BROKEN SWORD™

THE SLEEPING DRAGON

PC
CD-ROM
SOFTWARE

THE
ADVENTURE
COMPANY

BROKEN SWORD™
THE SLEEPING DRAGON

REVOLUTION

THE ADVENTURE COMPANY

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 computer hacker in Paris is just the beginning of this 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. The game utilizes a powerful new direct-control interface which provides radical, intuitive gameplay. Cutting-edge radiosity graphic technology, hand created animations, and cinematic storytelling combine in this truly unique and exciting game. 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 more 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.

System Requirements

Windows® 98/ME/2000/XP
Pentium® III 750 MHz (Pentium® III 1.2 GHz Recommended)
128 MB Ram
8x CD-ROM Drive
DirectX® 8.1 Compatible 64 MB GeForce2 or Equivalent Video Card
DirectX® 8.1 Compatible Sound Card (Sound Card with 5.1 Surround Sound Support
   Recommended)
GeForce2 64 MB or Equivalent (GeForce4 Ti 4200 or Equivalent Recommended)
1 GB Hard Disk Space
Keyboard & Mouse / Analog Controller
Speakers

Installation Instructions

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert the **Broken Sword: The Sleeping Dragon** CD1 into your CD-ROM drive.

2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.

If the auto-run mode on your computer is disabled, input the following:

   a) At the Windows desktop, click on 'Start.'

   b) Select 'Run' and type the letter of your CD-ROM drive and Setup.exe (i.e.: D:\Setup.exe)

Or

   a) Double-click on 'My Computer.'

   b) Right-click on the CD-ROM drive with the Broken Sword: The Sleeping Dragon CD 1 and select 'Open' to access the contents of the CD.

   c) Double-click on the 'Setup' file to launch the installation.

3. Read and click-to-accept the 'End User License Agreement,' then follow the on-screen instructions.

4. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu.

5. To launch the game, from the Windows® desktop, select:

   Start ◇ Programs ◇ The Adventure Company ◇ Broken Sword: The Sleeping Dragon

StarForce Encryption

The first time the game is launched, the following message will be displayed: "Please enter your key for the disc labeled Broken Sword." This code can be found on the printed insert card (24 characters). Enter this code, respecting the case. Next, press "Enter" to validate (this message only appears the first time the game is launched). The program will ask you to restart your computer after installing.

If you encounter a problem launching the game, without receiving an error message, check the version of DirectX® installed as well as the version of your graphics card driver. If after having entered the ID code, the game does not launch, first check that you have not made an error entering the code, then restart your computer. Then retry launching the game using a different CD or CD-RW drive, if you own more than one drive. If the game still does not launch, click the "Information" button. When the error message appears, click "Copy Info" then paste it in your email program in order to communicate the error code to our technical support.

Uninstall Instructions

To uninstall **Broken Sword: The Sleeping Dragon**, complete the following actions:

At the Windows® desktop, select:

Start ◇ Programs ◇ The Adventure Company ◇ Broken Sword: The Sleeping Dragon ◇ Remove Broken Sword: The Sleeping Dragon

Menus

After launching the game, the Main Menu is displayed.

The menus can be navigated using the arrow keys or the joystick on an analog controller. While in a menu, press the ENTER key to select an option, and the ESC key to move back to the previous menu screen. The menu options are:

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 Menu: Allows you to change the control method/reconfigure the keys.

Sound Menu: Allows you to adjust the in-game sound levels.

Subtitles: Allows you the option to switch the subtitles on or off.

Graphics Menu: Allows you to adjust the screen resolution.

Extras Gallery: The options available are:

Background Information
   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 Gallery
   This special section contains bonus material and is only available upon completion of the game!

Quit: For when you wish to quit the game.

Pause Menu

While playing the game, pressing the ESC key 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 on the previous page.

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 endevored to make the controls simple and intuitive. There is a *First Five Minutes of Gameplay* later in this manual which details how to use the interface and complete the first section.

Default Keyboard Controls

PAUSE GAME / MOVE BACK IN MENU

SPECIAL ACTION

PRIMARY ACTION
SPECIAL ACTION
SPECIAL ACTION

RUN WHEN MOVING

CROUCH / CREEP WHEN MOVING CHARACTER

DISPLAY / HIDE INVENTORY

CYCLE BETWEEN MULTIPLE HIGHLIGHTS

SELECT MENU ITEM

MOVE CHARACTER, SCROLL THROUGH INVENTORY, SCROLL THROUGH CONVERSATION TOPICS
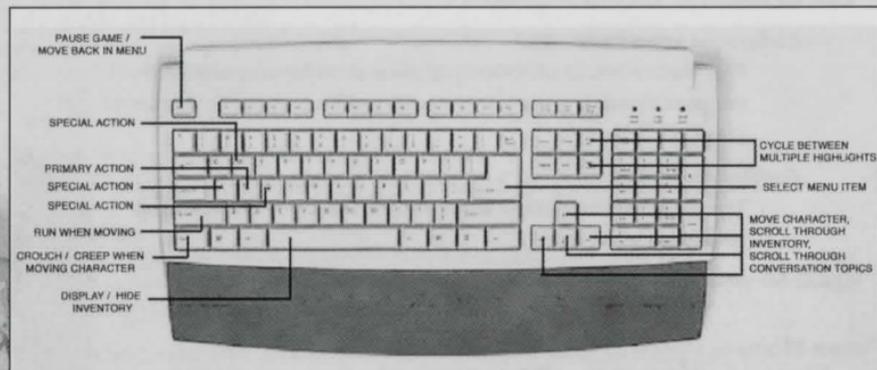
In Game: (Default Keys)

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 Key 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 these keys may be redefined in the Options Menu.

In Menus: (Default Keys)

Arrow Keys Navigate menu options.

ENTER Key Select an option.

ESC Key Go back to the previous menu screen.

Please note these keys may 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.

Analog Controller:

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.

When there are several objects with which you can interact, **multiple highlights** will appear. 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 character can pick up and carry objects. The objects being carried - the inventory - can be displayed by pressing the **SPACE bar**. While displaying the inventory, scroll through the selected objects by pressing the **ARROW keys**. If, when the inventory is displayed, a highlight
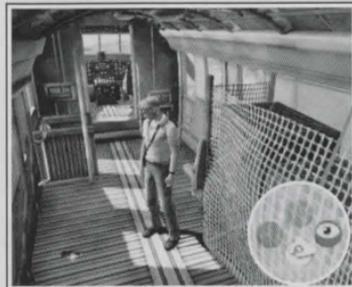

Icons on action-map correspond to action-map keys on keyboard/ analog controller

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 combined or 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 in inventory. 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.
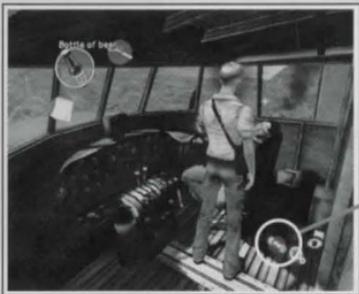
Talking to Someone:

When you approach another character in the game, your character may 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 may scroll through the subjects and select what you would like to talk about. Hint: It is always worth talking on all subjects and to all people as 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 onto it if the 'climb' icon is displayed on the action-map. The character can then drop by selecting the 'drop' icon. While hanging from a wall, you may move your character to shimmy left or right by pressing the **ARROW keys.** *Note: 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 and this must be determined quickly! You may need to move your character so that they can grab a ledge, 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 notepad where they record written note of key events that happen during their adventure. These notes can be accessed by highlighting the notepad in the inventory and pressing the 'examine' button.

Meeting Cholmondely at his lab in Congo.

Australian pilot, Harry Gilligan, willing to fly me out to meeting.
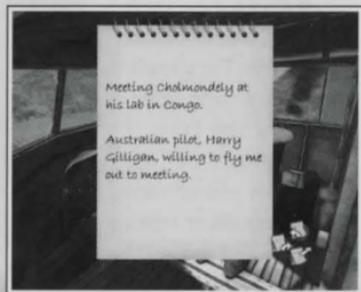
Action-map Symbol

General

 Interact with an object

 Search a person

 Examine

 Talk to a person

 Pick up an object

 Grab a box or movable 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 counter-clockwise

Inventory

 Bring item out of inventory to combine / Combine two items

 Return item to inventory

Exploring the Environment

Climb a wall or ledge

Climb down/ Drop off a wall or ledge

Move to hug a wall of 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 or decline choice

Notepad

Turn notpad page forward

Exit from the notepad

Turn notepad page back

Saving and Loading

Saving a game:

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 Gallery section the next time the game is started. Note: 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 Gallery section!

First Five Minutes of Gameplay

Spoiler Warning! It is suggested that you only read this walkthrough if you are really stuck!

As George comes to, 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 to. Trying to wake him has no effect. Try searching him by pressing

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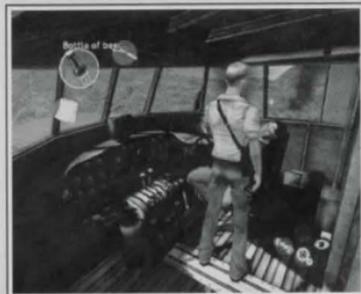
Remember that Harry was drinking beer – even as they approached the storm. Perhaps beer would act as the tonic to bring him back to consciousness! You will need to open the bottle. To do this, bring up the inventory. Scroll to the beer bottle and press


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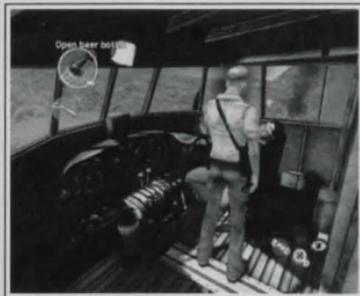
Now you can bring Harry around by wafting the beer under his nose. To do this, select the inventory (if the inventory is not already displayed). Scroll until the open beer is selected, and then press to 'use' the bottle on 'Harry'.

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 windshield 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 windshield 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 windshield, the floor, and Harry are highlighted. Again, you can cycle between the multiple highlights. Select the windshield (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

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

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

Then pull George onto the ledge with Harry by pressing

Having finished the conversation with Harry, George can go off in search of the Professor. As George stands on a cracked ledge it starts to break away. Danger! You must move George to the right and jump over to safety!

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 press to climb down.

While 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.

Enjoy the rest of the adventure!

Credits

THE ADVENTURE COMPANY

REVOLUTION

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Please be sure to include the following:
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- Address, City, State/ Province, Zip Code/ Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:
DreamCatcher Interactive Inc.
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
U.S.A.

TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support – http://www.AdventureCompanyGames.com

We have posted common problems and solutions that may help you.
We also suggest that you complete the Technical Support form located at our Web site. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

Phone Support – 416-638-1170*

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards). You may use the Technical Support form at our Web site as a guide.
2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
3) Immediate access to your computer so the Representative may walk you through the steps.
4) Pen and paper to take any notes.

* Phone support is located in Toronto, Canada

> Please note: We do not provide hints via technical support. Hints are available at our website. Support is available in English only.

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7. **Limitation of Liability.** Under no circumstances, including negligence, shall DreamCatcher, its shareholders, subsidiaries, officers, directors or employees be liable for any indirect, incidental, special or consequential damages that result from this Agreement or your use or inability to use the Application Software or related documentation, even if DreamCatcher or a DreamCatcher-authorized representative has been advised of the possibility of such damages. In no event shall DreamCatcher' total maximum liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the total amount paid by you for the Application Software. Any allowable claim must be brought against DreamCatcher no later than sixty (60) days after the date of the event giving rise to such claim.

8. **Indemnity.** You agree to indemnify and hold harmless DreamCatcher, its shareholders, subsidiaries, officers, directors and employees in respect of any claims, demands, causes of action, liability, damages, costs, fines, expenses (including legal fees) that result directly or indirectly from your use or misuse of the Application Software or any violation of this Agreement.

9. **Governing Law, Language and Severability.** This License shall be governed by and construed in accordance with the laws of the province of Ontario and any disputes arising from this Agreement shall be adjudicated in the courts of the province of Ontario. The original version of this Agreement is in English, and any interpretation will be based on the English text. In the case of any discrepancy between a translated version and the English text, the English version will prevail. If for any reason a court of competent jurisdiction finds any provision of this Agreement or portion thereof to be unenforceable, that provision shall be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this Agreement shall continue in full force and effect.

10. **Complete Agreement.** This License constitutes the entire agreement between DreamCatcher and you with respect to your use of the Application Software and related documentation, and supersedes all prior or contemporaneous understandings or agreements, written or oral, regarding such subject matter. No amendment to or modification of this Agreement will be binding unless in writing and signed by a duly-authorized representative of DreamCatcher.

EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, immediately discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.

- Play video games on a small screen (preferably).

- Avoid playing if you are tired.

- Make sure that the room in which you are playing is well lit.

- Rest for a period of 10 to 15 minutes for every hour you play a video game.
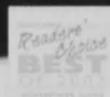
28

NOTES

NOTES

NOTES

PAUSE GAME /
MOVE BACK IN MENU

SPECIAL ACTION

PRIMARY ACTION
SPECIAL ACTION
SPECIAL ACTION

RUN WHEN MOVING

CROUCH / CREEP WHEN
MOVING CHARACTER

DISPLAY / HIDE
INVENTORY

CYCLE BETWEEN
MULTIPLE HIGHLIGHTS

SELECT MENU ITEM

MOVE CHARACTER,
SCROLL THROUGH
INVENTORY,
SCROLL THROUGH
CONVERSATION TOPICS

REVOLUTION
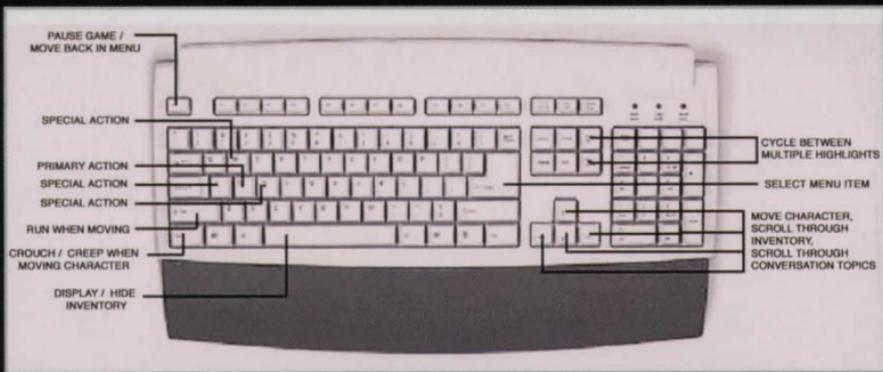
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