

- Question waitress about the man, clown and briefcase
- Leave café and go up street to where worker is
- Watch scene (automatically return to café; replies here don't matter)
- Question woman on sidewalk about the clown and man
- Take the newspaper by the lamppost
- Return to worker's screen and give him the newspaper
- Take the t-shaped tool from the tent's toolbox
- Enter the alley (via café sidewalk screen)
- Use t-shaped tool on manhole cover
- In the sewers' 1st screen, take the costume nosepiece
- In the sewers' 2nd screen, take the greasy tissue and clothing scrap
- Exit sewers at nearest ladder
- Show concierge the inspector's card
- Ask him about the clothing scrap, then the jacket repeatedly (get phone #)
- Use phone by worker's toolbox to call the phone number
- Exhaust all conversation options with the tailor
- Call Nico to get her address
- Exit to world map and visit the middle-ish dot

[WK02] PARIS: RUE JARRY

- Ask street florist about Nico to learn how to enter her apartment
- Enter Nico's apartment
- Talk to Nico about the costume nosepiece to get an address
- Talk to Nico about the clothing scrap to get a picture
- Exit to world map and visit new map dot

[WK03] PARIS: GARE ST. LAZARE COSTUME SHOP

a.k.a. la Risée du Monde in some versions

- Speak to Claude about the greasy tissue
- Speak to Claude about the photo Nico took (learn of Khan)
- Try to leave to obtain the hand buzzer
- Use a phone (at café street or police station) to call the tailor again
- Question tailor about Khan to get an address

[WK04] PARIS: HÔTEL UBU

- Show pianist (Mrs. Piermont) photo of Khan to learn of Moerlin
 - Ask Piermont about Khan until option is exhausted
 - Go upstairs and try entering room #22
 - Try stealing keys from lobby's wall hook
 - Ask clerk about the safe and keys
 - Talk to Piermont about the keys
 - When clerk enters back room, steal the keys
 - Upstairs, use keys to enter Room #21
 - Open window, shimmy across outer sill, and infiltrate room #22
 - Try leaving via the main door (automatic scene)
 - Search the pants on the bed to get a matchbook and electrician's card
 - Talk with clerk about the electrician's card
 - Talk with Piermont about the electrician's card
 - Return to the outer sill between rooms #21 and #22
 - Throw the new papers down into the alley
 - Exit the hotel, then reclaim papers from the alley
-
- At Nico's, examine all parts of the manuscript to get her friend's name
 - Exit to world map, visit new dot in the east

[WK05] PARIS: CRUNE MUSEUM

a.k.a. Musée Crune in some versions

- Enter museum and inspect encased object in middle of room
- Exit to world map and visit Ireland

[WK06] IRELAND: MACDEVITT'S PUB

- Enter bar
- Steal towel from bar counter
- Talk to old man by wall and inquire what he's making
- Steal his wire necklace when he puts it on the table
- Ask man at end of bar about castle, tripod, Peagram and the gem
- Talk to the four-eyes about Peagram's dig and the excavation
- Talk to other man at bar about Peagram, the excavation, and the four-eyes
- Buy the "other man" a beer, then ask him about the four-eyes again
- Talk to the four-eyes about the dig
- Talk to kid on outer sidewalk about Peagram and the dig
- Ask four-eyes about the dig again, then Peagram, the package and Marquet

A cutscene occurs.

- Outside, press the switch by the pub entrance
- Talk to bartender inside and show the electrician's card
- Behind the bar counter, use the wire necklace on the outlet
- In the cellar, pull the lever
- Turn on the faucet and dampen the towel
- On the street, inspect the sidewalk grate
- Exit and go around corner to the castle

[WK07] IRELAND: LOCHMARNE CASTLE

- Talk to farmer about sports car and the four-eyes
- Climb the haystack
- Put t-shaped tool into wall crack to climb up further
- In the courtyard, push the plowshare the goat's tied to
- In the dig site below, take the Plaster of Paris on the table
- Tip the statue over, then lift it back up
- Pour Plaster of Paris into the hole
- Use the wet towel on the hole to make a mold
- Take the mold out and put it into the wall socket near the heavy door
- Enter new passage

George automatically returns to Nico's.

[WK08] PARIS: POLICE STATION

a.k.a. Poste de Police in some versions

- Talk to Moue about Marquet to receive an address
- On the world map, visit the Hagenmeyer Clinic map dot

[WK09] PARIS: HAGENMEYER CLINIC

a.k.a. the Hôpital in some versions

- Enter clinic
- Show receptionist the electrician's card and ask her about Nurse Grendel
- Enter next screen (janitor hallway)
- Try opening utility closet

- Unplug janitor's buffing machine
- While janitor's out of sight, open closet to steal a lab coat
- Enter next screen to get the blood pressure gauge
- Talk to Nurse Grendel about Marquet
- Return to lobby and talk to Felix
- Give blood pressure gauge to Benoir
- Return to Grendel's screen and try moving toward Marquet's room
- Ask Benoir to take the patient's blood pressure
- Try to enter Marquet's room for a convo with the gendarme
- Enter Marquet's room for some scenes (automatically return to Nico's)

[WK10] PARIS: CRUNE MUSEUM [II]

- Talk to Lobineau about Montfauçon
- Open museum window near Lobineau
- When guard tries closing it, hide inside the sarcophagus
- That night, hide behind the totem pole when option's available

[WK11] PARIS: MONTFAUÇON

- Talk to juggler with the juggler icon repeatedly (George tries juggling)
- Speak to gendarme using the clown nose icon
- Talk to juggler with the clown nose icon
- Enter sewers with the t-shaped tool
- Use t-shaped tool (×2) on the door nearest the walkway
- Try to push door open
- Drop boat's chain, pick up the coil, and tie it to the door
- Retract the chain to break the door
- Enter new screen
- Instead of going down the stairway, inspect rock wall located near it
- After the scene, go downstairs
- Put tripod on stone pedestal, then use gem on it

George automatically returns to Nico's.

[WK12] SYRIA: MARIB

Note: there is a game-breaking glitch (GBA version only) relating to the cat on the bric-a-brac stand. If you don't pet it when able, it may not be doable later on. Thus, it's wise to do it first, even if it's not required right then. In fact, I would recommend following the guide without diversion since Marib is known to be glitchy in other places, too.

- Pet cat on kid's bric-a-brac stand
- Enter rightmost passage and show carpet seller the matchbook
- Enter Alamut Club and show bartender the photograph
- Ask bartender about Bull's Head Hill
- Inspect bathroom door twice
- Talk to man at the bar about bathroom sign
- Talk to kebab seller on the street
- Speak to kid at bric-a-brac stand about the kebab seller (×2)
- Offer kid the red ball
- Talk to kebab seller using new option
- Talk to kid at bric-a-brac stand again
- Give Alamut Club bartender the toilet brush, then enter bathroom
- Unlock towel dispenser and steal towel within
- Steal pull chain from toilet
- Ask man at bar about Khan picture and Bull's Head Hill
- Pet cat on bric-a-brac stand, then ring service bell while it's on a shelf
- Grab statuette that falls off table and combine it with the greasy tissue

- Talk to Duane (American tourist) using statuette option
- Talk to man at Alamut Club using money option, then the thumbs-up
- Talk to man from Alamut Club, now on street, using the truck option
- Give him the towel (the one stolen from the Alamut Club, not the Irish pub)

[WK13] SYRIA: BULL'S HEAD HILL

- Break a branch off the tree
- Combine tree branch and the towel
- Use the towel-stick on the crack near the cliff, then descend
- Inspect small cliff hole (x2)
- Inspect the corpse
- At back of cave, read inscription
- When prompted to answer questions, reply: halo, halo, George, hand buzzer

George automatically returns to Paris.

[WK14] PARIS: CRUNE MUSEUM [III]

- Talk to Lobineau about the manuscript, then Nico (x2)
- Return to Nico's and talk about Lobineau
- Talk to Lobineau about the manuscript again
- Head to Spain on world map

01) Talk to Lobineau about the manuscript, then about Nicole twice.

02) Go back to Nico's apartment and talk to her about Lobineau.

03) Back at the museum, talk to Lobineau about the manuscript.

04) On the world map, head to Spain.

[WK15] SPAIN: DE VASCONCELLOS ESTATE

- Use blood pressure pump on furthest part of hose
- Enter house and try entering 1F hallway
- Hide behind suit of armor, then go upstairs
- Talk to countess about the Templars and chess
- In the mausoleum, remove Bible from lectern
- Talk to countess about chessboard and chess set
- When the prompt to put chess pieces in order comes, place them in this order: bishop, vacant space, knight, king, vacant space.

[WK16] MONTFAUÇON [II]

- Show priest the chalice and let him polish it
- Observe statue (x4), use lens on it, then observe it once more
- Retrieve chalice from priest
- Observe tomb near stained glass window's left wall

[WK17] CRUNE MUSEUM [IV]

- Ask Lobineau about the statue
- Head to Paris map's northwesternmost dot

[WK18] PARIS: INSTITUT HERMÉTIQUE DE NERVAL

- Go downstairs and try to open bathroom door opposite guard
- Talk to guard to get the bathroom key
- In bathroom, take soap bar and combine with the keys
- Combine key imprint with plaster of paris
- At wash basin, use the plaster imprint
- Return keys to the guard, then go upstairs

- Try to put plaster key in paint pot
- Go back downstairs and call Nico on wall phone
- Talk to street painter using the phone icon
- Dip plaster key in paint pot
- Get bathroom keys back from guard
- Combine plaster key and bathroom keys
- In hallway, observe thermostat on wall (B button)
- Talk to guard about the thermostat
- Inspect thermostat to turn heat down
- Give back the keys
- Call Nico
- Enter door guard was in front of
- Climb down into excavation site
- Use chalice by floor carving's magnification icon
- Return to Spain on world map when able

[WK19] SPAIN: DE VASCONCELLOS ESTATE [II]

- Take mirror from house's utility room
- Talk to countess about chalice and herself
- Go to mausoleum and take Bible
- Use candle-snuffer stick by combining it with the greasy tissue
- Use the gears icon when it appears by the upper window to close it
- Combine candle-snuffer stick with tissue once more
- Talk to countess via Bible icon
- Talk to groundskeeper about the well and the buried well
- Take a hazel stick from tree between house and hose
- Talk to groundskeeper about the hazel stick icon
- In the well, inspect lion relief twice
- When the "move out of the way" icon appears, PRESS IT QUICKLY
- Use the mirror on well's shaft of light
- Use stone carving at the door (automatic scenes)

[WK20] BRITAIN: TRAIN

- Try to leave train seat twice
- In the aisle, head left into adjacent car
- Return to where Nico was sitting
- Talk to Basher in adjacent cabin about Nico
- Inspect window in that cabin until George climbs to top of train
- Move to the right into next screen
- Inspect train ladder
- When prompted, press it REALLY QUICKLY
- Inspect Nico

[WK21] BRITAIN: ST. NINIAN'S CHURCH

- Enter church
- Inspect dirt pile (×3)
- Inspect crank device (×2)
- At demon statue, use both cogs
- Put the crank into the demon statue
- Enter new passage that opens (automatic scenes)
- When George is by the torch, inspect it without delay

THE END!

[Q] - I can't pet the cat in Marib!

[A] - This is a known glitch, which is why the walkthrough suggests doing it immediately upon visiting.

[Q] - Ultar (taxi driver) won't take the towel in Marib!

[A] - Make sure to give him the one stolen from the bathroom, not the one obtained at the Irish pub. Some people have been confused on this...

[Q] - Is this version worth getting over the others?

[A] - The PC version is unquestionably the best, as it also reveals Nico's actions while George is gallivanting around Europe. This version's best for portability, but is likely the worst version otherwise.

[Q] - Can you play as Nico in this?

[A] - No. Those who want to do her scenes should buy the Director's Cut for this game or move onto Broken Sword II: The Smoking Mirror.

III. UPDATES & CONTRIBUTORS

[UPDT]

7-24-2007 -----+ Finished walkthrough

11-24-2017 -----+ Updated formatting

THANKS TO...

- Sailor/Ceej, for hostin' my crap
- Nejo, for knowing the proper use of a Picasso is throwing it violently!

IV. LEGALITY

[LGLT]

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