Broken Sword

THE SHADOW OF THE TEMPLARS
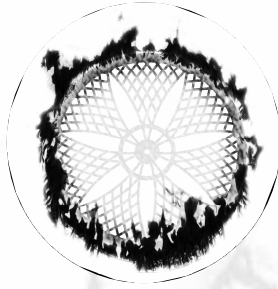
Epilepsy warning
PLEASE READ THIS BEFORE PLAYING BROKEN SWORD!

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns on backgrounds on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your doctor prior to playing. If you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, immediately discontinue use and consult your doctor before resuming play.

This product is exempt from classification under UK law. In accordance with the video standards council code of practice it is considered suitable for viewing by the age range(s) indicated.

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MINIMUM SYSTEM REQUIREMENTS

486 66 mhz pc

vesa 2.0 compatible svga card

100% soundblaster compatible
sound card

mouse

2 x speed cd rom drive

RECOMMENDED SYSTEM REQUIREMENTS

pentium pc

vesa 2.0 compatible svga card

100% soundblaster compatible 16bit
sound card

mouse

4 x speed cd rom drive

INSTALLATION UNDER MS-DOS

If you are running windows and you wish to install from dos, first exit to ms-dos. place the broken sword cd in your cd-rom drive, and select that drive by typing "d:" (or whichever drive letter is assigned to your cd-rom, followed by a colon symbol) and pressing enter. now type "install" and press enter. the installation program will then guide you through the sound setup utility and broken sword installation options. whenever you wish to play broken sword, ensure you are in ms-dos mode, then make sure you are in the directory broken sword was installed in. the default directory is c:sword, so if this is what you selected, type "cd\sword" and press enter. now type "sword" and press enter. the game will now begin. if you are experiencing problems, please refer to the troublshooting section of the manual.

INSTALLATION UNDER WINDOWS 95 / 98

Refer to the readme file on your cd-rom. this contains the complete step-by-step loading instructions for broken sword, including sold out installation software.

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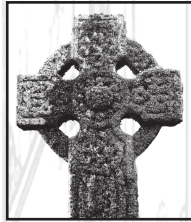
INTRODUCTION

congratulations, you're about to shape the destiny of a hero. Broken sword uses advanced programming, animation and storytelling techniques to put you right into the heart of the most amazing, outlandish, and exciting of tales. this is the culmination of over two years' effort by a team of expert programmers and designers, a veteran layout artist, cartoon movie animators, professional scriptwriters, and the music composer Barrington pheloung - whose credits include the soundtrack for the 'inspector Morse' TV series. The result is a game unparalleled in terms of rich gameplay and sheer spectacle.

if you've never played an adventure game before, don't worry. Broken sword has been designed to cater for the novice as well as the gaming expert, and to this end has one of the simplest yet most powerful user interfaces yet devised. control throughout the game is possible using simple mouse point-and-click commands, and you'll soon discover that all manner of complex actions and conversations can be carried out with the minimum of effort. similarly, you'll find the exploration of strange locales and searches for vital clues will soon become second nature, as will the way in which Broken sword embroils you in a living, evolving story, with events unfolding as you make progress. A sharp mind, a thirst for the truth, and an inquisitive eye are all the tools you need to play an adventure game. so gather your wits and let the story begin.

Mystical secrets from medieval times, assassins dressed as clowns and beautiful photographers are only the first pieces in a jigsaw puzzle which will transport you and your on-screen partner from the streets of paris to the farthest corners of europe and beyond, into the legend of the ancient knights templar. this is a story of an american abroad who - by a single twist of fate - is given the opportunity to turn from tourist to detective, and becomes the one person who can thwart the devilish plans of a band of megalomaniac fascists. and who knows, he may even get the girl in the process.

As the game opens we witness the fateful events which will transform young californian george stobbart from a regular guy on vacation into the main protagonist in the story of broken sword. sipping his coffee as he sits outside a caf in paris, george can't help but feel that the french are treating him with a certain amount of disdain. it seems just being american is reason enough to be treated with suspicion, and it's an attitude which makes george all the more determined to prove himself. this perhaps goes some way towards explaining his attempts to woo the caf 's waitress, but his smooth moves are cut short by the arrival of another customer - a distinguished gentleman attired in hat and overcoat, and carrying a briefcase.

Any disappointment is soon forgotten as the bizarre antics of an accordion-playing clown catch george's eye. waltzing around amidst a barrage of balloons, the clown disappears inside the caf . the clown reappears moments later and george notices that he's no longer carrying the accordion. instead, our hero notices the other customer's briefcase in the clutches of this greasepaint-covered madman. before he can even attempt to make sense of what is happening a huge explosion blasts the front of the caf clean away and envelops george in flames. thrown into the air, george tangles with one of the caf parasols, which

miraculously shields him from the worst of the blow. our american friend attempts to crawl from under the parasol, dazed and confused by the explosion, concerned for the safety of the waitress, and anxious to find out just what connects the man in the overcoat, the malevolent clown, the briefcase, and one almighty bomb blast. never in his most fevered imaginings could george predict the dark events to follow. and only with your help will he ever succeed in unraveling the mysteries of broken sword.

③

BEGINNER'S TUTORIAL

CURSOR CONTROL OVERVIEW

All in-game actions are achieved using the on-screen cursor, the mouse to direct this cursor, and the left and right mouse buttons. When it's possible to directly control George - i.e. when there's no event or conversation taking place - an arrow-like cursor will be visible on the screen. Depending on the current situation, the left and right mouse buttons will instruct George to carry out certain tasks. A quick reference guide to the possible cursor shapes and the effect of the buttons is shown below.

Left or right mouse button... George will walk over to the pointer.

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

Right mouse button.............. George will simply look at the object.

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

Right mouse button............. George will look at the object.

Left or right mouse button... George will pick up the object.

Right mouse button............. George will look at the object.

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

Right mouse button............. Instructs George to look at the person.

Left or right mouse button... George will leave the current scene via this exit.

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

The following tutorial is recommended for beginners only. If you'd rather embark on Broken Sword without the least bit of prompting, then skip over to the General Playing Guide. However, the following steps represent only a tiny fraction of what's in store.

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

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

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

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

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

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

7. survey the scene in the street carefully, and you'll notice a newspaper lodged at the foot of the street lamppost. it may be useful, so place the cursor over the paper - the arrow should change hand moving with a picking up motion. click the left mouse button again. george will now reach over and take the newspaper. now is probably a good time to check out the level of damage in the caf itself - that waitress may need help. place the cursor at the doorway and the click the left mouse button. george will enter the cafe.

8. inside the caf things look bad. let's check on the health of the waitress first - move the cursor over her slumped body. the arrow will have changed to a mouth, this indicates it's possible to communicate with the poor girl. click the left mouse button and george will walk over to her, help her up and start talking.

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

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

11. perhaps the workman down the road can be of help. move the cursor to the rear of the scene, by the workman's tent. the cursor will change to a pointing hand icon. click the left mouse button and george will exit the scene and reappear by the workman. alas, before you get a chance to speak to the workman the police arrive on the scene, determined to find out whether george was involved in the explosion. there's no option but to watch as he's frog-marched back to the caf for questioning.

12. back inside the caf , inspecteur rosso will do most of the talking. when he asks you a question, a topic bar will appear at the bottom of the screen. this will contain either a thumbs down and a thumbs up icon, or the former together with a picture of the clown. to answer no, click on the thumbs down icon. otherwise left click on the other displayed icon.

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

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

15. while he's gone, george is free to rummage around. move the pointer over his toolbox. the cursor will change to display a set of cogs. click the left mouse button to use the toolbox. george will find a handy t-bar tool - exactly the sort of thing which could be used to open that manhole cover - and place it in his inventory.

16. move the cursor to the top of the screen to bring up the inventory bar. move the pointer over the t-bar tool and click the left mouse button. now move the pointer and tool over the manhole cover. click that mouse button again, and watch the results. et voila - as they say in paris. the sewer system awaits, and george isn't the kind of hero to let a mild stench put him off. from now on, though, he's relying on you to guide him!

7

GENERAL PLAYING GUIDE

MOVING AROUND

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

As George moves around the camera will sometimes pan to reveal more of a location. Some areas may be several times larger than the area visible on screen. The beckoning hand icon indicates that there are unseen areas of a location to check out.

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

THE INVENTORY

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

EXAMINING THINGS

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

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

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

If you wish George to examine an object that's already in his possession, simply move the pointer to the top of the screen. This will bring up a display of all the objects currently held. Move the cursor over the desired object and click the right mouse button to examine it.

COLLECTING OBJECTS

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

USING OBJECTS

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

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

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

CONVERSATION

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

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

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

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

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

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

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

USING THE MAP SCREENS

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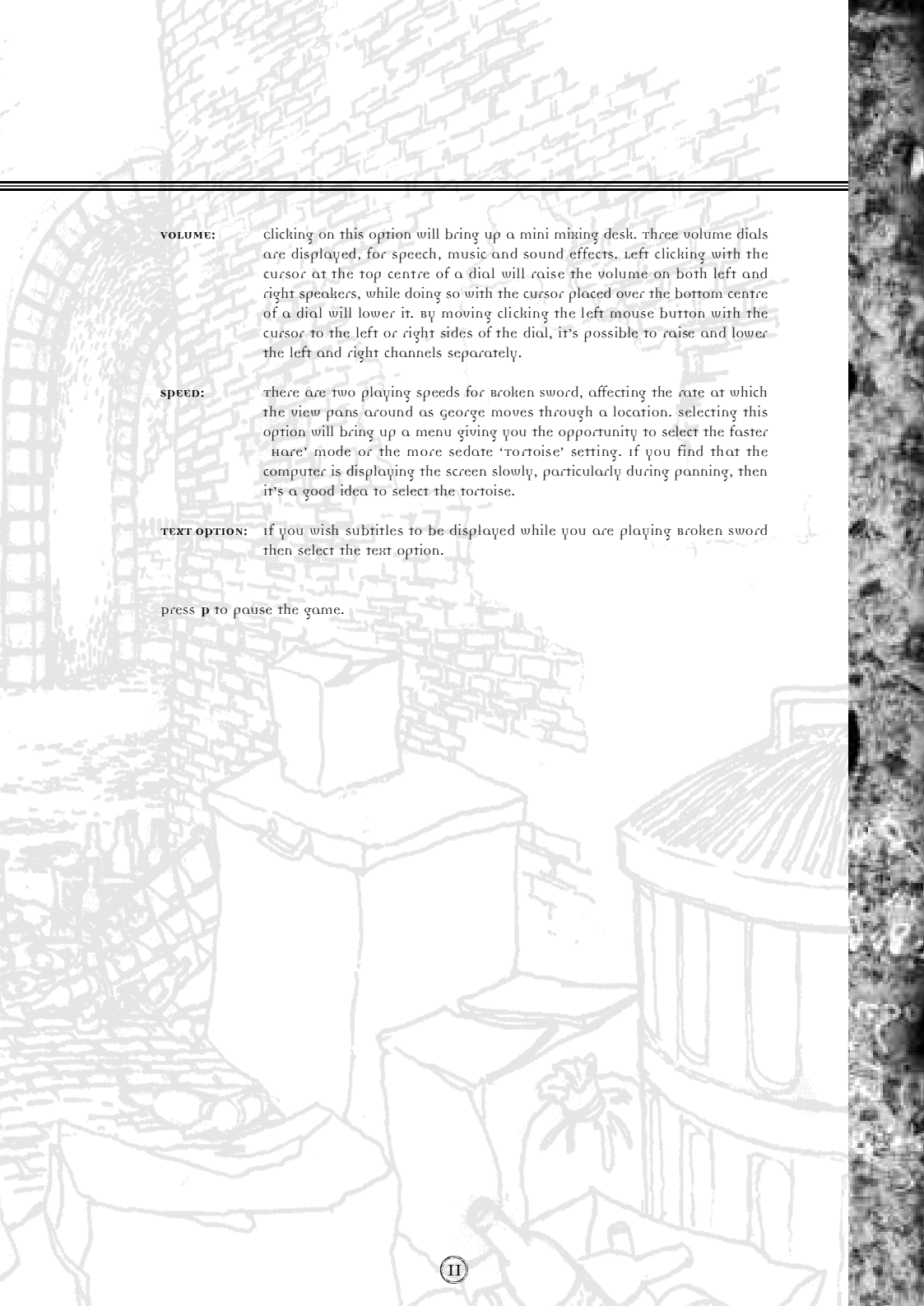
MAKING PHONE CALLS

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

THE CONTROL PANEL

Provided you are not in middle of a conversation with someone, you can access the control panel by pressing the ESC or F5 key on your computer's keyboard. This will bring up the following list of options:

SAVE: Click on the this with the on-screen pointer to store your current position. A list of ten save game slots will appear. If there are already ten saved games, then click on the scroll bar arrows to the right of the display to scroll through the list. To save your game in a slot, simply point the cursor at an empty or previously used slot and press the left mouse button. Now type a name for your saved game, using the Delete key to remove an old name or correct mistakes, and press Enter when you're happy. To confirm the save, point the cursor over the save button and click the left mouse button. Alternatively, click on cancel to abort the save. Remember to give your saved games logical names, to help you remember at what stage you made them.

RESTORE: Select this option to abandon your current position in the game and re-load a previously saved position. Again, ten saved game slots will be displayed. Click on the appropriate saved position to load it. If the slot you wish to restore from isn't visible, use the scroll bar arrows to cycle the display through the slots. Once you've selected the position to load, click the cursor over the RESTORE button, or click on cancel to abandon the restore.

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

EXIT: Exits the game and returns you to the MS-DOS prompt, or Windows 95 if Broken Sword was launched from there. The game will double-check that you're sure about your decision - simply click on the YES or NO buttons.

DONE: Select this to leave the control panel and return to the game proper.

volume: clicking on this option will bring up a mini mixing desk. three volume dials are displayed, for speech, music and sound effects. left clicking with the cursor at the top centre of a dial will raise the volume on both left and right speakers, while doing so with the cursor placed over the bottom centre of a dial will lower it. by moving clicking the left mouse button with the cursor to the left or right sides of the dial, it's possible to raise and lower the left and right channels separately.

speed: there are two playing speeds for broken sword, affecting the rate at which the view pans around as george moves through a location. selecting this option will bring up a menu giving you the opportunity to select the faster 'hare' mode or the more sedate 'tortoise' setting. if you find that the computer is displaying the screen slowly, particularly during panning, then it's a good idea to select the tortoise.

text option: if you wish subtitles to be displayed while you are playing broken sword then select the text option.

press **p** to pause the game.

GENERAL HINTS

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

I

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

2

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

3

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

4

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

5

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

6

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

7

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

CUSTOMER SUPPORT

ON LINE INFORMATION

Users with Internet access can keep up with the latest releases and news from sold out software by pointing their web browser at http://www.sold-out.co.uk.

CUSTOMER SERVICES AND TECHNICAL SUPPORT

You can contact our customer services and technical support line on 020 7928 9655. When you call please ensure you are sitting in front of your computer with paper and pen handy. Gather as much pertinent information about your computer before you call: make, model, attached peripherals, RAM and hard disk space, graphics card, monitor, and full listings of your CONFIG.SYS and AUTOEXEC.BAT files.

You can fax your technical support problems on 020 7261 0540.

Or you can write to us at:

Technical Support
Sold Out Sales & Marketing Ltd.,
122 Southwark Street,
London SE1 0SW

Do not send your discs unless instructed to do so by one of our staff.

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