

## = Broken Sword : The Sleeping Dragon =

Broken Sword : The Sleeping Dragon is an adventure game released on Windows , Xbox , and PlayStation 2 in 2003 , while in Japan , the PlayStation 2 version ( released only in Europe and Japan ) was released in September 2004 . A Nintendo GameCube version was planned , but was cancelled . It is the third instalment in the Broken Sword series , released six years after the previous instalment , The Smoking Mirror . The Sleeping Dragon moved the series to 3D graphics , and is the only game in the series not to use a point and click interface . The player assumes the role of George Stobbart , an American patent lawyer who flies to the Congo to write a patent for a scientist who claims to have found a source of unlimited energy .

The idea was first discussed in 2000 . To make the game feel like a film , Revolution brought in a cinematic consultant , Bob Keen , who made sure the game conveyed emotions and atmosphere appropriate for each scene . The game was originally planned to have similar cartoon @-@ quality visuals as its prequels , but the developers decided to aim at a style similar to Japanese animated films . Unlike the first two Broken Sword games , which used the Virtual Theatre engine , The Sleeping Dragon was built with the RenderWare engine . The game 's music was composed by Ben McCullough , and Rolf Saxon returned to voice George Stobbart .

The game has received highly positive reviews . Critics praised the game 's story , writing , humour , cinematic feel , and graphics . The game 's music was also lauded . Criticism focused primarily on the control interface and repetitive puzzles . According to Charles Cecil , the game sold a few hundred thousand copies .

## = = Gameplay = =

The gameplay in Broken Sword : The Sleeping Dragon is a departure from previous instalments in the series , using a direct control interface . The player guides George Stobbart 's movements with a keyboard or gamepad , while Nicole Collard is also a playable character at certain times . George must collect objects that can be used with other collectable objects , parts of the scenery , or other people in the game world 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 has action choices in the bottom right of the screen - there are four circles with anywhere from one to four actions available at any time ; the player selects the desired action with the corresponding key . As in the first two Broken Sword games , in The Sleeping Dragon player character death is possible .

## = = Plot = =

Following the events in Smoking Mirror a few years ago , George Stobbart has returned to his life as a lawyer , and finds himself flying to the Congo Basin , alongside his pilot , Harry Gilligan , to meet a scientist by the name of Cholmondely , who claims to have created a machine that can make limitless energy . However , a storm forces the pair 's plane to crash land on a cliff @-@ top , right close to the scientist 's lab . Escaping the wreckage , George makes his way to the lab , arriving just in time to see the scientist gunned down by a pale , lanky man , known as Susarro , and his bodyguard , after being questioned on an unknown subject . A postcard hidden in the lab prompts George to travel to Glastonbury , England , to search for a man named Bruno , and a friend of the scientist , who had advised him to flee . In his attempts to find out where Bruno is , he quickly learns that he disappeared before his arrival and is now in danger . Although not knowing where he is exactly , after visiting a fortune teller , George spots a building that caught fire , and goes to deal with it , saving an old man trapped within it . When they chat , he quickly learns that the old man 's name is Bruno Ostvald , the scientist he met in the Hotel Ubu in Paris , and a Neo @-@ Templar . Bruno reveals to George that he left the group after the events of Shadows of the Templar , and that they are now led by Susarro , who took over and renamed it the Cult of the Dragon . Susarro is seeking to gain immortality through the use of the Earth 's ley lines , which Cholmondely was using

in his experiments , and Bruno explains that he is able to track these with a special device he has , believing Susarro may be going to a site in Paris to find something important , prompting the pair to follow after him .

During these events , in Paris , Nicole Collard prepares to meet and interview a hacker named Vernon Blier in his apartment , who recently decoded the Voynich manuscript , but is afraid for his life because of what he found out from it . Unfortunately , Vernon is murdered in his home by a woman impersonating Nico , named Petra , just before the former gets there . When the two confront each other inside the apartment , Petra fails to kill Nico , and flees , leaving a few clues behind . Nico quickly tries to find what she needs to prove her innocence , but after the police arrive to investigate the murder , the detective in charge chooses to arrest her , based on the witness account of Vernon 's landlady . Following her arrest and subsequent release two days later , Nico decides to find out more about what Vernon had found out , and returns to his apartment , finding his girlfriend , Beatrice , residing inside , still coping with the loss of Vernon . Finding and managing to open a hidden safe , Nico finds diagrams and a DVD , with the latter she plays back at her own apartment before showing it to Andre Lobineau , an old friend of hers , finding it contained a message from Vernon about what he found , believing the bizarre storms happening across the world are a sign of a global catastrophe in the making . Finding out about an abandoned theatre on the Ile St Louis in Paris , connected to a mask the killer had with her when she fled Vernon 's murder , Nico heads out to investigate it but gets captured by Petra and her boss , Susarro .

Shortly afterwards , Bruno and George arrive at the same theatre , following Bruno 's device to an energy source he was tracing . George decides to break in , finding Susarro , Petra , and Flap ( who survived falling out of the train in Shadows of the Templars ) interrogating Nico about her investigations ; George quickly rescues her when Flap is left on his own with her , knocking him out in the process . After the pair reveal what led them to crossing paths with each other , they decide to continue searching the theatre , looking for the source of the energy Bruno detected . In the process , they find two keys - one in a safe , which is made of stone and decorated with crystals , and was the energy source Bruno detected , while the other , a stone , is found in a weird chamber , within a column of energy , bearing an omega symbol on it . Heading outside , after escaping from Susarro and Petra ( who had been dealing with a mysterious , hooded man ) , George is tazed by an unknown assailant , who takes the strange energy key from him .

Back at Nico 's apartment , Bruno reveals that the stolen key was the Key of Solomon ; Susarro would need it to access a special armillary in an ancient building , the location of which is unknown . Whilst looking at the Omega Stone , George realises he saw the same symbol , in exactly the same style as the key , in the Congo , leading him and Nico to travel there and investigate . The pair quickly find another stone with the alpha symbol upon it , and manage to evade Petra , who had come after them and the site . Upon returning to Paris , the pair learn that Bruno had been captured whilst Nico 's apartment was ransacked , and taken to Prague , leaving Nico to find out where exactly by returning to the abandoned theatre and searching it for clues , quickly finding out that he was taken to a large castle owned by Susarro . Whilst there , they manage to track down Bruno , along with the discovery that the armillary is in Egypt , and that the Key of Solomon was taken by the St. Stefan chapter of the Knights Templar - a surviving remnant of the Templars that still exist , and known to Susarro . He promptly returns to Paris to confront them , while Bruno is taken to Egypt . George decides to track the St. Stefan chapter as well , and returns to Paris and the Montfauçon where they are based , only to arrive too late to stop their base being invaded . Despite finding bodies , George manages to find survivors of the attack , including the Preceptor for the chapter 's temple . The Preceptor tasks George with stopping Susarro , revealing the key was taken from them , before handing over a third stone key needed to pinpoint the armillary , bearing a psi symbol on it , and knighting George .

Locating the armillary building in Egypt with the three stone keys , George and Nico sneak into the building , only to see Susarro forcing Bruno to activate the armillary . As it powers up , George and Nico subdue Susarro , just before Petra arrives with a hooded man seen twice before during their adventure , who proceeds to kill Susarro with supernatural powers . The figure turns out to be the Grand Master of the Neo @-@ Templars , thought to have been killed back in Bannockburn , but

had survived , having Petra work with Susarro until he learnt what the Grand Master needed . With the armillary active and the location of a large power site displayed , the Grand Master sets off dynamite in the building as he escapes with Petra , trapping George , Nico , and Bruno inside and killing Flap . The group find the only way for them to escape is for one of them to sacrifice themselves in one of the puzzle rooms , forcing Bruno to take the responsibility , hoping to atone for past sins so that George and Nico can stop the Grand Master .

George and Nico quickly arrive at the power site , which had been located in Glastonbury , as bad storms across the world begin to strike ; the town is badly flooded when they reach the area . As Nico confronts Petra , George tries to stop the Grand Master , arriving in time to see the Grand Master absorb the energy at the site , turning him into a dragon and causing the ground beneath them to collapse . George finds a sword in the cavern he lands in , which he uses to slay the dragon and save the world . As Nico arrives to congratulate him , Petra dying from the dragon 's death , George tosses the sword into the floodwaters , as the pair wonder how things will be in the future .

= = Development = =

Revolution first discussed the idea for the game in 2000 . At first , The Sleeping Dragon was planned to have similar cartoon @-@ quality visuals to the first two Broken Sword games ; however , Revolution decided not to use the " flat " look , claiming it lacked visual depth . The team wanted the game to look believable , but not necessarily realistic , similar to Japanese animated films .

Textures were hand drawn to achieve the " cartoon " look , while the light @-@ map employed radiosity to create realistic lighting . Advances in hardware plus the changes in methodology allowed the game to move to 24 @-@ bit colour .

Charles Cecil was the director of the game , and Tony Warriner was responsible for AI programming and some aspects of the game 's design . To make the game feel like a film , Revolution brought in a cinematic consultant , Bob Keen , who made sure the game conveyed emotions and atmosphere appropriate for each scene . The music in the game was composed by Ben McCullough . The voice recording was scheduled to take five days ; however , the entire process took four days . The voices were recorded with the voice actors together , enabling better acting and interaction . The full script is 6 @, @ 000 lines in total , similar to Broken Sword II . While Rolf Saxon returned to voice George Stobbart , Nicole " Nico " Collard was played by Sarah Crook .

Revolution held a casting session at a studio called The Spotlight ( in Leicester Square in London ) , in which multiple parts were auditioned for by multiple actors . Originally , Nico was planned to be voiced by a native French speaker , to get the right accent ; however , she ended up being voiced by Sarah Crook , a native English speaker . The rest of the credited voice actors were Alison Pettit , Andrew Secombe , Bob Golding , Jay Benedict , John Bull , Laurence Bouvard , Peter Marinker , Rachael Rogers , Rachel Preece , Simon Treves , and Seamus O 'Neil .

Cecil stated in an interview that the development costs were £ 2 million . Though the game made \$ 40 million , as a developer Revolution suffered a massive loss .

Although the PlayStation 2 and Xbox versions are no longer available , the PC version may be purchased from Steam , Mastertronic and GOG.com , and is also a part of the Broken Sword Complete package from Mastertronic .

= = Reception = =

The Sleeping Dragon received highly positive reviews from most critics and sold a few hundred thousand copies. eToychest gave the game a 5 out of 5 , saying " Broken Sword : The Sleeping Dragon is a shining example of what this genre is capable of , and it comes as close to perfection as any recent adventure game has . " Just Adventure gave the game an A + , saying : " A triumph . It ? s at the same time a real 3D game and a crackerjack pure adventure . High levels of craftsmanship and designer TLC are evident throughout the game . Playing it is like falling into an exciting movie thriller . " Gaming Chronicles gave it a 9 @. @ 2 out of 10 , saying that " adventure gaming is alive and well thanks to designers like Revolution " and that it 's a stunning achievement in interactive

entertainment , praising its story , characters , visuals , and dialogue , and calling it a " must @-@ own title for anyone looking to relive the golden era of adventure gaming " ; they did , however , indicate that the controls were too easy at times . Edge magazine gave the game a 9 , praising the storytelling , dialogues and visuals , and while pointing out some sporadic glitches that break the illusion Edge magazine refers to this game as " a fairytale comeback " and " the adventure 's glorious return " . IGN gave the game a rating of 8 @.@ 4 , placing it under the " Impressive " category , but noted that the interface was difficult to use and the puzzles in the game were repetitive . Adventure Gamers gave it 4 out of 5 stars , called it a " technical masterpiece " , and praised its cinematic introduction , cutscenes , lifelike character faces , and said " it certainly raise [ s ] the bar for any seen in adventures to this date " , but criticised its controls and repetitive puzzles . GameSpot had an overall positive review ; their Scott Osborne praised its plot , characters , and setting , and ( unlike most ) found the interface to have its points , although he was frustrated with times in which quick reflexes are required and bored ( like most ) with some of the puzzles ; he also ran into a sound problem , which does not appear to have happened to any other reviewer . Although Laura MacDonald of Mr. Bill 's Adventureland panned its repetitive puzzles , she called it an " instant classic " and praised its story , controls , characters and music . Steven Carter of Game Over Online was less positive ( criticising its plot , interface , and puzzles ? calling most of the last " trivially easy " ) , but did praise its general appearance , voice acting , and music . Computer Games Magazine was less positive , mainly due to heavily criticising the interface .