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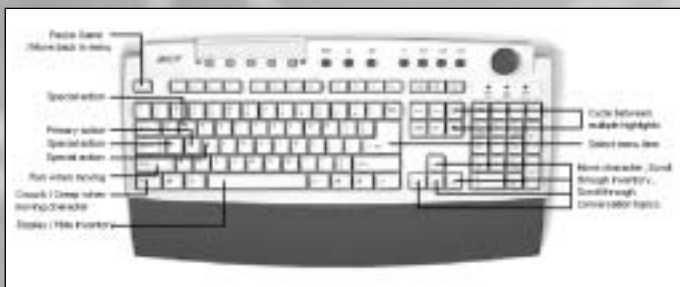
Introduction:

Powerful seismic events are shaking the world. Something sinister is emerging. An Ancient Conspiracy, the Secret of the Templars, and a fiendish source of pure Evil are responsible. The death of a back-bedroom computer hacker in Paris is just the beginning of another extraordinary adventure for George Stobbart and Nico Collard. Welcome to the world of Broken Sword. Broken Sword – The Sleeping Dragon offers you the opportunity to experience an extraordinary, epic adventure. Building on the success of its million-selling prequels, the game utilises a powerful new direct-control interface which provides radical, intuitive gameplay. Cutting-edge radiosity graphic technology, hand created animations, and cinematic storytelling combine in a unique game that redefines a genre. Don't worry if you have never played an adventure game before. The game has a simple interface system. There's also a walkthrough for the first section at the back of this manual. With challenges that are primarily cerebral, it is quick thinking that is needed. The interface is intuitive and will be quickly mastered, leading you to undertake complex actions and conversations with ease. Explore the rich, exotic world of Broken Sword, searching for vital clues that will help you unravel the sinister conspiracy. Experience a living, evolving story which unfolds around you. But watch out for those that would prefer you dead.

A sharp mind, a thirst for truth, and an inquisitive eye are all you need.

Recommended System Requirements:

Minimum Hardware Specification:
Pentium III 750 Mhz 128 MB Ram
8x CD-ROM drive
Direct X 8.1
Windows 95 or later
Sound Card
GeForce2 64 MB or equivalent
1 GB Hard Disk space

Recommended Hardware Specification:
Pentium III 1.2 Ghz 128 MB Ram
8x CD-ROM drive
Direct X 8.1
Windows 95 or later
Sound Card with 5.1 Surround Sound support
GeForce4 Ti 4200 or equivalent
1 GB Hard disk space

Installation and Launch:

Insert Broken Sword – The Sleeping Dragon CD1 in the CD-ROM drive. The installer will start automatically if Autoplay is enabled. If Autoplay is disabled, open My Computer and double-click on the icon for the CD-ROM drive that contains the Broken Sword – The Sleeping Dragon CD1.

Follow the on screen instructions, selecting the location on the hard disk where you would like the game to be installed to, and where on the Start menu you would like the icons to be created.

Once the installation is complete, the game is ready to play. Insert Broken Sword – The Sleeping Dragon CD2 in the drive you installed the game from, and launch the game from the Start menu.

Menus:

After launching the game, the Main Menu is displayed. Whilst playing the game, the Pause Menu can be accessed by pressing **ESC**. The menus can be navigated using the **Arrow keys** or the stick on a joystick or control pad. Whilst in a menu, press ENTER to select an option, and **ESC** to move back to the previous menu screen. The menu options are described below.

Main Menu
On loading the game, you will be offered a menu with the following options.

New Game: Select this option if you wish to start a new game.

Load Game: Select this option if you wish to load a previously saved game.

Options Menu: This option will offer you a list of the following in-game options:

>   **Control preferences –** Allows you to map your joystick, joypad or keyboard to specific game controls. The keyboard settings initially map to the default keys, and can be reset to this state at any time.

>   **Screen Resolution –** Allows you to change the resolution mode in which the game is displayed.

>   **Sound Menu –** Allows you to adjust the sound levels.

>   **Subtitles –** Provides the option to switch the subtitles on or off.

Extras Gallery: The options available are:

>   **Background Information** (always available).
>   This provides background information on some of the subjects covered in the game, as well as giving a brief summary of the previous Broken Sword games.

>   **Concept Art** (only available on completion of the game).
>   Check out the concept art on completion of the game.

Quit: For when you wish to quit the game.

Pause Menu

Whilst playing the game, pressing ESC will pause the game, and display the Pause Menu. You will be offered the following options:

Return to Game: Select this option to return to the game.

Save Game: This option (when available) will allow you to save your game. See the Saving and Loading section for more details.

Options Menu: The options are similar to those listed in the Main Menu section above.

Quit Game: This option quits the game and returns you to the Main Menu. Be warned, if you quit without saving then your progress to that point will be lost.

Controls

We have endeavoured to make the controls simple and intuitive. Whilst playing the first section, the game offers advice on specific controls by displaying pop-up messages. If you get stuck then please refer to the First Section Walkthrough (later in this manual) which details how to complete the first section.

Default keyboard controls
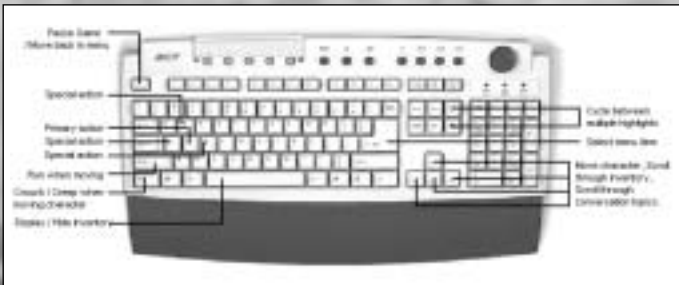
In Game: (default keys)

Arrow keys	Control movement of character, Scroll through inventory, Scroll through conversation topics.
Left Shift	Run when moving character.
Left Ctrl	Crouch / Creep when moving character.
Space	Display Inventory / Hide Inventory.
Page up/down	Cycle between multiple highlights
Esc	Pause game - enter Pause Menu.
A key	Special actions as indicated by the action-map.
S key	Primary action as indicated by the action-map.
D key	Special actions as indicated by the action-map (usually examine).
W key	Special actions as indicated by the action-map.

Please note that they keys can be redefined.

In Menus: (default keys)

Arrow keys	Navigate menu options.
ENTER	Select an option.
ESC	Go back to the previous menu screen

Please note that they keys can be redefined.
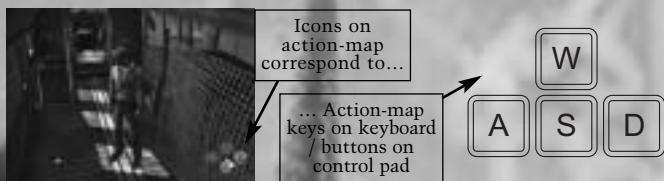
Character Movement & Interaction:
Keyboard:

Your character can be moved around the environment using the four **Arrow keys**. The game employs a unique hybrid system which allows you to precisely control the direction of movement. So, for example, **UP** arrow moves the character up the screen. Press the **LEFT** or **RIGHT** arrows to alter the direction of movement – tap the arrows to change the direction slightly, keep pressed to significantly change the direction.

As an object or person is approached, with which your character can interact, a highlight appears over that object, and icons on the action-map indicate what actions are possible. The action-map, which appears in the bottom right of the screen, maps to four keys on your keyboard (Default to **W, A, S, D**). A specific action can be selected by pressing the appropriate key.

Gamepad or Joystick:

Your character can be moved around the environment using the stick. As an object or person is approached, with which your character can interact, a highlight appears over that object, and icons on the action-map indicate what actions are possible. The action-map, which appears in the bottom right of the screen, maps to either the buttons on your gamepad, or the four keys on your keyboard (Default to **W, A, S, D**). A specific action can be selected by pressing the appropriate button or key.

Icons on action-map correspond to...

... Action-map keys on keyboard / buttons on control pad

W

A S D

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When there are several objects with which you can interact, multiple highlights will appear. You can cycle between each highlight by pressing **Page Up / Page Down**. The action-map will change to show what actions are available for the specifically highlighted object.

Multiple highlights on screen.

The Inventory:
Your characters can pick up and carry objects. The objects being carried - the inventory - can be displayed by pressing the **SPACE bar**. Whilst displaying the inventory, you can scroll through the selected objects by pressing the **Arrow keys**. If, when the inventory is displayed, a highlight indicates that you are close to an object or person, the action-map will give you the option to use the inventory item on that object or person.
Some inventory objects can be used on each other – to do this, highlight the first item and press the 'combine' button to bring it forward. Then highlight the second object. If the two items can be combined then a 'combine' symbol will be offered on the action-map.
A selected item can be returned to the inventory by pressing the 'return item' button.

Talking to someone:
 When you approach someone, your character can talk to them if a 'talk' icon appears on the action-map. Selecting the 'talk' icon will display a list of subjects. Using the **Arrow keys**, you can then scroll through the subjects and select what you would like to talk about. It is always worth talking to people because they may provide information that is necessary to proceed. Note: You cannot save your game during a conversation. See the Saving and Loading section for more detail.

Moving boxes:
Some boxes can be pulled and pushed. To move a box, press and hold the button corresponding to 'grab' and then move the character forwards or backwards. Boxes can only be slid onto a surface of the same height. Boxes can only be pulled backwards if there is an area onto which your character can step after having grabbed the box.

Climbing, dropping and shimmying:
When you encounter a ledge or a wall, your character
can jump up and grab it if the 'climb' icon is displayed
on the action-map. The character can then drop by
selecting the 'drop' icon. Whilst hanging from a wall,
you may cause your character to shimmy left or right by
pressing the **Arrow keys**. Your character needs to be
close to and facing a ledge or wall before the 'climb' icon
will appear.

Examining and Searching:
As you progress, it is always worth taking the
opportunity to search for clues - because information
may be revealed that is vital in order to progress!
Wherever possible use the 'search a person' icon to
rummage through a body, and 'examine' icon to take a
closer look at things around you. Remember that objects
in your inventory can be examined, and this may also
reveal a vital clue.

Action Events:
An Action Event is a situation in which your character is put in danger. You must determine what to do. Quickly. You should know that you are in an Action Event because of the context. You may need to move your character so that they can grab a ledge (as shown below), move towards an item, or simply react quickly to an option on the action-map.

Note: Game progress cannot be saved during an Action Event! See the Saving and Loading section for more information.

Notepad:
Both George and Nico keep a note of key events that happen during their adventure. These can be accessed by highlighting the notepad in the inventory and pressing the 'examine' button.
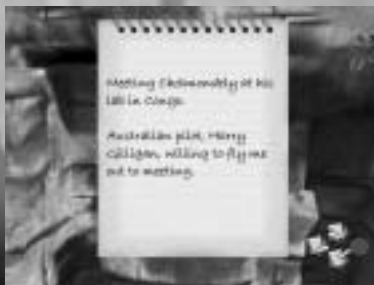
Saving and Loading

During the game, when you want to save your progress, pause the game and select the Save Game option on the Pause Menu. On the Save Game screen you have a number of available slots in which to save your game progress. Simply select a slot and press ENTER to save the game. If you have no free empty slots, you can choose to overwrite a previous save, but be careful as doing so will delete the previous save data within that game slot.

Note: At certain times in the game the option to save will not be available. These include Action Events, during key plot developments and when George or Nico are interacting with objects, people or the environment.

Loading a previously saved game:

Previously saved games can be loaded from the Load Game option on the Main Menu. The load game screen details the section and time at which each of the save slots were created. Simply pick the game you want to load and you will be returned to the game at the point you saved.

End of game save:

When you complete the game, you are given the option to save the Game Complete data. This does not replace any of your save slots, but will allow you to access the Concept Art section the next time the game is started. If you choose not to save at the end of the game, you will need to complete the game again to unlock the Concept Art section.

Action-map Symbols:

Interact with an object.

Search a person

Examine

Talk to a person

Pick up an object

Grab a box or moveable object. Keep button pressed and move backwards or forwards

Put an object down (when held rather than in inventory)

Rotate a background object clockwise

Rotate a background object anti-clockwise

Inventory:
Press SPACE bar to display inventory

Bring item out of inventory to combine / Combine two items

Return item to inventory

Exploring the environment:

Climb a wall or ledge, or jump to grab and hang from the top of a wall or ledge

Climb down / Drop off a wall or ledge

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Note that when hanging from a wall or ledge, you may cause your character to shimmy by moving in the direction required.

Move to hug a wall or cliff face

Return to normal control after hugging a wall or cliff face

Mount railing

Dismount Railing

Step onto ladder
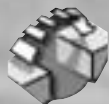
Jump across gap

Open a door

Listen at a door or window

Look through a window

Confirm choice

Notepad:

Turn notepad page forward

Exit from the notepad

Turn notebook page back

First Section Walkthrough:

Spoiler Warning! It is suggested that you only read this walkthrough if you are really stuck. Oh well, go on then…

As George comes around, he finds himself in a burning aircraft. The highlight is above the seat belt. Press

George will automatically release himself and stand up.

Walk George towards the beer bottle and the highlight will appear above the bottle. Press

George will pick up the bottle.

If George tries to walk into the cockpit then the plane will tilt and he will quickly step back. What you need is a counter balance, and the most likely object is that box of engine parts. Before moving it, however, George will need to release the strap that holds it to the pole. To release the strap, walk to the strap and press

To drag the box, approach it from the right-hand side. Press and hold

George will stoop and grab the box. Now move George backwards and he will drag the box into the central aisle.

That box will need to be pushed to the back of the plane if it is going to work as a counter balance. Walk behind the box, press and hold

Now keep pushing the box towards the back of the plane until the box is right at the back.

George can now walk into the cockpit. Here he finds the pilot, Harry, who has not yet come around. Trying to wake him has no effect. Try searching him by pressing

George will find a bottle opener.

Remember that Harry was drinking beer – even as they approached the storm. Perhaps beer would act as the tonic to bring him back to consciousness! You will need to open the bottle. To do this, bring up the inventory. Scroll to the beer bottle and press

This brings the bottle forward.

Now scroll to the bottle opener and press

This has the effect of using the opener to open the bottle – leaving you with an open bottle of beer!

Now you can bring Harry around by wafting the beer under his nose. To do this, select the inventory (if the inventory is not already displayed). Scroll until the open beer is selected, and then press   to 'use the bottle on Harry'.

This should successfully rouse him!

Now to get out! The door at the back is too badly damaged to open, so getting out through the windscreen is the only option. You will need something to smash it! Walk George to the fire extinguisher. You will see that several highlight symbols appear – both the windscreen and the fire extinguisher. You can cycle between the multiple highlights by pressing Page Up and Page Down. Highlight the fire extinguisher and press

Now George is holding the fire extinguisher, and he has several options. The windscreen, the floor, and Harry are highlighted. Again, you can cycle between the multiple highlights. Select the windscreen (unless you want to try squirting Harry), and press

George will throw the extinguisher out of the window. Freedom beckons... Interact with the window, and try to climb out. But you find that more weight is needed at the back. What else is heavy and can move?
Try talking to Harry by pressing

Several subjects are offered. Talk to him about the 'plane tilts' option and he will offer to go to the back. Off he goes. Maybe now...

Walk up to the window and climb out by pressing

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As you climb out, strict instructions are given to Harry. Strict instructions which he ignores. With both of you at the front the plane plummets over the edge. Luckily you are both thrown onto an overhanging ledge!

Jumping and climbing is also controlled through the action-map. To jump the gap press

Then pull yourself onto the ledge with Harry by pressing

Having finished the conversation with Harry, you are off in search of the Professor. As you stand on a cracked ledge it starts to break away. You are in danger. You must move to the right and jump over to safety. This time around it doesn't matter if you fail to react to the threat. Next time you may not be so lucky…

As you approach the next cliff, the ledge narrows. You will need to hug the cliff and sidestep. To get into this position press

On the other side, return to normal control by pressing

Continue across the cliff, pressing to climb up and to climb down.

Whilst hanging, and if there is space, you may be able to get George to swing along a ledge by moving him in the direction that you want him to move.

Now you are on your own.
Good luck and enjoy.

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Additional Music:
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End credit music "Love Us" Written
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www.weloveu.co.uk
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