

= Broken Sword II : The Smoking Mirror =

Broken Sword II : The Smoking Mirror is a point @-@ and @-@ click adventure video game originally released on Microsoft Windows and PlayStation in 1997 . It was re @-@ released on Microsoft Windows , OS X and iOS as a remastered edition in 2010 and on Android in 2012 . It is the second installment in the Broken Sword series , and the first game in the series that does not follow the Knights Templar storyline . The player assumes the role of George Stobbart , a young American who is an eyewitness to the kidnapping of his girlfriend Nicole Collard .

The game was conceived in 1997 by Revolution . Though serious in tone , The Smoking Mirror incorporates some humour and graphics animated in the style of classic animated films . It was the fourth and last game built with the Virtual Theatre engine , which was used to render the locations of the game 's events .

Unlike the first Broken Sword game , which garnered critical acclaim , The Smoking Mirror received mixed to positive reviews , mostly for not living up to its predecessor . Nevertheless , it was a commercial success , selling about one million copies in the mid @-@ 1990s . Revolution released a remastered version of the game in 2010 , which unlike the original version , received highly favorable reviews from critics .

= = Gameplay = =

Broken Sword II : The Smoking Mirror is a 2D adventure game played from a third @-@ person perspective . Via a point @-@ and @-@ click interface , the player guides protagonist George Stobbart through the game 's world and interacts with the environment by selecting from multiple commands , while Nicole Collard is also a playable character in selected portions of the game . The player controls George 's movements and actions with a mouse (PC and PlayStation) , or a gamepad (PlayStation) . Player can collect objects that can be used with either other collectible objects , parts of the scenery , or with other people in order to solve puzzles and progress in the game . George can engage in dialogue with other characters through conversation trees to gain hints of what needs to be done to solve the puzzles or to progress the plot . The player uses a map to travel , and new locations are added to it as the story unfolds . By right clicking on an object , the player gets a description and clues . The player character 's death is possible if the player makes a wrong decision .

= = Plot = =

Six months after the events of The Shadow of the Templars , protagonist George Stobbart and his girlfriend , Nicole Collard , visit an archaeologist named Professor Oubier to learn about a mysterious Mayan stone Nico uncovered while researching a newspaper story . At Oubier 's home , they are ambushed by two Central Americans , who kidnap Nico , tie George to a chair and set the building ablaze . George unties himself and puts out the fire . He contacts Andre Lobineau , who reveals that Nico had suspected that something would go wrong and had left the stone with him . Lobineau tells him of a gallery owner who can tell him more about Mayan art . George discovers that Oubier supplies the gallery with Mayan artifacts , which he imports through a company named Condor Transglobal . Following this lead , George finds the two Central Americans who kidnapped Nico . One of them , whose name is later revealed to be Pablo , is shown threatening and berating the other (later revealed to be called Titipoco) . George knocks Pablo unconscious and discovers that Condor Transglobal has links with Quaramonte City in Central America . He also frees Titipoco , who had been manacled by Pablo . George finds Nico , who reveals that , while trying to expose a drug ring run by a man named Karzac , she was sent the stone instead , prompting her to arrange the appointment with Oubier .

The two escape the warehouse and retrieve the Mayan stone from Lobineau . Afterwards , they go to Quaramonte City in hopes of finding Condor Transglobal . They find the city under dictatorial rule by ' Madame La Presidente ' Grasiento , and learn that the town contains no Condor Transglobal

offices . The two meet Professor Oubier , who is talking to the chief of police , Raoul ' The General ' Grasiento , about a mysterious chart . George confronts Oubier about his girlfriend 's abduction , but the professor claims he knows nothing , and that he has not been in Paris recently . George decides to help a CIA agent , Duane , free a local agitator , Miguel , from jail by distracting General Grasiento . Afterwards , he prepares to detonate the jail wall but is arrested in the process . George gets Duane to tie a rope to the bars and pull the wall down with his truck , alerting General Grasiento . Miguel escapes , and Nico and George flee down river on a boat . However , the boat sinks after being attacked by a helicopter .

George wakes up the next morning on the river bank , and finds a treehouse belonging to a Christian missionary named Father Hubert . Hubert has been nursing Nico back to health , but she has suffered a snakebite and requires special medicine . He takes George to the local Mayan village , as he believes the village Shaman will be able to help . George shows his Mayan stone to the shaman , who explains that , hundreds of years ago , Mayan shamans had trapped the god Tezcatlipoca inside a mirror . However , he was so powerful that he would inevitably escape , so they created three stones that contained the power to keep him imprisoned . Before they could be put in place , they were stolen by explorers : one by a Spanish pirate named Captain Ketch , who hid it in the Caribbean ; one by an English ship , which took it to England ; and one by Spanish explorers , who took it back to Spain . The third of these stones was in Nico 's and George 's possession . George returns to the treehouse and cures Nico with medicine from the shaman . Shortly thereafter , the two separate to find the two remaining stones .

Nico tracks a stone down to a museum in London , England , where she encounters but does not recognize Professor Oubier . After he leaves , the stone is discovered to be missing and the museum is locked down . Nico escapes via an abandoned subway station and finds Oubier on a boat in the Thames with Karzac . Nico witnesses Karzac killing Oubier , and then sneaks in , takes the stone and escapes . Meanwhile , George tracks the remaining stone to a small museum in the Caribbean . Following subtle clues left by Captain Ketch , George learns that the stone was left on the nearby " Zombie Island " . George explores Zombie Island and finds that a butchered remake of Treasure Island is being filmed there . He poses as a stuntman to gain access to the place where the stone is being kept , but gets captured by Pablo and his men to be used as a sacrifice to Tezcatlipoca . Nico travels back to Quaramonte and saves George ; together with Titipoco they enter Tezcatlipoca 's pyramid . As they reach the central room , Karzac frees the ancient god there . However , Tezcatlipoca promptly kills Karzac . President Grasiento appears and attacks Titipoco , and their struggle sends them over a cliff . Raoul , realizing that he is expendable to his mother , chooses to save Titipoco . The protagonists place the stones into their respective slots , which causes Tezcatlipoca to be pushed back into the mirror . George and Nico briefly celebrate and the final cut @-@ scene fades into the credits .

= = Development = =

Broken Sword II : The Smoking Mirror was conceived in 1997 , by Charles Cecil and Revolution . Charles Cecil was the director and writer of the game ; Tony Warriner , David Sykes , Jonathan Howard , Paul Porter , James Long , Patrick Skelton , Chris Rea and Pete Ellacot worked on the software side of the project . Noirin Carmody was the executive producer . The game uses the Virtual Theatre engine , which was previously used for Lure of the Temptress , Beneath a Steel Sky , and Broken Sword : The Shadow of the Templars .

The artwork for Broken Sword II was developed through a number of stages . Initially pencil drawings were made of characters which were then digitally coloured in , before being cleaned up . The background layouts were produced in a similar way , starting out as pencil designs , and were all drawn by Eoghan Cahill and Neil Breen , who previously worked on the first Broken Sword , working together with Amy Berenz and Lee Taylor . The game 's graphics are animated in a style which resembles classic animated films .

The music in the game was composed by Barrington Pheloung , who also composed the music in Shadow of the Templars , with Bob Sekar adding the closing score . Audio features of the game

include recorded sound effects , orchestral music and voice acting directed by Edward Hall . While Rolf Saxon returned to voice George Stobbart , a new actress , Jenny Caron Hall , was cast as Nicole Collard . The rest of the credited voice actors in the game are Dennis Chinnery , Stephanie Clive , Jeff Fletcher , Corey Johnson , Chris Miles , Gary Parker , Flaminia Cinque and Leo Wringer .

= = = Remastered edition = = =

When considering the project , Charles Cecil played the game again and noticed many issues , including pixelated backgrounds , FMV and audio were of poor quality , and he also felt some dialogue was out of place . He thought all these elements could be addressed and improved in a remastered edition , in which they could add a diary , hint system , and new artwork from Dave Gibbons , which they could offer as an interactive digital comic .

On December 9 , 2010 , Revolution Software announced the release of Broken Sword : The Smoking Mirror - Remastered on iOS devices , and was released on December 16 , 2010 . The new features include an exclusive interactive digital comic from Dave Gibbons , fully animated facial expressions , enhanced graphics , high quality music , a context @-@ sensitive hint system , diary , and a Dropbox integration which facilitates a unique cross @-@ platform save @-@ game feature , enabling players to enjoy the same adventure simultaneously on multiple devices . It also featured full Game Center integration ? including in @-@ game achievements . The Mac and PC versions followed in early 2011 .

= = = Marketing and release = = =

A launch trailer for the iPhone and iPod touch version was also released on Revolution 's YouTube channel revolutionbevigilant . On the second day of Apple 's 12 Days of Christmas , Broken Sword II - Remastered was made free to download for 24 hours .

The original PC version is available from Sold @-@ Out Software and GOG.com (with purchases of Broken Sword II - Remastered) . However , the Remastered version of the game is available from various digital distribution services , including the iPhone / iPod Touch and iPad AppStore , Mac AppStore , Intel AppUp , Steam and GOG.com. Broken Sword II - Remastered is also a part of the Broken Sword Complete package from Mastertronic .

With purchases of Broken Sword II - Remastered on GOG.com , the consumer also gets the original game , the manual , an exclusive game guide , 18 artworks , and the comic book . The digital Broken Sword : The Smoking Mirror - Remastered comic book was created by Dave Gibbons . The short comic provides information on what happened before the beginning of the game .

= = Reception = =

The game was a commercial success . According to Charles Cecil , it sold around one million copies in the mid @-@ 1990s .

The Smoking Mirror received mixed to positive reviews from critics . Gaming Age gave the game a B + , saying : " The sound is another area in which The Smoking Mirror excels . Although there isn 't a constant soundtrack playing , haunting music often accompanies certain actions , much like the original Tomb Raider . " PC Gamer gave it a score of 82 % , saying it 's " more of the same solid adventure fare found in Circle of Blood . " GameSpot gave the game a 7 @.@ 9 out of 10 and praised it for its additions that " help to streamline the adventure " , but criticised the " insufficient information about Tezcatlipoca and Maya civilization altogether " when it came to the storyline . Jen of Four Fat Chicks gave it a " thumbs up " and stated that he would recommend this game for the good storyline and the beautiful graphics , but if players want a game that has more adventuring , they should look elsewhere . " Mr. Bill and Lela " of Mr. Bill 's Adventureland praised its controls and humour , and called it an excellent sequel , that they wouldn 't have missed playing .

== Remastered Edition ==

Unlike the original release , Broken Sword : The Smoking Mirror has received very positive reviews from critics . AppSafari gave the game a 5 out of 5 , saying : " Production values for the game are sky @-@ high , with gorgeous graphics , challenging , well @-@ designed puzzles , and pitch @-@ perfect voice acting . The sequel also implements the same fantastic touch interface of its predecessor . " AppGamer gave the game a 10 out of 10 , saying : " Broken Sword 2 will last you hours , having all the playability of a full @-@ priced PC game . It is the kind of game that could convert people who wouldn 't look twice at adventure games , and is easily one of my most highly recommended titles on the platform . " GameZone gave the game an 8 out of 10 and praised the game 's controls and cut scenes , but stated that the iPad version of the game can be blurry at times . Carl Stevens of TouchGen gave the game 4 out of 5 start and stated that it should be on everybody 's " must play list " and that the ease of , and restriction between some puzzles were the only let down in the game . Jeniffer Allen of 148Apps gave the game a 4 out of 5 start and praised it , saying : " Broken Sword : The Smoking Mirror is a fantastic game . The story feels as fresh and as entertaining as it did back in the day , and the slightly improved graphics are much appreciated . Many hours of entertaining storytelling lie ahead . "