



BROKEN SWORD II

THE SMOKING MIRROR

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WALKTHROUGH

This walkthrough only details the actions needed to complete the game. To get the most out of your adventure you should examine everything and talk to all the characters you meet along the way.

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PROFESSOR OUBIER'S HOUSE



Your adventure begins with you tied to a chair inside Professor Oubier's house. Examine the bookcase to your right and you notice that one of the original legs has been replaced by a loose block of wood. Kick the block of wood to dislodge the bookcase. It topples over and kills the poisonous spider. On the wall behind where the bookcase was is a metal bracket with a jagged edge. Use the bracket to cut the rope tied round your wrists.



The writing bureau has a sliding top and a drawer. There's a bottle of Tequila inside the sliding top of the writing bureau. Take a swig of Tequila and spit out a worm. Although it's not essential to completing the game, pick up the worm (you find it on the carpet). Open the drawer in the writing bureau and take the pot. Pick up Nico's bag and remove the lipstick, a hand-written note from André Lobineau and a pair of nylon panties. You also need to pick up the dart used to knock Nico out.

Use the dart to pick the lock on the cabinet next to the flames. Wrap the panties round the cylinder inside the cabinet (it's too hot to touch directly) and remove it. Note that you must remove the full cylinder - not the burst one. Insert



the cylinder into the siphon on top of the cabinet to make an extinguisher. Now use the extinguisher to douse the flames. Exit Professor Oubier's Library through the door and go down the stairs.

On the table next to the front door is a telephone and a newscutting folded in two. The newscutting refers to an eclipse of the sun which will best be visible in Mexico. Read the note from Lobineau and you find his telephone number on it. Use the telephone (after having read the note) to phone Lobineau and arrange to meet him at the Café. Examine

the pot (in your inventory) and you'll find a key inside it. Unlock the front door with the key, then open the door and go to the Café.

THE CAFÉ

While waiting for the waiter watch the man at the next table. He continuously pours the contents of a flask into his wine glass. Examine or try taking the flask (you can't just yet) to activate the 'Flask' topic when you talk to the waiter. The first time you talk to the waiter he ignores you. When he returns try again. He brings you a cup of coffee and now has a conversation with you. He tells you the gendarme has left the police force and that the flask contains absinthe.

André Lobineau arrives after your conversation with the waiter. André shows you the stone that Nico wanted to discuss with Professor Oubier. Ask André about the small decorated pot and he tells you that a friend of his at the Glease Gallery may be able to help. This triggers the Glease Gallery as a location you can go to.



Talk to the gendarme about leaving the police force. After you ask if he misses being a gendarme he buries his head in his hands. While he's not looking you can take the flask.

GLEASE GALLERY

Glease, the gallery owner, won't let you into the rear of the gallery. From talking to Glease you learn that many of the artefacts were supplied by Professor Oubier. Talk to Laine and he complains about the wine. Maybe a bit of the gendarme's absinthe would improve the taste! If you watch carefully you'll notice that every now and then Laine holds up the wine glass. Pour some absinthe from the flask into his wine glass. If you give him a second helping he keels over. Glease will rush over to assess the damage.

Don't worry about Laine smashing the pot as you don't need it to complete the game.

While Glease is pre-occupied with Laine you can get to the packing case at rear of the gallery. There's nothing inside the packing case but you'll find part of a label pasted on it. If you've not yet examined the newscutting (in your inventory) then do so now. You find Professor Oubier's bank statement in the folded newscutting. If you've found the bank statement and discussed Professor Oubier and the artefacts with Glease, you go to Marseilles automatically. If not, talk to Glease again to trigger going to Marseilles.

DOCKSIDE



The dog won't allow you to climb over the fence. If you try climbing over, you'll see the watchman pacify the dog by feeding him a biscuit. Look through the window of the hut and you see the watchman unbolting the trapdoor and throwing

out an empty beer bottle. Also take note of the coal stove and box of dog biscuits inside the hut.

Go down the stairs to get to the pier below the hut. Take the hook out the water and use it to get the bottle that the watchman threw out. Note that the platform between the road inside the docks and the hut can be lowered and raised by using the hook. You can get into the hut through the trapdoor but you must first find a way to get the watchman to leave.

Did you notice the smoke from the watchman's coal stove coming out of the chimney on the hut? The chimney is too hot for you to remove the metal cone. Examine the bottle (in your inventory) and you note that it's half full of water. Pour the water (from the bottle) on the chimney and then remove the metal cone. Note that you must have tried taking the metal cone (while the chimney was hot) before you'll be

able to pour water on it. Block the chimney by putting the bottle in it. The hut fills with smoke and the watchman has to get out.

Enter the hut through the trapdoor below. Take the box of dog biscuits and a piece of coal. Note that you won't need the piece of coal other than for one of the Easter Eggs.

Throw a dog biscuit onto the platform (while it's raised). When the dog goes to eat the biscuit (on the platform) use the hook to lower the platform. While the dog is swimming you can climb over the fence undisturbed.

TRANS GLOBAL WAREHOUSE



Climb up the ladder on the side wall of the warehouse. Look through the left window (next to the ventilation fan). You jam the fan by inserting the hook into it then return to the door and knock. When the Indian opens the grill select any dialog topic except the 'pizza' to annoy him and get him to open the door. Note that if you select the 'pizza'

topic you have to knock on the door and talk to the Indian three times before he opens. While the Indian is opening the door you need to climb up the ladder onto the roof before he comes out. Now attach the clamp to a barrel (while the Indian is outside). The pulley system drops the barrel into the river. When the Indian walks over to where the barrel was dropped in the river attach the clamp to another barrel - knocking him into the river. You can now enter the warehouse.



Inside the drawer of the desk you'll find a small brass key. The little Indian won't let you pass. When you talk to him about the brass key he crawls over and you notice that he's been manacled. Unlock the manacles with the brass key

to set him free. Press the button on the wall next to the elevator and go up to the top floor. Note that you now have the manacles in your inventory.

Before you can get out the elevator you must move the right-hand crate in front of the photo electric cell to stop the elevator door from closing. There's a light switch on the wall next to the elevator. After switching on the light you're able to see scratch marks on the floor. After examining the scratch marks a secret door will be visible in the wall. Open the door and enter the room where Nico is being held captive.

Untie the rope around Nico's wrists. Note that the rope will be in your inventory. Pick up the small stone statue and the masking tape Nico dropped on the floor.

As you can't use the elevator you need to find another way to get out the warehouse. Did you notice the pulley above that runs from where the large statue is to the bolted door? The statue needs to be raised before you can attach it to the pulley with the rope - but the large crate on the left prevents you operating the pallet carrier. Put the masking tape over the photo electric cell and replace the crate you used previously. You can now move the top crate and the one on the left out the way. Raise the statue using the pallet carrier and then attach the rope to the statue and the pulley. Lastly, you need to lower the statue by again using the pallet carrier. Try pushing the statue toward the door to activate the 'Statue' dialog topic when you next talk to Nico. Ask Nico to help you push the statue by selecting the 'Statue' topic.



Go out onto the loading platform. Hook the manacles over the cable that runs across the dockside to allow you and Nico to escape.

En route to Quaramonte City you stop at the Glease Gallery where André gives you the black Obsidian stone.

MARKET PLACE

This part of the adventure depends almost entirely on your interaction with other characters. Certain topics will only appear after you've discussed something with someone else. The solution below only covers the minimum dialog topics needed to complete this section of the game. To get a more detailed storyline you should discuss all the dialog topics and also speak to the other characters in and around the market place. **Blue text** is used to indicate the actual dialog topic to select.



PEARL HENDERSON

Ask her about her husband, **Duane**, to learn that she wants to go see the pyramids but doesn't have anyone to go with. This activates the 'Pyramid' topic when you speak to General Grasiendo.

GENERAL GRASIENTO

Note that General Grasiendo and Professor Oubier are standing at, and studying the chart on the wall when you enter the Police Station. The General's infatuation with Nico is also relevant. He tells you that **Professor Oubier** is planning an expedition to some Mayan ruins and wants an excavation permit. He also tells you that Renaldo can conduct a tour to the **pyramid** when he's finished his paperwork.

NICO

When you exit the Police Station ask Nico why she came on so strong with the **General**. She tells you that it's his 'Achilles Heel' - a clue you need later.

DUANE HENDERSON

Duane introduces you to Professor Oubier, but won't talk about anything relevant while the Professor is around. For example, if you ask him about his **truck** he tells you that it's full of camping equipment. You need to come back later when Oubier has gone.

THE BAND

You learn that **Miguel** was arrested for playing traditional folk music. This activates the 'Music' dialog topic with Duane Henderson. Also, after speaking to the band Professor Oubier will no longer be with Duane Henderson.

GENERAL GRASIENTO

Return to the Police Station and try looking at the **chart** on the wall. The General won't let you look at it but you can talk to him about it. He tells you that it's an archaeological survey **map**.

DUANE HENDERSON

Now that Professor Oubier is not around, you learn a lot from Duane. When you discuss the **music** dialog topic with him he tells you Miguel is actually an agitator. He tells you **Miguel** was arrested for handing out subversive literature. You learn that the **truck** is filled with explosives and Duane intends breaking **Miguel** out of prison, but he doesn't have a detonator. This activates the 'Detonator' dialog topic with Duane and Conchita Garcia.

CONCHITA GARCIA

You find Conchita Garcia at the Quaramonte Mine Co. She's got a **detonator** but needs a good reason to give it to you. Tell her **Professor Oubier** is working with the General. You need to find a way to look at the **map** on the wall in the Police Station.

NICO

Wait until you're in the Market Place before speaking to Nico. You persuade her to distract the General so that you can look at the **map**.

GENERAL GRASIENTO

Tell the General that **Nico** wants to interview him.

RENALDO

Ask Renaldo if he'll take a friend of yours (Pearl Henderson) to see the old ruined **pyramid**.

PEARL HENDERSON

Tell Pearl that you've arranged for Renaldo to take her to the **pyramid**.

CONCHITA GARCIA

Before returning to Conchita look at the chart on the wall in the Police Station to find out where the excavation is taking place. When you tell her about the location you saw on the **map** she allows you to take the detonator from the cupboard behind her.

DUANE HENDERSON

Give the **detonator** to Duane. He asks you to go tell Miguel about his plan.

Go to the prison (through the rear exit in the Police Station) and talk to Miguel...

GEN. GRASIENTO'S APARTMENT

There are five items in the Apartment that you can examine - a sword fish, tiger skin, portrait, television set and lava lamp. Examining the items activates them as dialog topics. While you're discussing them with the General his mother enters the room.

PRISON CELL

Talk to Miguel and ask him for the noose. Tie the noose to the cell window and then pass it through the window to Duane. Note that the noose is not easily visible after you've tied it to the cell window.

TREE HOUSE

Remove the vine rope from the washing machine.

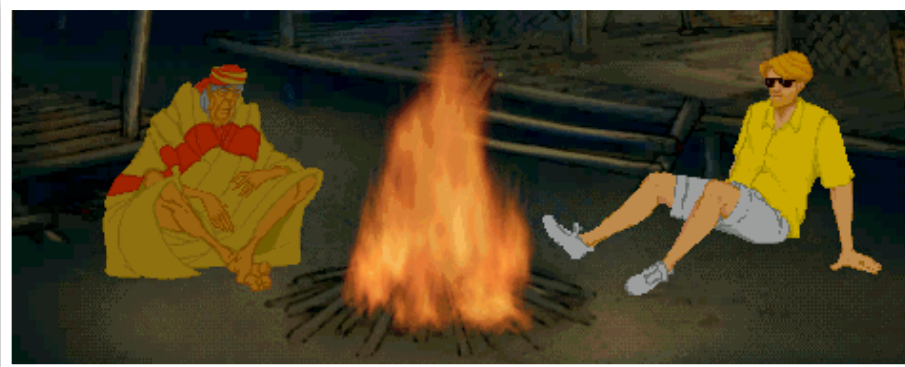
Note that the movement of the pump causes the leaves to rustle. Put either the bank statement or newscutting on the leaves then grind the small stone statue on the water wheel. The sparks from the small statue ignite the bank statement / newscutting and the smoke rises into the tree house. Speak to Father Hubert about Nico and the root to get him to give you his collar.

Use the vine rope to connect the two stones on the press. Place the collar in the press, then pick up the cross and use it to apply leverage to the press. Pick up the collar, then give it to father Hubert by talking to him about it. Ask Father Hubert about the root and he'll agree to take you to the village.

VILLAGE

Speak to the guard (nearest to you) about Nico, Father Hubert and the Shaman. Select the biscuit dialog topic as a gift for the Shaman. When

the guard asks for more biscuits, put the black stone into the biscuit box (done in your inventory) and then again give the box to the guard.



Merely talking to the Shaman about Nico, the root and the various stones is sufficient to progress in the game. However, you should discuss all the dialog topics to get the full storyline.

TREE HOUSE

You need to get the root (antidote) into liquid form before giving it to Nico. Put the metal cone under the press, insert the root into the press and (again using the cross to apply leverage) squeeze the root into a liquid. Climb up the ladder and give the antidote to Nico.

KETCH'S LANDING

First talk to the little boy (Rio) at the end of the pier. This activates the 'Rio' dialog topic with the Ketch Sisters.

Climb the steps and talk to the Ketch Sisters about Rio. Before discussing Emily with them, you should try to open the door to the house. The Ketch Sisters tell you about the museum and the refurbishments being done by Bronson, the surveyor. Speak to the sisters again, selecting the Emily and then the cat dialog topics. They leave to go look for Emily. This also triggers the 'Fish' dialog topic with Rio.

If you look at the left flagpole you see that it has some sort of 'technical gadget' on the end of it, i.e. the marker Bronson uses with his theodolite. Also note the 'U-shape' of the branch on the tree.



Return to Rio and ask him to catch a fish for you. He'll want something in return, and there are only three items he'll accept. If you picked up the worm (right in the very beginning) it's the only item he wants. If you don't have the worm

he'll take the lipstick instead. If you gave the lipstick to the Shaman then he'll accept the panties.

You have to leave the pier, then return and talk to Rio (twice) before the 'Fish' dialog topic is again activated. At first Rio reels in an old bicycle and you have to ask him to try again. Examine the bicycle and

remove the inner tube. If you ask Rio about the inner tube he gives you a clue about using it as a catapult.

Go back up the steps to the museum entrance. Extend the ladder and climb up to the right flagpole. Attach the inner tube to the flagpole, then climb down and attach the fish to the other end of the inner tube. Note that if you give the fish



to the cat instead, you can always get another one from Rio. While the cat tries to get the fish you can pick up the red ball. Climb the ladder to retrieve the inner tube and then attach it to the tree, making a catapult. Put the red ball into the catapult (inner tube) and fire away!

When Bronson gets onto the flagpole, remove the ladder to leave him stranded. Pick up the marker he dropped and go to his tent. With him out the way you can now take the plans and his theodolite. Return to the museum entrance and show the plans to the Ketch Sisters.

At this point the game switches to Nico.

BRITISH MUSEUM

Examine the cabinet at the extreme left to find out about the 'screaming mirror'. Talk to the attendant selecting the El Draco, screaming mirror and Jaguar Stone dialog topics. He should then introduce you to Professor Oubier.



When the attendant returns (and Oubier leaves) continue discussing the Jaguar Stone and the attendant offers to show it you. After the theft is discovered remove the key from the cabinet. Again talk to the attendant asking

about the ship (to find out where Oubier went to) and the key (to make him rush off and phone the police).

Use the key to unlock the middle cabinet (closest to the entrance) and take the obsidian dagger. Pull open the curtain and then use the dagger to jimmy the lock on the door.

At this point the game switches to George.

THE KETCH MUSEUM

Read the ship's log and note the last entry "tis easier for a camel to pass through the eye of a needle". Look at the portrait of Captain Ketch and note the cross he's wearing around his neck. This activates the 'Cross' dialog topic with Emily. Take the chart and place it in the recess on the desk. Take the lantern and fit it in the ink well on the desk. Remove the quill from the pen holder - note the shadow cast on the chart as you remove the quill.



Open the sea chest to free Emily. When you ask her about the cross around her neck she wants something in return for giving it to you. Finding something to swop with her is probably the most difficult puzzle in the game. Did you try play with, or talk to the cat? If so, you would have noticed it's sharp claws. Have you got something that the cat may want? What about giving the quill to the cat!

The cat rips the quill into shreds. Pick up the feather shreds (not clearly visible) and then go to Rio. Talk to him about Emily, his sister, tiger fish and the shredded feather to get a conch for Emily.

Return to the museum and talk to Emily about the conch. When she gives you the cross, insert it into the pen holder on the desk. The shadow formed on the chart falls exactly on Zombie Island.



Go back to Rio and talk to him about the pirate treasure to get him to take you to Zombie Island.

ZOMBIE ISLAND

After you disembark, examine Rio's boat and try to climb the rock outcrop. This activates the 'Net' dialog topic with Rio. Ask Rio for his fishing net, then use it to climb the rock outcrop.

At this point the game switches to Nico.

UNDERGROUND STATION

Study the vending machine closely and note that it has three slots - coin slot, vending slot and coin return slot. If you examine the coin slot you'll see something protruding from it. Open your bag (in your inventory) to get the hairclip. Use the hairclip on the protruding object (in the coin slot) and the jammed penny will drop into the coin reject slot. Remove the penny from the coin reject slot.

Insert the penny into the weighing machine to get a card. Using the obsidian dagger you can partially open the cupboard on the extreme right. Now insert the card into the crack in the cupboard to open it fully. Press the red button inside the cupboard to stop the subway train.

At this point the game switches to George.

ZOMBIE ISLAND

The maze on Zombie Island consists of three locations, each with six exit points. The tricky part is that access to certain of these exits depends on where you enter and which location you came from. Detailed solutions are provided for puzzles that involve the maze.

How to get past the wild boar?

- From the cliff edge **enter the maze at the top** - enter first location at the bottom left
- Take a reed from the swamp in first location
- **Exit first location at the top right** - enter second location at the bottom left
- Insert the reed into the lair to get part of it bitten off
- Return to the cliff edge by reversing your route, i.e. **use the bottom left exits at first and second location**
- **Take the bottom exit from the cliff edge**, then continue to the right until you find the boar
- Insert the dart into the reed and use it on the boar

After getting past the wild boar continue through the top or right exit to find the rock needle. The top of the rock is the "eye of the needle" mentioned in the ship's log in the Ketch Museum. Remove the creeper from the rock. Clip the marker onto the fishing net (in your inventory) then attach the net (and the marker) to the creeper. Now take the creeper, marker and net assembly and place it on the rock needle. With the marker in place you need to go to the highest point on the island (the plateau) from where you'll be able to view it with the theodolite.

Where to find the plateau?

- From the rock needle **enter the maze through the top exit** - enter first location at the top left
- **Exit first location at the top right** - enter second location from the bottom left
- **Exit second location at the middle left** - enter third location at the bottom right
- **Exit third location at the bottom left** - enter first location at the bottom right
- **Exit first location at the middle right** - enter second location at the top left
- **Exit second location at the middle right** - enter third location at the middle left
- **Exit third location at the middle right** to get to the plateau

When you get to the plateau insert the theodolite into the holes next to Frederick Ketch's initials. Look through the theodolite and pan to the right until the marker is visible. Examine the marker and the tall pillar (the one in line with the marker) to activate a new 'Exit' to the right. Leave the plateau via the new exit.

At this point the game switches to Nico.

DOCKSIDE



In order to get onto the boat you must first hide behind the nearer crate. To do this, and to get on the boat, you need to wait until the guard has gone around the side. When on the boat, immediately climb up the ladder onto the roof. Wait

for the guard to again go round the side, then open the cupboard door and get back onto the roof. As soon as the guard enters the cupboard, close the cupboard door and then jam it by inserting the mop in the handle. Look through the left hand porthole and eavesdrop on Oubier and Karzac.

Once you're inside the cabin you must first 'talk' to Oubier to ensure he's actually dead. After this you'll be able to take the Jaguar Stone. When attacked by Karzac, use the obsidian dagger (from your inventory) to stab him in the leg.

At this point the game switches to George.

FILM SET

After you've spoken to Haiku McEwan filming starts. When McEwan is replaced by Bert Savage (the stuntman) examine the bush to find the hornets' nest. Take a pancake, bun and syrup from the food table. Pour the syrup on the pancake (in your inventory). Talk to Savage and give him the pancake. Note that some of the syrup drips down Savage's chin. Throw the bun into the bush noting the hornets' reaction. Fetch another bun from the table and also throw it into the bush. The hornets, attracted by the syrup, will attack Savage.

When you get to the beach talk to Hawks about the pillar. Examine the handheld camera and the 'Cameraman' dialog topic will be activated with Hawks. Talk to him again, selecting the 'Cameraman' topic, and he'll agree to go ahead with the stunt.

You climb the pillar, enter the cave and get the Eagle Stone.



VILLAGE

Nico returns to the village. Take note of Titipoco's gun lighter, it has relevance later. The Coyote Stone is on the floor of one of the burnt down huts, but it's too hot to pick up. You also won't be able to push the barrel of water over as it's too heavy. After you've tried picking up the Stone and pushing the barrel, the 'Barrel' dialog topic will be activated with Titipoco. Ask him to help you push the barrel to pour water on the Stone. Once you've cooled the Coyote Stone with the water you can pick it up.

OUTSIDE THE PYRAMID

Examine the gantry. Pick up the rope lying on the ground, then ask Titipoco to climb up and loop the rope over the top of the scaffolding. Make a pulley system by tying the rope to the engine. Remove the cylinder from the generator. Cut the fuel line on the generator with your obsidian dagger and then hold the the cylinder under the fuel line to fill it with fuel. Pour the fuel (from the cylinder) into the fuel cap on the engine.

Switch the engine on by pressing the red button. First test the elevator by pulling the lever down - this activates the 'Lever' dialog topic with Titipoco. Talk to Titipoco about the lever and tell him to copy what you do. Get into the elevator and then talk to Titipoco and he'll pull the lever to send the elevator up to the top of the pyramid.

For the moment all that you can do at the top of the pyramid is to take the ammunition belt. Use the elevator to go down again.

Go to the front of the pyramid and talk to the guard. After talking to him you can take the torch. Remember the gun lighter Titipoco had? While holding the torch ask Titipoco to light it. Use the torch to set alight the fuel that dripped out of the generator's fuel line, then toss the ammunition belt into the fire.



At the top of the pyramid talk to General Grasiento to disarm him. Once again, use your trusty obsidian dagger to cut George free.

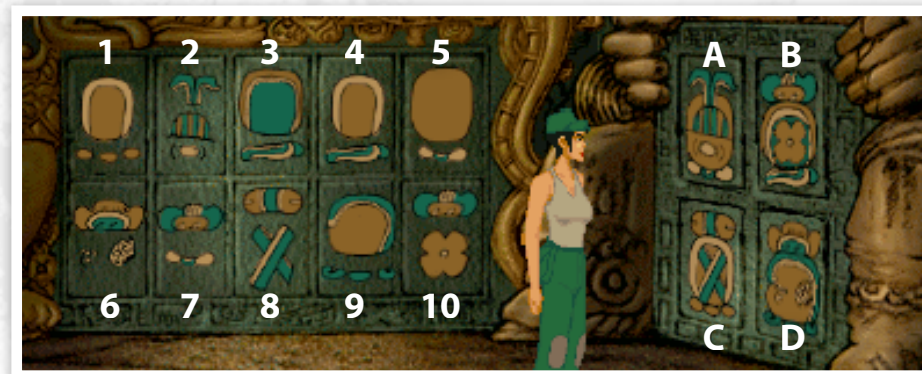
There are two levers on the door leading into the pyramid. First try pulling both levers to activate the 'Lever' dialog topic with George, then ask him to help you with the levers.

MAYAN ROOM

Study the symbols on the discs, the bank of tiles in the centre wall and the tiles under the giant monkey. Each symbol on a 'monkey' tile is made up of two 'wall' tile symbols. Similarly, the symbol on each 'wall'

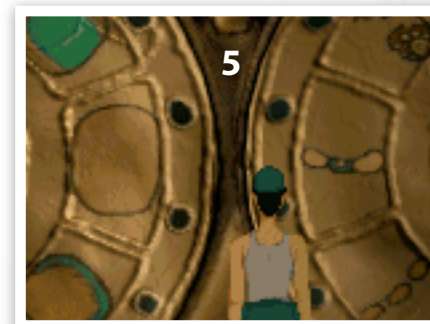
tile consists of two symbols - one from each of the discs. To reveal the hidden entrance all four of the 'monkey' tiles must be pushed inwards. In order to be pushed inwards a tile must first be activated. The 'monkey' tiles are activated by pushing inwards both 'wall' tiles whose symbols make up the symbol on that particular 'monkey' tile. Similarly, each 'wall' tile needs to be activated before it can be pushed inwards. This is done by turning both discs so that the two relevant symbols are aligned in the centre.

Solution to the tiles and discs puzzle

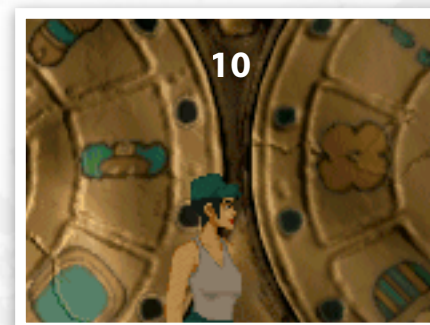
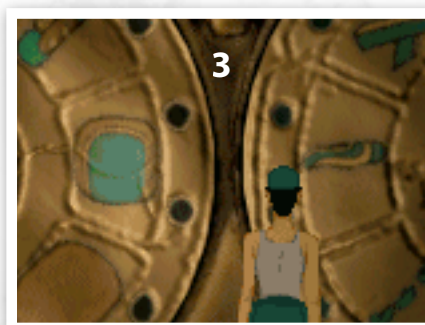


The WALL TILES are numbered 1-10 and the MONKEY TILES from A-D. The required sequences for activating and pushing in tiles are as follows:

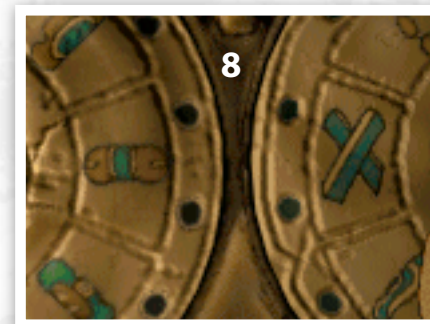
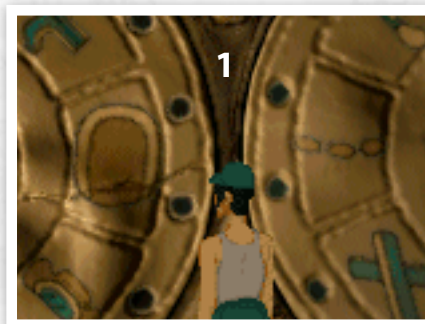
ACTIVATING MONKEY TILE A (wall tiles 2 and 5)



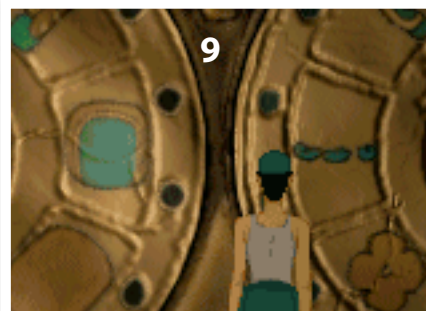
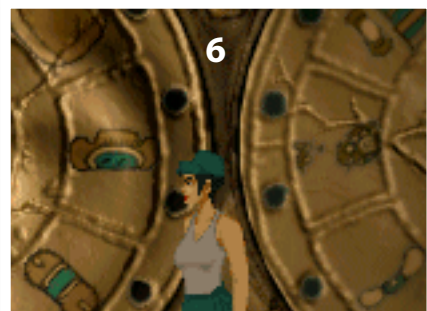
ACTIVATING MONKEY TILE B (wall tiles 3 and 10)



ACTIVATING MONKEY TILE C (wall tiles 1 and 8)



ACTIVATING MONKEY TILE D (wall tiles 6 and 9)



There's an alternate method to reveal the hidden entrance, which is actually an Easter Egg in the game. Refer to the Easter Egg section of the walkthrough for details.

THRONE ROOM

Take the torch hanging on the wall. Once again Titipoco's gun lighter proves useful if you ask him about lighting the torch. Now pull the lever on the wall (it's only visible when the torch is lit) to get to the next location.

DOORS AND LEVERS

To reveal the hidden door, the other doors in all three rooms must be opened/closed in a specific sequence (by pulling the levers). The sequence is actually quite simple - all you do is go through each room, closing the door you are not exiting through before leaving a room. Begin by pulling the lever (there's only one) in the first room to close

the top right door, then exit through the door to the left. In the second room there are levers either side of the left door. Pull the right lever to open the top left door and the left lever to close the door to the right. Leave through the top left door. There are two levers in the passageway. Pull the bottom left one to close the top right door and re-enter the first room through the bottom left door. If you've followed the sequence correctly, a hidden door (to the right) should now be open.

Use your old torch to light the new one on the wall. Take the new torch and exit through the hidden door.

THE ENDING...

Climb down the stairs. Pull the lever on the wall to reveal another lot of stairs that lead to 'Certain Death'. Climb down these stairs, then sit back and enjoy the ending...





EASTER EGGS

No Adventure Game would be complete without the proverbial 'Easter Eggs'. The extra little amusing tidbits that programmers place in their creations are well hidden and usually require knowledge of arcane or undocumented commands. If you 'click' in a specific place, edit the right file, or type in the secret sequence you'll be rewarded with anything from a simple graphic to a full-blown movie sequence.

To the best of my knowledge these are the only Easter Eggs in Broken Sword II. If you find any additional ones please let me know about them! Have fun with these!

TALKING GOAT



To activate the 'Talking Goat' egg you must have taken the piece of coal from the watchman's hut in Marseilles. While in Quaramonte City give the piece of coal to the goat and enjoy the conversation!

HUNGRY GHOST

The egg is activated while in the London Underground. After retrieving the penny from the coin reject slot, insert it back into the coin slot to get a bar of chocolate. As an added bonus the penny drops into the coin reject slot so you don't have to worry about not having it to use in the weighing machine.

From the vending machine, slowly walk towards the platform. A ghost appears when you reach the point shown in the graphic above. Try giving the bar of chocolate to the ghost. He won't take it, but another exit is created to the left of the sleepers.

Take the exit to meet Robert Foster, the hero from 'Beneath a Steel Sky', one of Revolutions earlier adventures.



NICO'S WIGGLE

There's an alternate way of revealing the hidden entrance in the Mayan Room. Instead of manipulating the tiles and discs, just click the hotspot shown in the graphic above. The hotspot is 'pixel-sensitive' so the mouse must be moved around slowly and carefully in the required area to find it.



In addition to bypassing the puzzle you'll also be treated to a sexy little wiggle by Nico...



CREDITS

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