

= Broken Sword =

Broken Sword is a franchise centered on a series of adventure games . The first game in the series , Broken Sword : The Shadow of the Templars , was released in 1996 by English video game company Revolution Software . The first sequel , Broken Sword II : The Smoking Mirror , was released a year later , and was followed by three more sequels : Broken Sword : The Sleeping Dragon in 2003 , Broken Sword : The Angel of Death in 2006 , and Broken Sword 5 : The Serpent 's Curse in 2013 . A remake of the first game in the series , known as Broken Sword : Shadow of the Templars ? The Director 's Cut , was released in 2009 , and a remake of the second game in the series , Broken Sword : The Smoking Mirror ? Remastered , in 2010 ( for iOS devices ; other platforms followed in 2011 ) .

The main protagonists of the series are George Stobbart , an American patent lawyer , and Nicole " Nico " Collard , a French freelance journalist , although Nico does not appear as a playable character in the original game The Shadow of the Templars .

The Broken Sword series was originally conceived in 1994 by Charles Cecil , Noirin Carmody and Sean Brennan , while talking about the mythology of the Knights Templar . The first three games in the series were all developed by Revolution Software , while the fourth game was co @-@ developed by Revolution and Sumo Digital . The Shadow of the Templars and The Smoking Mirror were critical and commercial successes , selling millions . However , The Sleeping Dragon and The Angel of Death received mixed reviews and were not as popular as the first two games . This was mainly due to the switch to 3D graphics and that the third game left the " point and click " interface to a more action oriented gameplay . The series appeared on several top adventure game lists . A comic book was produced for each remake of the first two Broken Sword games .

In 2007 , it was revealed that a Broken Sword film was in the works and would be produced by CastleBright studios , although there has been no sign of development for many years , which may indicate that the project has been abandoned . However , in 2015 , Matt Smalley of Cheltenham , UK , started fund raising on a new planned Broken Sword film . According to Matt Smalley " Fund Raising is going well , I send out at least 50 emails and Facebook posts a week and hope to reach my target amount shortly . But not before sending out some more emails and recurring Facebook posts . "

= = Games = =

= = Story overview = =

In The Shadow of the Templars , American George Stobbart , who is touring Europe , is a witness and victim of a bomb attack on a Parisian café " La Chandelle Verte " , caused by a clown , later revealed to be a serial killer named Khan , who steals an old man 's briefcase and then sets off a bomb inside the café . Shortly after , he meets a French photo @-@ journalist , Nicole " Nico " Collard , a resident of Rue Jarry in Paris , with whom he tries to discover who is responsible for the murder of the old man , Plantard , and while doing so , end up unraveling a conspiracy relating to the Knights Templar . The third and fourth game , The Sleeping Dragon and The Angel of Death , also follow the Templar @-@ related story line : The Sleeping Dragon continuing the story from The Shadow of the Templars with a number of returning characters , while in The Angel of Death , George and Nico , with a newly introduced character Anna @-@ Maria , unravel a mystery related to the Catholic Church . Unlike the other installments , in The Smoking Mirror , George and Nico unravel a Mayan mystery , involving the Mayan god Tezcatlipoca . The Serpent 's Curse will follow a storyline related to the Gnostic Gospels .

= = Development = =

### == The Shadow of the Templars and The Smoking Mirror ==

Video game designer , writer and director Charles Cecil began working on the scenario for Broken Sword , Revolution Software 's third game following Lure of the Temptress ( 1992 ) and Beneath a Steel Sky ( 1994 ) , in 1992 , which would be set in Paris with a Knights Templar storyline . After visiting Paris and reading The Holy Blood and the Holy Grail , Cecil was certain the Templars would be a good subject for a game . Cecil , Dave Cummins and Jonathan L. Howard began work on the story and design . Cecil and Cummins attended a film @-@ writing course and their script was read by senior BBC scriptwriter and dramatist Alan Drury . Steve Ince , who created initial location sketches for the game before working on Beneath a Steel Sky , was promoted to producer halfway through the project . In 1994 Cecil and Noirin Carmody met with Sean Brennan , then @-@ head of publishing at Virgin Interactive , and Virgin agreed to publish the game 's PC version , but were not interested in publishing the game on the PlayStation , feeling that only 3D games would sell for the console . As a result , Cecil contacted Sony Computer Entertainment , who agreed to publish the game for the console . Tony Warriner and David Sykes were the game 's designer @-@ programmer Carmody the executive producer . The game uses the Virtual Theatre engine , as do Revolution 's previous two games .

One of Cecil 's goals was to depart from the humour @-@ based adventure games more popular at the time by creating a game with good pacing and a complex storyline , a reason he thought the Knights Templar would be an ideal subject . Broken Sword offered a unique " conversation icon " system which would not reveal to the player what the protagonist was about to say ; Cecil 's intention was to make the game more cinematic . Although aiming at designing a game with a cinematic feel , Cecil felt the game should not resemble interactive movies of that time , which he felt were " mimicking movies " . He wanted to create two protagonists who would exchange ideas , helping drive the game along . He made George American and Nico French to appeal to US and European markets . Revolution believed they needed to utilise the best of other creative industries . Hand drawn artwork was animated by artists including Don Bluth Studios ' Eoghan Cahill and Neil Breen and Red Rover Studio 's Mike Burgess , resulting in graphics animated in a style resembling classic animated films . The game 's final cost was one million pounds .

Broken Sword II : The Smoking Mirror was conceived in 1997 , by Cecil and Revolution 's crew . The artwork for Broken Sword 2 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 , also starting out as pencil designs . They were all drawn by Eoghan Cahill and Neil Breen , who both previously worked on the original Broken Sword game , while they were now working together with Amy Berenz and Lee Taylor . The music in the game was again composed by Barrington Pheloung , with Bob Sekar adding the closing score . While Rolf Saxon returns to voice actor of George , Jennifer Caron Hall a bilingual actress and daughter of French actress Leslie Caron , was cast as Nico . Theatre director Edward Hall ( director ) rehearsed the assembled actors and took no more than a week to record the entire game , according to an interview given by Rolf Saxon in 2011 Alternative Magazine The game was first released for Windows on October 31 , 1997 .

### == The Sleeping Dragon and The Angel of Death ==

Revolution first discussed the idea of a third Broken Sword 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 color . To make the game feel like a film , Revolution brought in a cinematic consultant , Bob Keen , who made sure the game conveyed emotions and atmospheres 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 getting into their parts . The full script is 6 @, @ 000 lines in total , similar to Broken Sword II . While Rolf Saxon returns to voice George , Nico was this time played by Sarah Crook . The game 's final cost was two million pounds .

Revolution Software and THQ announced Broken Sword : The Angel of Death on August 17 , 2005 . According to Charles Cecil , the Broken Sword was originally planned to be a trilogy , but that after the release of Broken Sword : The Sleeping Dragon , the demand from fans for a sequel was overwhelming . Though The Sleeping Dragon benefited commercially from being released on console as well as PC , this approach required certain development compromises as the PC version was held back by the constraints of the console versions . As a result , The Angel of Death was written for PC only " so as to really push the boundaries in terms of the technology and graphics . " As a series ' first , Revolution was not the only developer , but was co @-@ developed by Revolution and Sumo Digital . Cecil believed that because of the requirement for ever larger team sizes , it was no longer possible to maintain a large development team to write single original titles , resulting in Revolution closed the production side in order to concentrate on design , and Sumo to concentrate on production . It is the first game to be amBX enabled . Broken Sword : The Sleeping Dragon was criticised for featuring a high number of action elements . Cecil stated that he aimed to put the player under pressure . While he still stood behind this principle , he thought the action elements were not the right approach . The Sleeping Dragon was also criticised for using a high number of crate puzzles , resulting in Cecil reducing the number of them . The music in the game was composed by Ben McCullough and features tracks by Übernoise . While Rolf Saxon returns to voice George Stobbart , Nicole " Nico " Collard was this time played by Katherine Pagoon .

= = = The Shadow of the Templars ? Director 's Cut and The Smoking Mirror ? Remastered = = =

On March 21 , 2009 , Ubisoft released a special edition of The Shadow of the Templars for the Wii and Nintendo DS . According to Cecil , the Director 's Cut came about thanks to a group of Broken Sword fans , who started an online petition begging him to bring the series to the Wii and DS . The game starts a day before the Parisian cafe explosion in the original game , filling in some of Nicole Collard 's back @-@ story . Dave Gibbons , with whom Revolution worked previously on their 1994 cult classic adventure Beneath a Steel Sky , worked on visual references for the game ; He also produced a comic book to accompany the game 's DS release . In the Director 's Cut , Hazel Ellerby returns to voice Nicole Collard in the new sections , playing Nico again for the first time since the original game 's release . Rolf Saxon , as in every sequel , also returns to voice George Stobbart . Unlike in the original game , players control Nicole Collard for selected game sections . Besides the new character artwork by Gibbons during conversations , the Director 's Cut also features a new first person view for certain puzzles . In the DS version , there is no spoken dialogue , only subtitles . A version of the Director 's Cut for iPhone and iPod Touch was released on January 20 , 2010 . In May 2010 , a version with higher resolution and a digital comic was released on the iPad . A PC version was released on August 27 , 2010 on various digital distribution services .

When considering the project , Cecil played the game again and noticed many issues , including that backgrounds were pixilated , the movies 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 Apple iOS devices , and was finally 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 .

## == The Serpent 's Curse ==

On August 23 , 2012 , Revolution announced a fifth title in the series , Broken Sword 5 : The Serpent 's Curse , has been in development for six months and is to return to the series ' 2D graphical style with an early 2013 release targeted . Cecil also announced that , despite interest from the " industry 's biggest third party publisher , " funding for the game 's remaining development is to be sought via Kickstarter with a target of \$ 400 @ , @ 000 . It received its funding of \$ 771 @ , @ 561 on September 22 , 2012 .

## == Reception and legacy ==

## == Sales and critical reception ==

The Broken Sword franchise is Europe 's most successful adventure series , selling six million units ; The Shadow of the Templars and The Smoking Mirror are Revolution 's best @ - @ selling titles , each selling a million copies . With the decline of the adventure genre at the beginning of the 2000s , sales of the Broken Sword series decreased as well , with The Sleeping Dragon and The Angel of Death selling a few hundred thousand copies . During the so @ - @ called " adventure renaissance " , the two Broken Sword remakes were met with success ; in 2011 , the Director 's Cut and The Smoking Mirror : Remastered sold 500 @ , @ 000 copies on the iOS alone .

The series ' installments have received positive reviews , with The Shadow of the Templars often being cited as a classic in the adventure genre , ranking high on various " top " lists . The remakes were met with acclaim , most notably the iOS versions , often called one of the best games on the platform .

## == Other media ==

On May 21 , 2007 , it was announced that Charles Cecil had begun the work of taking the game franchise to the silver screen .

Dave Gibbons produced comics for each remake of the first two Broken Sword games ; Broken Sword : The Shadow of the Templars ? Director 's Cut , and Broken Sword : The Smoking Mirror ? Remastered .

On September 28 , 2008 , mindFactory released a fan @ - @ made freeware Broken Sword game , called Broken Sword 2 @ . @ 5 : The Return of the Templars .

## == Awards and nominations ==

## == Game listings ==

Broken Sword : The Shadow of the Templars

Adventure Gamers : Top 20 Adventure Games of All @ - @ Time ( 2004 ) ? 4th

Adventure Classic Gaming : Top 10 retro graphic adventure games of all time from PC to consoles ( 2006 ) ? 3rd

Bright Hub : Best Windows Mobile Games Software ( 2008 )

Retro Gamer : Top 20 Adventure Games of All @ - @ Time ... not by LucasArts ( 2010 ) ? 2nd

Universe Publishing : 1001 Video Games You Must Play Before You Die ( 2010 )

NowGamer : Greatest Point @ - @ And @ - @ Click Games ( Not By LucasArts ) ( 2011 )

Adventure Gamers : Top 100 All @ - @ Time Adventures ( 2011 ) ? 4th

GamesRadar : Best point @ - @ and @ - @ click adventure games ( 2012 ) ? 8th

GameSpot : Top Adventure Games ? 3rd ( review score : 9 @ . @ 2 / 10 )

Adventure Gamers : Top Adventure Games recommendations list  
 Broken Sword II : The Smoking Mirror  
 Kotaku : The Most Beautiful Cartoon @-@ Style Adventure Games ( 2013 )  
 Broken Sword : The Shadow of the Templars ? Director 's Cut  
 Pocket Gamer : Top 10 DS games of 2009 so far ( 2009 )  
 PCWorld : 25 Best iPad Games ( 2010 )  
 Complex : Mobile Check @-@ In : The Hottest New iPhone Games ( 2010 )  
 Pocket Gamer : Top 10 best @-@ looking up @-@ scaled iPhone games on iPad ( 2010 )  
 Pocket Gamer : Top 10 @-@ point @-@ and @-@ click adventure games on iPhone and iPad ( 2010 )  
 Pocket Gamer : The 10 best iPhone games of 2010 ( so far ) ( 2010 )  
 Pocket Gamer : Top 10 @-@ point @-@ and @-@ click adventures for iPad ( 2011 )  
 Pocket Gamer : Top 10 iOS games with Game Center ( 2011 )  
 Metacritic : 25 Best iPhone and iPad Games of 2010 ( 2010 )  
 Trusted Reviews : Top 100 Best iPhone Video Games Ever ( 2011 )  
 Pocket Gamer : Top 10 best Android games to show off your new LG Nexus 4 ( 2013 )  
 The Sunday Telegraph : 500 Must @-@ Have Apps ( 2013 )  
 VideoGamer.com : Top Wii Adventure Games of All Time ? 5th ( review score : 8 / 10 )  
 VideoGamer.com : Top DS Adventure Games of All Time ? 1st ( review score : 9 / 10 )  
 Adventure Gamers : PC Classic Releases recommendations list  
 Broken Sword : The Smoking Mirror ? Remastered  
 Pocket Gamer : Top 10 @-@ point @-@ and @-@ click adventures for iPad ( 2011 )  
 The Guardian : 30 Best Android apps this week ( 2012 )  
 Stuff : Best Android apps this week ( 2012 )  
 Broken Sword 5 : The Serpent 's Curse  
 TheSixthAxis : Top 100 Most Anticipated Games of 2013 ( 2012 ) ? 65th  
 Micro Mart : The best PC games of 2013 ( 2013 ) ? 15th  
 Adventure Gamers : Hype @-@ o @-@ Meter ? 2nd ( Aug. ? Oct. 2012 ) , 3rd ( November 2012 ? April 2013 )

== = Game element listings == =

#### The Goat Puzzle

Computer and Video Games : Gaming 's hardest puzzles ( 2011 )  
 GameFront : 5 Crazy Difficult and Intricate Video Game Puzzles ( 2012 )  
 Barrington Pheloung 's " Intro " opening theme  
 Computer and Video Games : Video game soundtracks : The 100 best themes of all time ( 2012 ) ? 21st  
 Nicole Collard  
 Pocket Gamer : Our top 10 favourite women in mobile and handheld games ( 2013 )  
 Khan  
 The Telegraph : The 10 best video game assassins ( 2011 )  
 Kotaku : The Scariest Clowns And Jesters in Video Games ( 2013 )