Broken Sword: The Shadow of the Templars FAQ/Walkthrough

by HannahG

Updated to v1.5 on Jan 14, 2003

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

/ $/ | \rangle$ 1 1 1 $\sim \sim \sim$ Broken Sword GBA The Shadow of the Templars |~~~| ©«««««o»»»»© { } { } { } «೧» FAQ v1.5 for GAMEBOY ADVANCE by Hannah Gruen hannah@buttersky.com Last updated January 14, 2003 TABLE OF CONTENTS T 1. Introduction • About · Glitches · General Tips 2. FAO · PC/Playstation Users · ROMs · Combining Items · Cursor is missing (Lochmarne Castle/Cat in Syria Bazaar) · The Priest and the Chalice · Spain/Syria Glitch · Do you need to restart? · Plaster Glitch

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«»«»«» About «»«»«»

This FAQ is for the GAMEBOY ADVANCE version of Broken Sword - "Shadow of the Templars". This means that it wasn't written for the PC or the Playstation. If you're NOT using a GBA, this FAQ is NOT for you. Please don't contact me with questions about alternative versions because I just don't know! You can find links to PC/Playstation guides in the FAQ station.

Also of note, this FAQ is best viewed in a monospace font.

«»«»«»«»«» Glitches «»«»«»«»«»

Unfortunately, there are several glitches in this game, most of them game crippling. The FAQ section addresses these issues. I've also read reports of the game locking. I myself was able to play through with only one minor screen rendering error but this is not to say that your game will be trouble free! Here's how to avoid the most major of the glitches:

«»«»«»«»«»«»«»«»«» General Tips «»«»«»«»«»«»«»«»«»

- DON'T GO TO SPAIN BEFORE YOU GO TO SYRIA (in case you missed it above). Doing this will later cause an inescapable problem. See the FAQ for the full explanation.
- MAKE SURE you pick up the plaster in Lochmarne Castle! (in case you missed it above). Doing this will later cause an inescapable problem. See the FAQ for the full explanation.
- Explore, explore, explore. Even tho' I swore I wouldn't use it but did anyways, the L button will toggle through all the available hot spots in a scene. This helps for those hard to spot, er, spots.
- When you're stuck, even if it seems tedious, go through your inventory, item by item and use them on various hotspots, including Talk icons. Mostly you'll just see George shrugging at you but eventually you'll stumble upon a weird and mysterious combination.
- New avenues of conversation will open up depending on your actions, so don't forget to go back to various characters and tickle their ear.
- Some hotspots need more than one click. You'll know if it's a dead end if George says the exact same thing as before, but if not . . . !

If you only need a hint on how to get past an area, email me at hannah@buttersky.com. I will be happy to help and it will also help fill this section.

No. The GameBoy Advance version is different from the PC version and (most likely) the Playstation version. The controls are different and in some ways quests are completed slightly differently. I recommend you seek out a guide written specifically for your platform:

PC Broken Sword Guides http://www.gamefaqs.com/computer/doswin/game/10968.html

Playstation Broken Sword Guides
http://www.gamefaqs.com/console/psx/game/19950.html

No. I do not support or endorse the use of ROMs. Any problems that arise from using an illegal copy of the game are soley yours. Do not contact me!

Cycle through your inventory until you find one of the items you want to combine. Press "UP" on your controller so that the item is above the rest of your inventory. Cycle through your inventory again until the other item is directly below the first. Both items should be "wiggling" (if they're not, they cannot be combined). Press the A button to combine the items.

It's most likely a glitch. It seems to happen in two places: the courtyard of Lochmarne Castle and the cat in the Syria Bazaar but it could disappear elsewhere. To make absolutely certain your cursor is missing, cycle through the hotspots with the L button. If it's still not there, there are a few things you can try.

First, make sure your save spot is NOT in the area of trouble. Turn off your game, load your save and try again (this might have to be done repeatedly). Still not there? Try to leave the area completely. Go into a building or leave the country (if possible). Save and try again, repeat if necessary.

Still missing? You will need to restart your game from the beginning. On the second time through, do NOT save your game in the trouble areas and DON'T save until you get through them. Those whose save spots are BEFORE the trouble area have the highest chance of getting back the wayward cursor.

Have you been to Syria yet? If so, skip to the last paragraph. If not, have you completed the sewers of Montfauçon? If so, did it end with a conversation with Nico about Syria/Marib?

If Nico does mention Syria, you're fine, travel there and complete the Syria Quests. Once you return, skip to the last paragraph if you're still stuck.

If Nico *doesn't* mention Syria, you've run into the Spain/Syria glitch which means you will need to restart your game from the beginning (read the following FAQ for more information). Doh! So how to avoid this problem? The next time through, do NOT go to Spain until AFTER you've returned from Syria.

If you've been to Syria already, you will have the lens in your posession. Use the lens on the statue beside the Father and keep selecting it until George looks through the scroll. Go back and talk with the Father. He'll be finished polishing now and will give the chalice back to you.

Going to Spain before Syria will most likely create circumstances that won't allow you to continue your game. If you want to avoid this glitch, it's simple. Do NOT go to Spain before you go to Syria.

In brief, this is a glitch inherent in the game. It is rumoured later releases of the GBA version do not contain this problem but I cannot confirm this. The glitch occurs when a player visits Spain before Syria. After returning from Spain, the player typically completes the sewers of Montfauçon. The completion of the sewers is supposed to end with a conversation with Nico about Syria (Marib). This conversation will NOT happen if your game contains the glitch. And if the conversation does not occur, you will never be able to get to Syria and thus proceed in your game. Restarting your entire game is the only option.

Technically if you finish Montfauçon before going to Spain you won't have problems, but I would still leave off going until you are back from Syria. Better safe than sorry!

So how do you tell if you *do* need to restart? The next FAQ will help you determine that.

Most likely yes, but read the following questions to be absolutely certain.

1. Did you go to Spain before Syria? If not, you're fine! If you're there now, have you saved? If not, DON'T and return to your pre-Spain save.

2. If you did go to Spain before Syria, have you completed the Sewers of Montfauçon? If not, do so.

2. After completing the sewers, does the cutscene end with Nico talking about Syria? If yes, you're fine, proceed to Syria. If not, you will need to restart your game from the beginning. Avoid going to Spain until after Syria on your next try.

If you just want to avoid this glitch, simple, make sure you pick up the plaster in Ireland in Lochmarne Castle. If you want to know the full reason why and risk some spoilers, read on!

Unfortunately, it is very possible to leave Ireland without the plaster. And since the plaster is needed to progress in the game at a later point, you'd be up the Restart Creek if you accidentally stumbled onto this glitch.

The glitch happens in the underground room of Lochmarne Castle. To progress, in theory, you grab some plaster, drop it into the sand impression of the statue and then use your wet towel on the plaster. Voilà! One plaster cast and you can get through the door. HOWEVER, if you DIDN'T grab the plaster, you are STILL ABLE to use the wet towel on the impressions with SUCCESS!

Yes, sand + wet towel = plaster cast. I'd like the Laws of Science to explain that one to me! You'll be able to get through the door without so much as

looking at the powder plaster. So what, you say, it's a skipped step. Not so! Wait until you get to the Institut where you need some plaster to proceed in the game. Uh oh.

And if you didn't grab the plaster, more than likely you would've saved your game many times since Lochmarne Castle -- your only recourse is to Restart your game from the beginning. My deepest sympathies :(

Thanks very much to Tom for bringing this to my attention.

Yes. In the catacombs of Montfauçon there is a scene reportedly from Broken Sword 3 (still in development). To get to the scene, climb down into Montfauçon, walk across the bridge to the right side with the boat and continue walking towards the top of your screen. You will automatically walk into the 'new' scene. Not very spectacular, I know. And no, you cannot open the door no matter how hard you try :)

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3.	WALKTHROUGH .3
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This walkthrough has been written in a detailed yet general way. I won't comment on the plot developments unless I feel I need to. This way, at least, you can get the satisfaction of finding out what happens on your own. I will also tell you to do things that are not technically *absolutely* necessary to progress. This, too, is so you can either learn more about the plot or enjoy the game's wit.

When the guide directs you to speak with a character, it is assumed you will exhaust all areas of conversation. Unless I specifically state otherwise, most conversation "choices" will not affect the plot.



"Non way!"

«»«»«»«»«» The Café «»«»«»«»«»

When the dust settles, go into the Café to look for survivors. Inside, search the corpse. Chantelle the waitress is looking rather shocked so it's a great time to interrogate her. Leave the Café and pick up the newspaper by the lamppost. Head towards the guy digging in the background. Once the cut scene is over, Rosso will give you his card and kick you back out onto street. Chat with Moue, the gendarme guarding the door. There's a lady wandering outside the Café now so, like a good George, hit on her. Talk with Nico but leave the subject of the clown till last. Once you mention the clown she'll give you her phone number and leave. Head back up the street to where the guy is digging. Talk with Flobbage, the worker, but leave off asking about the newspaper until the end. Once you mention the newspaper, Flobbage will leave allowing you to rifle around in his toolbox. Take the T-shaped tool. Go back to the street in front of the Café and then move to the right, there's an alleyway to explore. Open up the garbage can and then use the T-shaped tool on the drain. And yes, that means you'll have to climb down into the sewers. You can't get lost in here but make sure you pick up the following items along the way: clown nose, wet tissue and a scrap of fabric. At the end of the tunnel you'll be able to climb back up into the sunlight.

You'll be in the courtyard of a hotel and the concierge, Albert, has some choice words for you. In your conversation with him, talk about Rosso's card as soon as you can, it'll make getting information from him much easier. During your talk you will receive a phone number for Todryk the Tailor. At the conclusion, you will automatically leave through the big doors and find yourself outside Flobbage's hole. Help yourself to the phone and call Todryk first and then Nico. Nico has invited you over!

Get to the Paris street map by exiting to the right of the screen. There's a couple of juicy looking dots to visit, but Nico's is the one farthest to the left near the bottom. Once outside Nico's building, chat with Fleur the Flower Seller; she'll tell you how to open up the apartment building's door.

Upstairs you'll be able to talk with Nico about many things. She will give you a photo and a lead on where the killer got his costume: La Risée du Monde. Leave Nico's and back to the Paris map; there's a new dot across the river where the costume shop is. At La Risée du Monde, play with the phonograph for some uplifting music and then talk with Claude the clerk. He will be able to identify the killer and give you a hand-buzzer of all things.

Leave the Costumer to the Paris map. It's time to visit the police station, which is the dot just below and to the right of Nico's. Talk with Moue and Rosso. On the wall behind you is a phone so call Todryk again and mention Khan. You'll get another lead, this time to the Hôtel Ubu. The Paris map will have a new dot, this one is farthest to the right by the river; walk on over!

You won't be able to leave the Hôtel until you've done everything you're meant to do here. Talk with the goons Flap and Guido standing outside the entrance and then go into the Hôtel. Talk with the Clerk who is less than helpful. Talk with Ostvald who is reading a newspaper beside the piano. He tends to break off the conversation even though there is more to say, so keep selecting his talk icon. Once you're finished, turn and chat up the Lady Piermont who is playing the piano. You will learn another alias of Khan -- Moerlin.

Go upstairs to where the rooms are. Room 22 is Khan's and locked. Head back down the stairs and talk with the Clerk. He won't give you the key to Room 22 but you might be able to get the key for Room 21 when he's not looking. The Lady Piermont can help with this so go and ask her. She agrees and distracts the Clerk long enough for you to grab the key (which is at the far end of the counter near the door). Do it quickly otherwise the Clerk will come back and you'll have to ask the Lady for her assistance again. Once you have the key, head upstairs to Room 21 and use the key on the door. Aside from an oniony cupboard the only thing interesting is the window. Open it and go through it onto the ledge. Shimmy along the ledge and enter Khan's room. Have a look around; of note is the bed. Try to leave through the front door and a cut scene will follow. Once Khan has left, search the pants on the bed. You will get a matchbook for Club Alamut and a business card for Grüber Electronics Corporation. Leave the room through the front door and go back downstairs to talk with the Clerk.

The Clerk still won't give you the package so it's time to enlist the Lady Piermont again. Once you've asked her, she'll make the Clerk give you the parchment. As much as you'd like to just leave and meet Nico, if you leave now, Guido and Flap will take the parchment and kill you. To get around them, you'll need to ditch the parchment first. Go back to Room 21 and out the window. On the ledge, use the parchment and you'll drop it into the alley below. Now you'll be able to leave the Hôtel without dying.

After Guido and Flap search you, go into the alley to the left of the Hôtel and pick up the parchment. A cut scene will follow at Nico's apartment.

Talk with Nico and examine the parchment. There's a lot to assimilate but you'll be able to look at the parchment anytime you talk with Nico. Nico suggests her friend André Lobineau at the Crune Museum will be able to help. Leave Nico's to the Paris map and go to the new dot which should be just below the grayed out Hôtel Ubu.

In the museum, have a look at the display case in the middle. You will get a new lead, Ireland. For fun, click on the display case again. Talk with Goinfre, the chap who is wandering around, and then leave the museum to the Paris map. Although you can now go to Ireland, drop in on Nico and talk with her about the tripod.



"НЕН-НЕН-НЕН-НЕН"

To get to Ireland, go to the Paris map and there will be an arrow in the upper right. Selecting it will take you to the World Map. Ireland, for the geographically challenged is the highest dot to the left.

«»«»«»«»«»«»«»
MacDevitts
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Your visit to Ireland begins on the street in front of MacDevitts, the local pub. Talk with Maguire, the kid, who is leaning on the wall. Go inside the pub and speak with Sean Fitzpatrick, the fellow with the glasses sitting at the table in the middle of the room. There is a bizarre man sitting in the right hand corner. Keep talking with him. HEH-HEH-HEH. Once you've finished, pocket the wire that's lying on the table in front of him. There is a green towel on the counter so take that too.

Saunter over to the bar and shoot the breeze with Leary the barkeep. Talk with Doyle, who is sitting near at hand on a barstool. OBrien, his friend, also has information for you. Go back outside onto the street and talk with Maguire. He'll let you in on a tidbit about Sean "Fitzy" Fitzpatrick. Sean won't admit to it yet, so you'll have to get proof from Doyle. Walk back into the bar and talk with Doyle. You'll have to buy him a beer to confirm Maguire's story. Once he has, confront Sean about it. Your conversation will end with a cut scene. Go outside to find out what happened to Sean; you will automatically walk over to Maguire and another cut scene will follow.

The box beside the door has had its cover knocked off so ease your itchy fingers by fiddling with it. Ooops! How did that happen? Go back inside and ask Leary for a beery. Seems the switch you broke stopped the beer from flowing. And the glass washer just conked out. Show Leary the Grüber card and he'll let you take a shot at fixing the washer. Go behind the counter and use the wire in your inventory on the washer. Voilá! You can now get down into the cellar. It's rather dark down there but you can pull on that tempting lever on the wall. Nothing seems to happen but if you head upstairs and out on the street you will be able to pick up the grate on the sidewalk. A brief cut scene will follow. Go back into the cellar and you will automatically pick up the flashlight and the gem. Turn on the sink and use the green towel on it.

It's time to check out the castle. You can get to it from the street outside the pub; the path is to the far right. Talk with the Farmer until he leaves. The big doors to the castle won't budge, but the haystack might get you over the walls. Climb the stack. You're still not high enough so use the T-tool on the crack in the wall; you'll now be able to clamber over.

In the castle courtyard is a vicious animal that won't let you get into the dig site. Move the plow (located to the left of the broken watering trough) and the animal won't bother you anymore. Climb into the hole. NOTE: Is the cursor for the hole missing? If so, read the FAQ near the top of this guide for instructions.

Underground is a small chamber with a door that won't open. Pick up some plaster from the table. Examine the statue by the door; you'll knock it over. Pick up the statue and some impressions will remain. Use the plaster on the impressions and then use the soaked green towel on the impressions. You can now pick up the cast plaster. Use the cast on the panel beside the door. Très bon! Go through the open doorway and a cut scene will follow.



"What's that you say, Mr. Shiny?"

with her all about your adventures. When you get up to leave, she'll suggest checking out Lobineau and the Police Station. I can save you the trip and tell you that Lobineau hasn't gotten back to the museum yet. Head over to the Police Station and talk with Moue. He tips you off about the Hagenmeyer Clinic.

Get to the clinic from the Paris map. It'll be the new dot across the river near the middle of your screen. Just because it's there, try to open the ambulance before going inside. Talk with the pompous Doctor Felix and then with the Receptionist Elsa. Elsa will allow you access to Marquet's ward after you show her the Grüber card. Walk down the left hand corridor where you will meet Sam and Mr. Shiny. Marquet's ward is on the left but Nurse Grendal won't let you in yet so speak with Sam instead. After talking with him, pull the plug on Mr. Shiny; the outlet is in the left hand corridor. Once you have control again, open the closet in the right hand corridor. Do this quickly otherwise Sam will catch you. If you weren't fast enough, just pull the plug again. If you're successful, you'll grab a doctor's coat and put it on.

Head back into the ward and this time Nurse Grendal will be more helpful. She will give you a blood pressure gauge. Talk with her and then move towards the right side of the room where Marquet's room is. Eric the Exasperating will demand you take his blood pressure and you'll automatically try to do that. No matter how many times you "try" to take his blood pressure, he's never satisfied and you won't be able to get to Marquet's room. Talk with Eric and then leave the ward. Head back to the reception and you'll see a new doctor there. Talk with "Bunny" Benoir and then with Felix. Seems Benoir is new and needs to be shown the ropes. Go back to the ward; don't worry, Benoir will follow you.

In the ward, use your blood pressure gauge on Benoir and then speak with him. For fun, tell him to use it on Nurse Grendal. Once that idea is shot down, ask him to use it on Eric the Exasperating. Now you'll be able to get past his bed and into Marquet's side of the room. Speak with the gendarme and then enter the room. A long cut scene will follow and at the conclusion you will wind up back at Nico's.

I'll save you the effort by telling you that Moue and Rosso have nothing new to say so pay another visit to the Crune Museum. Goinfre will tell you the Museum is closing soon. If you were just dying to crawl into that sarcophagus, tonight's your lucky night! Lobineau has finally showed up so speak with him. He has quite an earful; you will find out what and where Montfauçon is. Once you're finished it's time for some tricky footwork.

Position yourself to the left of the left window; there is a pole here that will open a window. Goinfre has a pattern; he walks counter-clockwise around the room. He will stop about a third of the way across the room near the bottom of the screen. He will be facing to the right. As soon as he starts to move (and not before), open the window. Without delay, walk towards the sarcophagus and, as soon as the big "push-me" magnifying lens shows up, select it (if you wait a step or two after, George won't have enough time to remove the lid). If all went well, you will slip inside. If not, Goinfre will catch you and you'll have to start the window ploy all over again.

After the brief cut scene, immediately push the totem pole. If you're not quick enough, you'll wind up as sarcophagus bait. Watch the next cut scene which lands you back at Nico's.

The fork in the road is here. You may choose the path of righteousness or the path of damn-you're-screwed-ness. But since I'm writing this guide and you're reading it, we'll take the righteous road and avoid that messy Spain before Syria business. (And in case you missed all of my dire warnings above, going to Spain before Syria can lead to trouble -- restarting your whole game sort of trouble.)

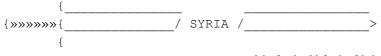
«»«»«»«»«»«»«»
Montfauçon
«»«»«»«»«»«»«»

Now that you know where Montfauçon is, finish flirting with Nico and visit the new dot across the river. Montfauçon is a perfect place for self-humiliation. Although you can head up the stairs into the Church, you don't need to do that until after your trip to Syria.

Speak with the gendarme sitting at the table. Having been thoroughly taunted, walk over to the Jongleur and heckle him. Make sure you exhaust all conversation pieces before broaching the subject of jongleur-ing. After making a complete fool of yourself, talk with the Jongleur again. Saunter back to the gendarme and discuss your clown's nose. Go back to the Jongleur and ask to try jongleur-ing again. Didn't know you had it in you, did you?

After the scene, use your T-shaped tool on the drain cover and climb down into the catacombs. At first look it's a dead end, but the nearest bricked up arch looks promising. Use your multi-purpose tool of vandalism (there's always one of them in games) on the bricks. You will need to do this twice to break through. Pull on the ring that was revealed. The door will need some help, so hop onto the boat in the water and you will lower the hook and chain. Pick up the hook and watch the wanton destruction. Proceed through the doorway.

In the cavern, it's tempting to walk down the stairs but don't do it yet (well you can, just save first). Instead, have a close up look at the far wall at the top of the stairs. Oooh a conspiracy! When they float away you'll have control again and can take the stairs down. Use your tripod on the center pillar and then use the gem on the tripod. Yet another cut scene follows and, once again, you'll be at Nico's. Tidy up any left over discussions and go to the World Map. The new dot will lead you to . . .



''Il 'a'kl kalb'

There's plenty of people to pester in the marketplace. Start with the kid at the stall. You won't be able to give Nejo the ball yet so move on. Pet the

cat, talk with the Hendersons. If you talk with Duane first and then with Pearl, you'll get to hear some unique poetry. Finish the marketplace by investigating the kebab kiosk. Once you're disgusted, go through the doorway on the right. In the quiet balcony you will find a carpet seller named Carpet who doesn't have much to say, but if you use the matchbook on him, a hidden entrance will be revealed. Once inside you will finally see the esteemed Club Alamut!

The taxi driver, Ultar will immediately start in on his sales pitch. Talk with him and then try talking to the Manager. Upon trying to go into the bathroom, you will learn that it's locked. Read the sign on the door and then ask Ultar what it means. The Quest for the Brush begins.

Leave the club and find Arto the kebab seller. Try talking with him again and you will learn the identity of the Brush thief. Since you're ill- equipped to steal it back, ask Nejo. Nejo will teach you some Arabic. Try it on Arto. When the coast is clear, head back to Nejo's stall and receive your reward. For fun, wander around asking people what ''Il 'a'kl kalb' means.

Brush in hand, return to Club Alamut and use it on the Manager. Now that you have the keys, use them on the bathroom door and enter. Have fun by playing with the towel dispenser and then open the dispenser with the keys. Take the toweling. In the stall, pull on the chain. Instant souvenir! Leave the Club and go back to Nejo's stall. Stand by the table and pet the cat. It'll jump up onto another shelf. As soon as it settles, ring the bell. If all went well, the cat will take off, knocking something off of the shelf. NOTE: Is the cursor to select the cat missing? If so, read the FAQ near the top of this guide for instructions.

Pick up the item and you'll notice it's a cheap statue. Combine the manky tissue with the statue for a marbleizing effect worthy of Martha Stewart. Find Duane and talk with him about the statue. Now that you have the money, go back to the Club and tell Ultar. He will now consent to driving you to Bull's Head. Follow him outside into the marketplace. He will be standing by the vehicle in the distance. Talk with him and you will learn the truck's fan belt is shot. Bring up the subject of the toweling you pilfered from the Club and you'll be on your way!

«»«»«»«»«»«»«»«»«» Bull's Head «»«»«»«»«»«»«»«»«»

Ultar drops you off at the top. There is a scraggly tree that will yield a branch. Combine the remainder of the towel with the branch for instant mountain climbing gear. Use the towel/branch combo on the crack in the ground and climb down. At the bottom, have a look at the view and then investigate the small niche in the rock. You will have to select it three times for George to pull on the ring.

Enter the cave; when you get to the corner you'll find an unpleasant surprise. At this point the door will close. Search the corpse to recover the lens. Examine the statue and take a gander at the inscription at the end of the short tunnel. A cut scene will follow.

When talking with the Assassin, answer truthfully. And when it comes time to be shot, say you'll die like a man (any other answer and, well, you'll die). Impressed by your honor, the Assassin will want to shake your hand before he caps you. All game you've been wanting to use it, so here's your chance. Select the hand-buzzer icon (any other choice will get you killed) and watch the cut scene.



"Quite a find Georgie-boy!"

Your stay in Paris is a short one this time. Give Nico the pull chain you picked up in Syria and then proceed to Crune Museum. Lobineau is still there and talking with him will reveal a new lead. Get to the World map where a new dot marks . . .



"One prawn short of a paella"

It's a beautiful day at the Villa. Lopez, the gardener is watering the lawn. Speaking with him will reveal a few things: he doesn't like you and no, you can't go in the house to see the Countess. Walk around the corner of the house to the left. Use the blood pressure gauge on the hose and George will do the rest.

When Lopez goes into the house, follow him. Lopez will catch you and kick you out if you don't do the following: try to go through the far door near the suit of armor. When the dogs bark, walk back a little and select the armor. If all goes well, you'll slip behind the suit and Lopez will walk right past you. When he's gone, climb the staircase. The conclusion of your conversation with the Countess will drop you in the Mausoleum.

Here in the crypt, talk with the Countess and then investigate the lectern under the high window. You will need to select the lectern twice to get all the information. Turn back to the Countess and mention what you found. She will call Lopez to bring her chess set and while you're waiting, talk with her some more. When the set arrives, you will have to solve a minor puzzle. Only the three pieces in the middle column are movable. Move them so that they are in these spots:

+----+ |bishop| +----+ | | +----+ |knight| +----+

```
| king |
+----+
| |
+----+
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When the last piece is placed properly, the secret of the Mausoleum will be revealed and you will be back in Paris.



"Vive l'indifference!"

Maybe you should move in with Nico? You seem to be here an awful lot and she seems to be a little jealous this time. As usual, talk with her and leave to the Paris Map. It's time for another visit to Montfauçon.

For fun, talk with the gendarme before going up the stairs into the Church. Chat with the Father but leave off mentioning the chalice until the end. When you mention it, let him polish it. While he is thus occupied, have a look at the big statue. Use the lens on the statue and keep selecting it until George looks through the scroll. Go back and talk with the Father who has finished polishing the chalice. When you're done, walk over to the wall to the left of the left window and examine the knight's tomb. One mystery down, one to go!

Visit Lobineau at the Museum and talk with him about the strange statue you saw in Syria. Seems a similar statue has been found in Paris. A new dot on the Paris map will reveal . . .

On the street outside the Institut, talk with the well groomed Painter. Make note of the bucket of paint beside him before going inside. Examine the thermostat on the wall, you will need to "B" button it; this is so that a conversation topic will be unlocked with the guard. Speak with the guard, making sure to mention the thermostat. Try to go through the door opposite him and he'll tell you it's locked. Speak with the guard again, this time asking for the keys to the bathroom. Use the keys on the door and step in.

Nasty sort of place isn't it? Take the soap sitting on the sink. Time to learn Key Counterfeiting 101. Combine the soap with the keys from the guard. Combine the key imprint with the plaster. Use the resulting combination on the sink and George will do the rest. Leave the bathroom and return the keys to the guard. Get back outside on the street and try to use the plaster key on the paint bucket. Go into the Institut for the second time and use the phone to call Nico. When she agrees, find the Painter again and talk with him.

When he's gone, use the Plaster Key on the paint bucket. When you're done, return to the Institut and this time turn down the thermostat. The guard will put on some spiffy white gloves. Ask for the bathroom keys again and then combine them with the plaster key. Speak with the guard to return the key ring with the fake. Now all you have to do is get him out of the way! Phone Nico again and watch the scene. Return to the Institut again and use the key to unlock the door.

Inside the locked room, climb down into the pit and have a look around. Use the chalice at the base of the statue. Mystery of the Chalice solved! You'll be at Nico's yet again, so take your leave of her and head back to . . .



"Very funny, you psychos!"

Since you'll be back and forth from the Villa to the Mausoleum, I thought it'd be easier just to combine them here. Talk with Lopez who has found it in his heart to forgive you. Go into the house and take the mirror from the utility room just to the left of the stairs. Climb the stairs and speak with the Countess. George will return the Chalice and the Biblical references will come up. Since neither of you has a Bible handy, leave and make your way to the Mausoleum.

Take the Bible on the lectern. Use the manky tissue you've been carting around on the long candle snuffer. George will light the candle but the breeze from the open window will blow it out. Step back slightly until the "push me" icon shows up on the window. Select it and George will close the window. Again, use the tissue on the rod and this time the candle will stay lit. George will retrieve the item hidden in the candle.

Go back to the house and talk with the Countess. Afterwards, find Lopez and ask him if he knows of an abandoned well. Keep talking with him until he comes up with the idea of a divining rod. The trees in the distance are no good, but the one by the window to the left of the house will yield a suitable branch. Walk back to Lopez and speak with him again about the branch. Eventually you will find the well and be lowered down into it.

At the bottom, investigate the huge lion's head. You will need to select it twice to activate the switch. As soon as the "walk this way" hand shows up, select it, otherwise you'll be flatter than a pancake. Examine the black doorway that was behind the lion and then walk back to where the sun is shining down the well. You will be just to the right of the rope and a magnifying icon should show up on the well's wall. Use the mirror on the wall to reveal a socket on the door. Use the candle key from the Mausoleum on it. Elementary my dear Georgie! Although you'll be back in Paris, the cut scene will end with the train trip to Britain.

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"Do I have to spell it out? L-E-A-K."

«»«»«»«»«»«»«» The Train «»«»«»«»«»«»«»

On the train you will be sitting with Nico and an old lady. Try to get up and

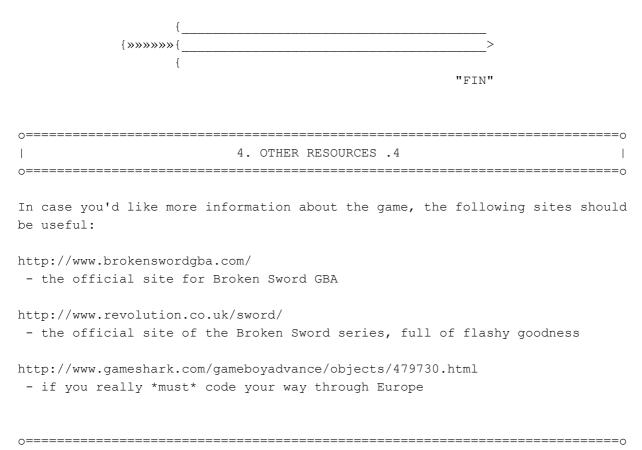
leave. After the brief scene with the conductor, you'll be able to leave. Walk through the train towards the left and into the next car. An old nemesis just walked out of a door so that way is blocked. Return to your compartment to find that Nico and the old lady are missing. Leave and enter the compartment next to yours. Talk with the extremely hunky and suave Basher in the referee-esque clothes. Open up the window and clamber through.

On top of the train, turn around and shuffle to the right. Near the middle of the next car is a ladder. Climb down it and watch the scene unfold. As soon as you have control again, pull the train brakes. As usual, if you don't do it quick enough, bye-bye Georgie. After the "old lady" expires, untie Nico and get a little touchy feely while you're at it. Exit the train to the left. Nico will follow and you'll conveniently be on the path just outside the church.

«»«»«»«»«»«»«»«»
St. Ninians
«»«»«»«»«»«»«»«»«»

Enter the ruined husk of St. Ninians. Search the debris near the door you entered. You'll need to search it three times to get the cog, but search it a fourth time for fun. Between the pile and the gargoyle is a lever which you will, of course, play with. You just keep breaking things, don't you? You'll get another cog and the lever. For fun, use the pipe on the gargoyle. Once you're finished amusing yourself, use both cogs and the lever on the gargoyle. Enter the opened door.

In the half-ruined chamber, try to take one of the torches; Nico won't let you and for good reason. Move towards the far end of the chamber and follow the "walk this way" icon. Oooh! Bet you didn't see that one coming. When you return to the gunpowder chamber and your escape seems foiled, grab the nearest torch. Sit back and watch the rest!



5. AUTHOR'S BABBLE AND ACKNOWLEDGEMENTS .5

This FAQ/Walkthrough could not have been made possible without the help of my gaming buddy, webmeister Bud of www.theQ.fm. AstroBlue also deserves thanks for his formatting suggestions and special thanks goes to Magic Malcom for bringing the Easter Egg to my attention. Appreciation is also heaped upon Tom for informing me about the Plaster Glitch.

Questions, comments and/or error corrections are most welcome! Please e-mail me at hannahg@buttersky.com but please make sure your question isn't already answered in this FAQ before requesting help.

Any error corrections or other changes to this FAQ suggested by readers (and confirmed by me) will earn the spectacular honor of being thanked in this section. Try not to let fame get to your head.

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I	6. VERSION HISTORY .6									
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05/01/02 Version 1.0	\cdot preliminary draft completed and submitted									
05/03/02 Version 1.1	 copyright notice change, corrected title, clarified Spain/Syria glitch, slight formatting change to tips 									
06/03/02 Version 1.2	• added a new FAQ to the FAQ section, added a new site to the 'approved' list, modified Acknowledgements to include Magic Malcom									
06/05/02 Version 1.3	\cdot reported a new glitch, updated Acknowledgements									
06/06/02 Version 1.4	\cdot added a new site to the 'approved' list									
01/14/03 Version 1.5	 rewrote intro, added six more "faqs", reworded the "glitches" section and the Spain/Syria glitch 									

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Nooo touchy!

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This document is provided "As Is," and I make no representations or warranties, express or implied, to the accuracy of its contents (so, if you get George killed, went to Spain before Syria and/or forgot to grab the plaster despite my plentiful warnings, it's not my fault).

I may be contacted via email, hannah@buttersky.com for any inquiries to this nature.

I have a lawyer and I'm not afraid to use it, er, I mean him. I'm not afraid to use him.

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