



# BROKEN SWORD II

Broken Sword II™ - The Smoking Mirror™ & ©1997 Revolution Software Ltd.

## **EPILEPSY WARNING**

### **PLEASE READ THIS BEFORE PLAYING BROKEN SWORD II™!**

**A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light 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 then immediately discontinue use and consult your doctor before resuming play: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions.**

**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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## INTRODUCTION

**THE FIRST BROKEN SWORD** adventure introduced reluctant but resourceful hero George Stobbart - an American caught up in an explosive plot involving the legacy of the Knights Templar. Tragedy follows the triumph of that tale, with George forced to leave his new love Nico in order to tend to his dying father in America. Now back in Paris for a reunion, it's not long before George finds that his headstrong French girlfriend has led them into mortal danger once again.

Photo-journalist Nico has been doing her best to expose a drugs smuggling ring, but inadvertently stumbles upon something far more sinister when she gains possession of a mysterious obsidian stone. Visiting the house of Mayan archaeologist Professor Oubier in the hope of discovering more about the artefact, the pair are attacked. Nico is kidnapped, and George left to be bitten by a deadly tarantula. This brush with death is the first of many for our hero, in a race against time to prevent a criminal mastermind from fulfilling an age-old prophecy to bring about the destruction of mankind.

# GETTING STARTED

## SYSTEM REQUIREMENTS

Before attempting to play, please ensure that your system meets the following requirements:

### Computers:

Broken Sword II™ requires a 100% IBM PC compatible computer, with a 486 DX2 66Mhz processor or faster. A Pentium processor is recommended.

### Operating System:

Broken Sword II™ can be played under Windows XP/Vista.

### Memory:

16Mb of RAM minimum is required.

### Drives:

Ensure that you have at least 4Gb free on your hard disk, and that you are using a DVD-ROM drive of dual-speed or faster. 4Gb of free hard drive space and a quad-speed DVD-ROM drive are recommended.

### Video:

You will need a DirectX compatible video card with a minimum of 1Mb of RAM.

### Sound:

Broken Sword II™ requires a DirectX compatible sound card.

### Controller:

A standard PC keyboard and 100% Microsoft™ compatible mouse are required.

## **HOW TO INSTALL AND RUN BROKEN SWORD II™**

### **Installing the Game**

Please refer to the readme file on your DVD ROM. This file contains complete step by step loading instruction regarding the game. It also contains any FAQ's that you may have.

### **Running the game**

Once installed, the game can be run from the program folder selected during installation. This is accessed by moving the cursor to the Windows Start Menu, then selecting Programs - Broken Sword Trilogy - Broken Sword II™ (or whatever path was selected during installation).

# GENERAL PLAYING GUIDE

Throughout the game, the player can direct George's actions using a very simple, yet powerful cursor control system. By moving the on-screen cursor over the playing area with the mouse, it is possible to instruct George to walk around, hold conversations, examine his surroundings, and manipulate objects. As the cursor is moved around the screen, it will automatically change to indicate which relevant action can be undertaken, with the two mouse buttons performing the actions listed below.

## MOVING GEORGE AROUND



The mouse cursor will be displayed as an **ARROW** when it is not over a significant object.

*Left or right mouse button:* If the pathway is clear, George will walk over to where the arrow is pointing. If the cursor is moved below the main display, then objects that have been collected so far will be shown. If the cursor is moved above the main display then game options are shown.



The cursor transforms into a **BECKONING HAND** to indicate that since the location is wider than one screen there is more of the room to be seen.

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



If the cursor changes to look like a **POINTING HAND** it indicates an exit from the current location.

*Left mouse button:* George will leave the current scene via this exit. If the left button is clicked on the exit again (double click) while George is walking to that exit he will instantly leave the scene, making it possible to move rapidly between locations.

*Right mouse button:* A description of where the exit leads will be given.

## COLLECTING OBJECTS



George is capable of holding a huge array of items, so it is advisable to collect everything you possibly can during the adventure. If you see an item that you want to pick up, simply place the cursor over it. If the mouse cursor transforms to look like a GRABBING HAND, then the object is collectable.

**Left or right mouse button:** George will try to pick up the object.

**Right mouse button:** George will give a description of the object.

## GEORGE'S POSSESSIONS



You can access a visual list of all the items in George's possession by moving the cursor onto the strip below the main game screen.

**Left mouse button:** Clicking the left mouse button on any of these objects instructs George to ready the object for use. The mouse pointer will now show an icon of that object next to it. Clicking on anything on the game screen tells George to use the selected object on that game

screen object. A similar method can be used for selecting an object to give or show to another person. Possessions can be used on each other (to combine them or put one inside the other) by selecting one object and clicking it on another. If you select an object then change your mind, return the object to the menu where it is greyed out and click the left button again. When you're done move the cursor back to the main game screen to continue.

**Right mouse button:** If you want George to look at an object in his possession, click on it with the right mouse button. Note that vital information is often revealed by examining objects that are in your possession.

## USING OTHER ITEMS



The method for using objects in George's possession is described above, but it is often possible to use or operate background objects directly. If necessary George will walk over to it first. If nothing happens then try thinking whether there is a possession object that can be used on the background object to achieve the desired objective.

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

*Right mouse button:* George will give a description of the object.

## TALKING TO OTHER CHARACTERS



On his adventures George will encounter a wide variety of characters, some helpful, others potentially deadly. To initiate a conversation with someone, place the cursor over them so that it transforms into a mouth symbol.

*Left mouse button:* Clicking the left mouse button will initiate the conversation. You can also click on a person with an object from the inventory in order to ask them about that object. Once you're talking, George will handle the general chat himself, but will need prompting on the subject matter.



When he needs guidance a list of symbols representing various topics of conversation will appear in the bar below the main game screen. Move the cursor over whichever you want George to ask about and click the left mouse button. Note that the topic chosen will disappear, unless there's more to discuss. It's a good idea to continue asking about something

until that line of questioning has been exhausted. Click the swirling arrow symbol at the left of the list to end the conversation. Note that George can often go back to chat further with a character if new subjects have been discovered, new places visited or new items collected.

*Right mouse button:* Instructs George to give a description of that person.

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## SELECTING DESTINATIONS

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There may be times when the game presents a choice of locations to visit, depicted on the bar below the main game screen. In these situations simply click on the symbol representing the desired destination as you would a topic of conversation or object.

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## THE CONTROL MENU

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Moving the cursor to the bar above the main game screen brings up the Control Menu. From here you can select to access the

options screen, save your current position, load a previously saved game, restart the game, or quit to Windows 95. You can return to the action at any time by moving the cursor back into the main game screen.

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## THE OPTIONS SCREEN

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This is where you can tailor the presentation to suit your tastes. Labels for on-screen object labels and subtitles can be toggled on or off, as can music, speech, and general sound effects. Slider bars are also available to alter the volume level of three sound categories. There is also a reverse stereo switch to swap the stereo output between the speakers. Another slider bar governs graphical quality. The lower the quality the faster the game will run. Click on OK to confirm your changes, or cancel if you want to restore the previous settings.

## **QUIT TO WIN95**

Select this if you wish to quit the game. You may wish to save your position in the game first by clicking on the Save symbol. Don't worry if you click on Quit by mistake, the game will ask you to confirm your choice.

## **SAVE**

This will allow you to save your position in the game on your hard disk, making it possible to reload at a later date. Multiple game slots will appear on screen, each capable of holding a single save game position. Click on the slot you wish to use and type in a suitable file name, then press the RETURN key or click on the Save symbol. Alternatively, click on Cancel if you've changed your mind. You can save a game over a previously used slot if you wish, but you'll be asked to confirm whether you want to overwrite the old file first. You can move up and down through all available game slots by clicking on the scroll bar buttons to the right of the window.

## **RESTORE**

Reloads a previously saved game position. Simply click on the required file from the on-screen list, then the Restore symbol to load the required file. Select the Cancel symbol to abort and return to your current game. You can scroll through all available game slots by using the scroll buttons.

## **RESTART**

Click on this to abandon your current game and start again from the beginning. You'll be asked to confirm your decision.

## **PAUSING THE ACTION**

You can pause the game at any time simply by pressing the 'P' key on your keyboard. Pressing it again will resume the game.



## BEGINNER'S TUTORIAL

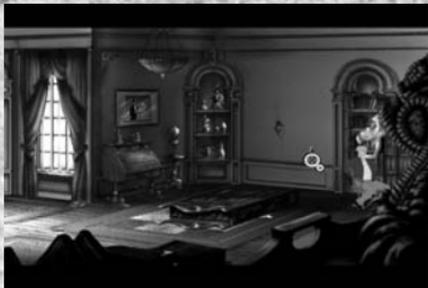
The following playing guide provides step-by-step instructions for escaping from the perilous situation George Stobbart finds himself in as the game begins, and so should be referred to only if you're really stumped. The following scene represents just the first few steps on a long and hazardous journey that will take our hero to the farthest reaches of the globe.



The game opens with Nico having been kidnapped, and George left to die in the mysterious Professor Oubier's house. Tied to a chair, George is left to face an advancing tarantula. Something nearby must be of use. Try examining the bookcase to the left of George (right mouse button). This will reveal the existence of a block of wood.



That loose block of wood supporting the bookcase may just save the day. Move the mouse pointer over it, and the cursor will change to indicated that it's a usable object. Press the left mouse button to kick the block of wood away.



The spider may be squished, but there's still the small matter of George's seating arrangement to be solved. Try using that metal bracket protruding from the wall. Again it's just a matter of moving the cursor over it, then clicking the left mouse button.



Nico must have dropped her handbag when she was kidnapped. It may hold some clue as to who has taken her, so left click on it to take a closer look. George will rummage through and take any items that may prove useful.



Nearby is the blow dart that was used to stun Nico. Left click on this, too. Notice how George automatically walks over to objects when you instruct him to pick an object up. The camera will follow George as he makes his way across a location.



It's also possible to move George to an unseen part of a location in another way. Try moving the cursor to the left of the current scene. It will change to look like a beckoning hand. Click the left mouse button and George will walk further left, the camera following him as he goes.



Try opening that cabinet for yourself, again simply by pointing the cursor at it then clicking. No luck? Maybe a sharp object could be used to pick the lock. Move the cursor to the bottom of the screen. A row of all the objects George currently possesses will appear. Now move the cursor over the dart and click the left mouse button.



When you move the cursor back into the main game scene, the cursor will have a picture of the dart next to it. This means George can use the dart in conjunction with other things. Click on that cabinet again to use the dart on the lock.



Now try examining the contents of the cabinet for yourself. You should find an exploded gas cylinder and another that's full of gas but too hot to hold. This is where Nico's underwear will come in useful. Using the same method as for the dart, select the red briefs from the bar at the bottom of the screen, then click on the hot cylinder.



It worked, and the gas cylinder has now been added to George's growing list of possessions. Now let's try to use the cylinder with that soda dispenser on top of the cabinet. As before, select the cylinder from the object list then move the cursor back over the soda bottle and click on it. With the siphon still active click on the fire to put it out. But before trying the door, let's have a final search of the room.



Click on the upper part of the bureau. George will open it to reveal a bottle inside. One quick drink won't harm, so left click on the bottle.



The worm at the bottom of the tequila may not have been to George's taste, but it could come in handy later. Move the cursor over to where it's lying on the ground and click the left mouse button to pick it up.



The bureau also has small drawer. Click on it and George will open it, discovering a small pot inside. Instruct George to collect the pot.



Now move the cursor down to George's list of possessions at the bottom of the screen, move the cursor over the pot and this time click the right mouse button. This tells George to take a close look at it. He will find a key inside.



With these extra objects in his possession George is ready to go in search of Nico. Guide him back to the main door, and click on it to escape. The fate of George, and the world, is now in your hands.

If you get stuck, remember to examine everything for clues - including objects in your possession. Then think through what you are trying to achieve and think of how the objects that you are holding could help. At no point in the game will you find yourself unable to proceed - there is always a logical way forward.

Good luck.





## **CUSTOMER SERVICES & TECHNICAL SUPPORT**

Thank you for purchasing Broken Sword II™. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give game play hints through our Technical Support number.

**Technical Support** : +44 (0)845 234 4250  
**Email** : support@mastertronic.com  
**WorldWide Web** : <http://www.mastertronic.com>

**Address** : **Customer Services Department,**  
Mastertronic  
2 Stonehill, Stukeley Meadows,  
Huntingdon, PE29 6ED,  
United Kingdom.

In the unlikely event of a software fault, please return the complete package, with your receipt, to the original place of purchase.

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

- Speed and Manufacturer of your Processor.
- Make and model of your Sound Card and Video Card

- **Make and model of your DVD-ROM drive**
- **Amount of RAM present**
- **Any additional Hardware and Peripherals**

**Note: If you have any problems in obtaining any System Information please consult your System supplier.**

**When contacting us by post, ensure you include the Title and Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.**

## CREDITS

<b>Director:</b>	Charles Cecil
<b>Producer:</b>	Steve Ince
<b>Writers:</b>	Daye Cummins and Jonathan Howard
<b>Lead Programmer:</b>	James Long
<b>Animation Director:</b>	Steve Oades
<b>Implementation:</b>	James Long, Tony Warriner, Patrick Skelton and Chris Rea
<b>Technical Programming:</b>	Paul Porter and Pete Ellacott
<b>Tools Development:</b>	David Sykes, Pete Ellacott and Chris Rea
<b>Story/Design:</b>	Charles Cecil, Dave Cummins, Jonathan Howard and Steve Ince
<b>Character Design:</b>	Mat Taylor
<b>Sprite Animation:</b>	Steve Oades, Michael Ryan, Andi Forster, Gary Bendelow, David Birkenshaw, Gary Welch, Simon Garrigan, Michael Bowes, Wayne Billingham, Paul Humphries, Stephen Cavalier and Martin Povey
<b>Storyboards:</b>	Nick Martinelli and Steve Ince
<b>Paper Animation:</b>	Fil Cartoons, Ros Allen, Colin Hughes and Sarah Keogh
<b>Posing:</b>	Ros Allen, Mat Taylor and Mark Povey
<b>Cel Colouring:</b>	Geraldine Williams, Callum Jewitt and Jane Stroud
<b>Background Layouts:</b>	Eoghan Cahill, Neil Breen, Amy Berenz and Lee Taylor
<b>Background Colourists:</b>	Jane Stroud and Richard Grey
<b>Scene Composition:</b>	Jane Stroud and Geraldine Williams
<b>Story Consultant:</b>	Noirin Carmody
<b>Script and Actor Liason:</b>	Edward Hall
<b>Marketing:</b>	Noirin Carmody

**Actors:**

**Rolf Saxon, Gary Parker,  
Jeff Fletcher, Dennis Chinnery,  
John Johnson, Chris Miles,  
Flaminia Cinque, Jenny Hall  
and Stephanie Clive**  
**Flying Dutchman Studios**  
**Hackenbacker**  
**Barrington Pheloung**  
**Jonathan Howard**  
**Noirin Carmody**  
**Dave Boyle and Steve Ince**

**Recorded and Sampled at:**

**Sound Effects:**

**Audio Post Production:**

**Sound Effects Editor:**

**Business Affairs:**

**Rolling Demo:**

**Virgin Interactive Entertainment**

**Producer:**

**Assistant Producer:**

**Executive Producer:**

**Gaffer:**

**Stunt Co-ordinator:**

**Chief Design Test Supervisors:**

**Music Composed and Conducted by:**

**Music Arrangement by:**

**Music Technical Arrangements:**

**Mike Merren**

**Tony Byus**

**Joss Ellis**

**Julian Lynn-Evans**

**Sarah Ewing**

**David Isherwood and David Casey**

**Barrington Pheloung**

**Heather Lovejoy**

**Matthew Slater**

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