealing a switch! Use the switch, and then walk right and go up the path. Talk to the farmer. Ask about the ferrari. Ask about the ferrari. Ask about Fitzgerald. Ask about Fitzgerald. Ask about Fitzgerald. Ask about Fitzgerald. Climb the haystack. Use the metal rod from your inventory, in the little crack in the wall.

Climb over the wall. You will be inside the castle, with a goat blocking your way down the ladder. Try and climb down the ladder, and the goat will butt you out of the way. Very quickly, click on the rusted piece of iron on the left side of the screen, and the goat will be tied up. Go down the ladder. Get the sack that is on the bench to get some plaster of paris. Try and get the statue, and it will fall over. Get the statue, and it will leave five indentations in the floor. Use the plaster of paris in the indentations, and then go up the ladder.

Exit the castle, and go all the way back to where Maguire is. Enter the bar. Talk to the barman, and answer his first question how you like. Ask about beer. Show him the pass card, and the barman will allow you to go down into the cellar only if you can fix his glass washer. Pat has his arm on a towel. When he lifts his arm to take a drink, quickly get the towel.

Walk over to the guy who is sneezing. After a while, he will bring out a piece of wire. When he sneezes, quickly get the piece of wire. The barman still wants you to fix the glass washer, so use the piece of wire that you got from the man on the piece of wire leading to the glass washer.

Go down into the cellar, and use the metal rod that is on the wall. Exit the cellar, and exit the bar. Open the trapdoor, and a man will show up... Aha, it's Khan! Khan will leave after a while, so enter the bar, and return to the cellar. You will automatically get the blue gem. Use the faucet, and then use the towel with the water. The towel is wet, but not for long! Quickly leave the cellar, and then exit the bar.

Walk right, and go up the path. Climb the haystack, and climb over the wall into the castle. Go down the ladder. Use the wet towel with the plaster. Get the plaster cast. Use the plaster cast with the five sockets on the wall. A door will open. Go through the newly opened door, and you will be returned to Nico's apartment in Paris. Leave Nico's apartment. Leave Rue Jarry.

- Paris -

Poste de police

Talk to Sergeant Moue, and ask about Jacques Marquet. Ask about Jacques Marquet. Hmm, so it seems as if Marquet has gone to hospital. Leave the police station.

Hopital

Enter the hospital, and talk to the woman behind the desk. Show her the pass card. Ask about the nurse. Ask about the nurse. Ask about the nurse. Stop talking to the woman, and walk down the left corridor. Walk over to the plug near the water cooler, and get the plug.

While the man has gone off to investigate, quickly open the red door, and you will get a doctor's uniform. Enter the top-left corridor, and you will enter a ward. Stop talking to the man in the bed, and try and walk to the right.

The old man in the bed will stop you. Exit the ward, and take the top-right corridor to return to the main hall.

Talk to the man with the moustache, and he will tell you to show Benoir around the hospital. Walk down the corridor, and you will automatically enter the ward. Stop talking to the old man, and talk to Benoir. Show him the pressure gauge. Ask about the pressure gauge.

Tell Benoir about the old man, Eric Sopmarsh. Walk right, and enter the door. Aha, so that's Marquet! He will start to talk to you, and then another doctor will walk in and boot you out. After a short scene, you will return to Nico's apartment.

Rue Jarry

Leave Nico's apartment. Leave Rue Jarry.

Musee Crune

Enter the museum, and the attendant will start talking to you. Stop talking to the attendant, and walk over to the man looking in the cases, Andre Lobineau. Talk to Andre, and ask about Montfaucon. Ask about Montfaucon again, and then stop talking to Andre. When the attendant is looking away, quickly use the metal rod next to the window.

When the attendant goes over to close the window, use the sarcophagus. Flap and Guido will enter the museum and are contemplating stealing the tripod. Use the totem pole, and then you will automatically return to Nico's apartment. Exit the apartment. Exit Rue Jarry.

Montfaucon

Talk to the clown. Ask about juggling. Ask about juggling. Stop talking to the clown, and walk over to the police officer. Talk to the police officer, and show him the red nose. Stop talking to the police officer, and walk over to the clown. Talk to the clown, and ask him about juggling. The clown will get annoyed and leave, but he forgets his red ball. The police officer, no longer being entertained by the juggler, leaves as well. Use the metal rod on the manhole, and go down the hole.

Use the metal rod with the door on the right. Use the cogs. Use the cogs. Walk on to the boat, and use the handle. Get the hook, and walk over to the cogs (still carrying the hook). Use the cogs, and then use the lever on the boat to open the door. Go through the tunnel into the cave. Look in the crack in the wall to discover some people having a secret meeting.

When the meeting ends, look in the crack in the wall again to see the people leaving. Go down the steps and enter the cave. Use the tripod on the stone. Use the gem on the tripod. Aha, a clue: M-A-R-I-B. You will automatically return to Nico's apartment.

Rue Jarry

Nico will tell you that Marib is a village in Syria. Leave the apartment. Leave Rue Jarry. Go to the aeroport. Go to Marib.

- Marib -

Walk right, and go up the stairs. Talk to the carpet seller, and show him the matchbook. Go up the stairs, into the Club Alamut. Try to open the door, and then read the sign on the door. Talk to Ultar, and ask him about the sign. Hmm, so a toilet brush has gone missing. Show him the photograph. Ask him about Bull's Head Hill, and answer yes to his question. Leave the Club Alamut. Walk past the carpet seller, and go through the arch. Right-click on the kebab

seller to find out that he is using the toilet brush that he stole from the Club Alamut.

Talk to the kebab seller, and then stop talking to him. Walk left, and talk to the boy, Nejo. Ask about the kebab seller. Ask about the kebab seller. Show him the red ball, and answer yes to his question. Stop talking to Nejo. Walk right, and talk to the kebab seller. Click on the phrase that Nejo told you to say, and you will automatically run up the stairs. Go down the stairs, and talk to Nejo. He will give you the toilet brush. Walk right, and go up the steps. Walk behind the carpet to enter the Club Alamut.

Show the toilet brush to the manager, and he will give you the toilet keys. Use the keys on the toilet door. Use the keys on the roller towel dispenser, and then use the roller towel dispenser to get a towel. Open the toilet door, and use the toilet chain. Exit the toilet. Exit the Club Alamut. Walk left, and go through the arch. Walk over to Nejo, who is chucking the red ball against the door. Look at the cat, and he will jump up onto the shelf. Quickly use the bell, and the cat will jump down, dragging the statuette with him.

Get the statuette. Use the tissue on the statuette. Talk to the man who is walking around, Duane. Show the statuette to Duane, and you will get 50 bucks. Walk right, and go up the stairs. Walk behind the carpet to enter the Club Alamut. Talk to Ultar, and show him the 50 bucks. Answer yes to his question. Ask about the taxi. Give towel to Ultar. After a short scene, you will arrive at Bull's Head Hill.

Get the tree. Use the stick with the towel. Use the stick-towel with the crack in the rock. Use the towel. Look at the niche in the rock. Use the niche in the rock. Enter the cave. Walk left, and you will find Klausner. Look at Klausner to find a lens. Right-click on the stone head. Right-click on the inscription. Aha, it's Khan! He will make you go outside, and then will ask you a series of questions, in which you can choose to answer good or bad.

Choose to be good for his 1st question, good for his 2nd question and good for his 3rd question. He will then ask you if you want to die like a man, or die like a dog. Choose to die like a man, and when he reaches out to shake your hand, quickly use the hand buzzer on him. Jump off of the cliff.

- Paris -

Rue Jarry

Leave Nico's apartment. Leave Rue Jarry.

Musee Crune

Enter the museum, and talk to Andre. Ask about the manuscript. Ask about Nico. Ask about Nico. Leave the museum.

Rue Jarry

Enter Nico's apartment. Nico will tell you that Andre has visited. Leave Nico's apartment. Leave Rue Jarry.

Musee Crune

Enter the museum, and talk to Andre. Ask about the manuscript. Ask about the manuscript. Ask about the manuscript. Leave the museum. Exit the area outside of the museum, and go to the aeroport. Go to Ville De Vasconcellos.

- Ville De Vasconcellos -

Walk to the left as far as you go, and use the blood pressure sleeve on the

hose. The gardener will come along and grumble about the hose. The gardener will go off into the house, so follow him. Walk up the hall, and some dogs will start barking. Quickly use the suit of armor, and the gardener will walk past you. Go up the stairs, and the Countess will start talking to you. Ask about the Templars. Ask about the Templars. Ask about the chess set. Look at the lectern. Aha, a checker board!

Talk to the Countess, and ask her about the checker board. Ask about the chess set. While Lopez has gone, ask the Countess about the Templars. Ask about the Templars. You will be shown a puzzle, in which you have to move chess pieces to the correct places on the chess board. Move the king down one square, move the knight down two squares and move the bishop to the top. You should arrive back in Nico's apartment.

- Paris -

Rue Jarry

Leave Nico's apartment. Leave Rue Jarry.

Montfaucon

Enter the church, and talk to the priest. Show him the chalice, and he will offer to polish it for you. Answer yes to his question. Right-click on the statue of the knight holding the staff and the scroll. Use the lens on the scroll. Talk to the priest, and then stop talking to him. Look at the tomb in the far corner. Leave the church, and leave Montfaucon.

Musee Crune

Enter the museum, and talk to Andre. Ask him about the statue, and then stop talking to him. Leave the museum, and exit the area outside of the museum.

Site de Baphomet

Go down the stairs, and attempt to open the door on the right. Talk to the guard, and ask him about the washroom. He will give you the washroom key. Stop talking to the guard, and use the key on the washroom door. Right-click the washbasin. Get the soap. Use the keys with the soap. Use the soap with the plaster of paris. Use the soap with the tap. Go through the door. Give the washroom keys to the guard, and then go up the stairs. Use the key with the paint pot. Go down the stairs, and use the phone.

Go up the stairs, and talk to the painter about the phone. Use the key with the paint pot. Go down the stairs. Talk to the guard, and ask about the washroom. Use key on washroom door. Use washroom key with plaster key. Exit washroom. Right-click the thermostat, and then talk to the guard. Ask him about the thermostat, and then stop talking to the guard. Use the thermostat, and the guard will put his gloves on. Give the fake plaster key to the guard. Use the phone, and Nico will distract the guard. Use the key with the door on the left. Use the chalice with the mosaic on the floor. You will be returned to Nico's apartment.

Rue Jarry

Leave Nico's apartment. Leave Rue Jarry. Go to the aeroport. Go to Ville De Vasconcellos.

- Ville De Vasconcellos -

Enter the house, and get the mirror out of the utility room. Go up the stairs. The Countess will talk to you. Ask about the Countess. Stop talking to her, and exit the room. Exit the house. Walk up the path to the mausoleum. Open the door. Get the Bible. Get the rod that is leaning against the wall. Use the rod on the window. Use the tissue on the rod. Use the rod with one of the small

candles. Use the rod with the big candle. Leave the mausoleum. Walk up the path. Enter the house, and go up the stairs. Talk to the Countess, and show her the Bible. Stop talking to her, and exit the room. Exit the house.

Talk to Lopez, and ask him about the well. Ask him where the well would be. Ask him where the well would be. Stop talking to him, and follow the hose to the left until you get to the small building. Next to the building is a hazel tree. Get the hazel tree, and then talk to Lopez. Show him the stick. After a long scene, you will eventually find the well and climb down it.

Look at the lion's head. Use the lion's head, and then quickly click left on the path. There are rays of sun shining down the well. Use the mirror with the rays, to find out that there is a kind of keyhole on the rock face. Use the carved piece of stone with the rock face. Go through the newly opened door. After finding the chess piece, you will be returned to Nico's apartment.

- Paris -

After a long scene, you will be shown the world map. Go to Bannockburn.

- Train -

Attempt to leave the room, and Nico will stop you. Leave the room. Walk left along the train until Guido comes out of a room. Walk right, and enter the room where Nico (used) to be. Exit the room, and enter the next room on the left. Talk to the man on the left, and ask him about Nico. Stop talking to the man, and open the window. Climb out of the train. Walk along the train to the right, and climb down the ladder. You should arrive in a room with Nico. When you start playing again, quickly use the emergency brake. Attempt to exit the train, and Nico will stop you. Exit the train on the left.

- Bannockburn -

Enter the tower. Look at the heap of stones. Look at the heap of stones. Look at the heap of stones. Look at the heap of stones. Get the handle from the cog arrangement. Get the cog and spindle. Use the first cog on the stone statue. Use the second cog on the stone statue. Use the pipe with the stone statue. Use the lid of the pen with the stone statue. Use the red nose with the stone statue. Use the handle with the stone statue. Enter the room. Walk up the path, and you will hear some voices. After a long scene, you will start playing. Guido will be in the room. Quickly get the torch, and watch the huge explosion.

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### 3. Item List

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50 Bucks

Duane will give George the 50 bucks for the polished statuette. The 50 bucks are given to Ultar in the Club Alamut in Marib.

Blue Gem

The blue gem is found in the cellar of the bar in Lochmarne. It is put on the tripod in the cave of Montfaucon.

Buzzer

The man in La risee du monde will give George the buzzer when he talks to him. It is used to escape from Khan in Bull's Head Hill.

Bible

The bible is found in the mausoleum in Ville De Vasconcellos. It is shown to the countess in the house.

Card

Inspector Rosso gives George his card after talking to him in Cafe de la chandelle verte near the start of the game. It is shown to the man outside the house after the sewers.

Chalice

The chalice is found in Ville De Vasconcellos after solving the chess puzzle. It is used on the mosaic on the floor in Site de Baphomet.

Cloth

The cloth is found is one of three clues found in the sewers near Cafe de la chandelle verte. It is shown to the man outside the house after the sewers. It is also shown to Nicole in Rue Jarry.

Cogs

Found in the heap of stones in Bannockburn, the cogs are two of six items used on the statue in Bannockburn to open the secret passage.

Fake Plaster Key

The fake plaster key is created by using the plaster of paris in the indentation of the key in the soap. It is given back to the guard so that the real washroom key can be used.

Handle

Found in the cog arrangement in Bannockburn, the handle is one of six items used on the statue in Bannockburn to open the secret passage.

Hazel Tree Stick

The hazel tree stick is found next to the small building in Ville De Vasconcellos. It is used to find the well.

Key

The woman playing the piano will help George get this key from the Hotel Ubu. In the hotel, it is used to open the first door on the right at the top of the steps.

Matchbook

After Khan has gone from the room in the Hotel Ubu, the matchbook can be found in the pants on the bed. It is shown to the carpet seller in Marib to access the Club Alamut.

Metal Rod

The metal rod is found in the toolbox at the construction site near the start of the game. It is used to open an iron cover near the cafe, to climb the wall near the castle in Lochmarne, to open the manhole in Montfaucon and to open the door in the sewers of Montfaucon.

Mirror

The mirror is found in the utility room in Ville De Vasconcellos. It is used with the rays of light in the well to find the keyhole.

Newspaper

The newspaper is found near the lamppost outside Cafe de la chandelle verte at the start of the game. The workman at the construction site will leave after being shown the paper.

Parchment

The parchment is found in the safe in the Hotel Ubu. After it has been thrown out of the window, the parchment can be found in the alley at the side of the hotel. It is shown to Nico in Rue Jarry.

Pass Card

After Khan has gone from the room in the Hotel Ubu, the pass card can be found in the pants on the bed. It is shown to the clerk and the woman playing the piano in the Hotel Ubu to get the parchment. It is shown to the barman in Lochmarne to access the cellar. It is also shown to the woman behind the desk in the Hopital of Paris.

Pen Lid

Found in the heap of stones in Bannockburn, the pen lid is one of six items used on the statue in Bannockburn to open the secret passage.

Photograph

George receives the photograph in Rue Jarry after he shows Nico the cloth. It is shown to B. Todryk in the Police Station, to the woman playing the piano in the Hotel Ubu and to Ultar in Marib.

Pipe

Found in the heap of stones in Bannockburn, the pipe is one of six items used on the statue in Bannockburn to open the secret passage.

Plaster Cast

The plaster cast is created by first putting the plaster of paris in the indentations in the room under under the goat, and then using the wet towel in the indentations. It is used in the five sockets in the room under the goat to open a secret door.

Plaster of Paris

The Plaster of Paris is found in a sack in the room under the goat in Lochmarne. It is used in the indentations made by the statue in Lochmarne. It is also used in the soap to create a fake plaster key in Site de Baphomet.

Pressure Gauge

The pressure gauge is found in the Hopital of Paris, It is used to stop the hose from working in Ville De Vasconcellos.

Red Ball

The clown drops this red ball in Montfaucon. It is given to Nejo in Marib.

Red Nose

The clown's red nose is one of three clues found in the sewers near Cafe de la chandelle verte. The red nose is one of six items used on the statue in Bannockburn to open the secret passage.

Soap

The soap is found in the washroom of Site de Baphomet. It is used with the tap after the plaster of paris has been used in the key indentation.

Statuette

The statuette is found in Nejo's stall in Marib. It is cleaned with the tissue and given to Duane for 50 bucks.

Stick

The stick is found on the tree in Bull's Head Hill. It is combined with the towel to create the stick-towel.

Stick-Towel

Created by combining the stick and the towel, the stick-towel is used to climb down the rock in Bull's Head Hill.

Tissue

The tissue is one of three clues found in the sewers near Cafe de la chandelle verte. It is used to polish the statuette in Marib, and is also used on the end of the rod to light the candle in Ville De Vasconcellos.

Toilet Brush

The kebab seller is holding the toilet brush in Marib. It is given to the manager of the Club Alamut for the toilet keys.

Toilet Chain

The toilet chain is found in the toilet of the Club Alamut in Marib.

Toilet Keys

The manager of the Club Alamut in Marib will give the keys in exchange for the toilet brush. The keys are used to the unlock the toilet door in the Club Alamut, and to unlock the roller towel dispenser in the toilet.

Towel

The towel is found under Pat's arm in the bar in Lochmarne. It is used on the faucet in the cellar of the bar to create the wet towel. The wet towel is used in the indentations in the room under the goat to create a plaster cast.

Towel

The towel is found in the roller towel dispenser in the toilet of Club Alamut in Marib. It is given to Ultar to fix the taxi.

Tripod

The tripod is Found in Musee Crune. It is used in the cave of Montfaucon.

Washroom Key

The guard will give George this key when he asks about the washroom in Site de Baphomet. It is used to unlock the washroom door, and is also used to create an indentation in the soap.

Wire

The wire is being held by the sneezing guy in the bar in Lochmarne. It is used to fix the glass washer in the bar.

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4. Copyright Information

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