

THIEF II

THE METAL AGE™

OFFICIAL
GAMESPOT
GAME GUIDE

by WYATT SHAKER

EIDOS
INTERACTIVE

GAMESPOT



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There's something sinister going on in the city. The sheriff is cracking down on crime, and a new fanatical sect is gaining power. And once again, Garrett is stuck in the middle.

This guide will help you get through the game on any difficulty level as well as provide essential strategies and tips for avoiding confrontation and escaping even the most dire situations.

In this guide, you'll find:

- »» A complete guide to every mission on expert difficulty
- »» General tips and strategies for surviving in the shadows
- »» A guide to the thief's tools
- »» A guide to the enemies you'll encounter





CHAPTER ONE: Tools of the Trade

One of the keys to surviving in Thief II is knowing what to use and when to use it. Certain situations can be overcome or avoided just by knowing what you have with you and how it works.

Also note that many tools can be reused - scouting orbs and some types of arrows can be recycled if you pick them up after they've been used.

Use this section to familiarize yourself with the various tools' strengths and weaknesses.

Sword

The sword is your basic weapon. Use it to fight guards and other nonmechanical opponents. Be aware that the shiny blade of your sword will make you more visible, even when you're in the blackest of shadows. Keep it sheathed until it's needed.

Blackjack

This is the most important tool you have. Sneak up on guards and use it to knock them out. If you've been spotted, however, the blackjack is nearly useless. However, the blackjack can be used in conjunction with flash bombs even to take out guards who are staring right at you.

Broadhead Arrows

Your standard arrows are used for fighting human (and humanoid) enemies as well as providing a cost-effective and easy way to break windows. If you hit a guard with a broadhead while he is unaware, you'll most likely take him down with one shot.





Water Arrows

Without a doubt, water arrows are one of your most important tools. They are used for extinguishing torches and gas lamps as well as disabling mechanical opponents.

Fire Arrows

Fire arrows cause a great deal of damage when shot at an opponent. They are the best way to destroy watchers. However, they give off a great deal of light and are noisy, so they should be used sparingly and cautiously.

Moss Arrows

A common and useful arrow, the moss arrow is shot at the ground to release spores that quickly spread, covering a small area. A well-paced moss arrow will let you walk silently over the noisiest of surfaces.

Gas Arrows

Rare, but very useful, the gas arrow explodes when it hits its target, releasing a noxious, yet not deadly, cloud of fumes. The target will be rendered unconscious immediately. Gas arrows come in handy on the expert level, because they don't kill your enemies, just knock them unconscious.

Rope Arrows

Shoot rope arrows at a wooden target to release a rope, which can be climbed.

Vine Arrows

Vine arrows work exactly like rope arrows, except that, in addition to wooden surfaces, they can be shot at metal gratings.

Noisemaker Arrows

The noisemaker arrow is a great, if temporary, means of distracting guards. They emit a faint clacking sound, causing anyone in the vicinity to investigate. When used effectively, they can clear guards out of areas you must reach.





Flash Bombs

Another of the thief's most important tools, the flash bomb gives off a bright, white light when thrown on the ground and blinds anyone looking at it. While blinded, opponents can be easily rendered unconscious with your blackjack. This is a great tool for getting out of tight situations. Be warned, though, that it will affect your vision for a short duration if you are looking at the blast.

Mines

Regular mines will explode when someone walks near them, causing a great deal of damage. Mines are an excellent tool against mechanical opponents. They can also be triggered with any type of arrow. You can deactivate a mine with your lockpicks.

Flash Mines

A combination of a flash bomb and mine, the flash mine gives off a bright light when approached, blinding anyone in the vicinity.

Scouting Orbs

Throwing one of these orbs will let Garrett see through it via his mechanical eye. It's useful for seeing what lies ahead.

Gas Mines

When triggered, the gas mine gives off a noxious gas - causing anyone nearby to lose consciousness quickly. They are rare, but are an excellent means of dealing with large groups of guards in close proximity.

Explosive Devices

These extremely rare, extremely powerful explosives do a great amount of damage to a large area. They are also available in an even more powerful variety, the sunburst device.





Frogbeast Eggs

These organic bombs will release a small, amphibious creature that detonates when something approaches it, doing a small amount of damage.

Lockpicks

The two varieties of lockpicks - triangle-toothed and square-toothed - are essential tools. While they won't open every lock, they will open most. Often, they must be used alternately on more secure doors.

Flares

A flare will let you briefly illuminate a darkened area.

Health Potions

When ingested, these potions restore a small amount of health over a period of time.

Breath Potions

When a breath potion is ingested, it refills Garrett's lungs. Use it when swimming long distances, just as you are about to run out of air.

Speed Potions

Drink this red-bottled potion to cause an increase of speed when moving.

Slow-Fall Potion

This potion causes you to fall at a gentle speed, letting you drop from great heights without taking damage.





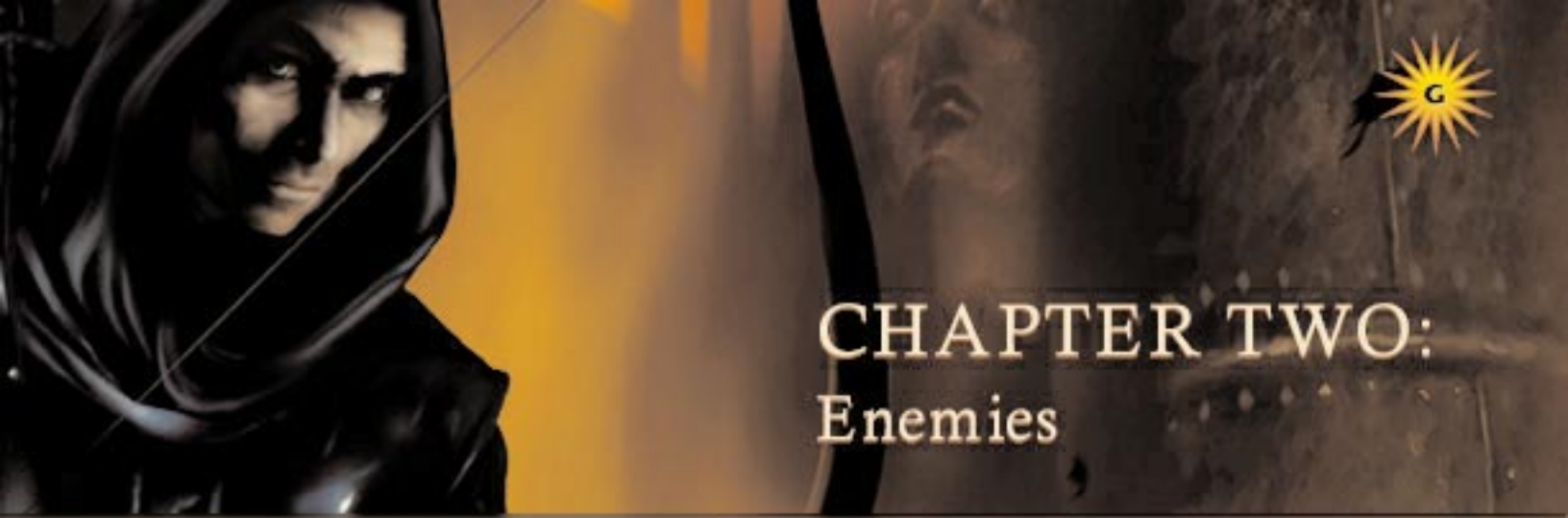
Invisibility Potion

This powerful potion makes you completely invisible for a short time. Use it when the situation seems otherwise hopeless. Be aware that you will still make noise when you're invisible.

Compass

While it may seem trivial, your compass is actually a very important tool. It's always with you, so consult it often.





CHAPTER TWO: Enemies

In Thief II, almost everyone and everything you encounter is a potential enemy. Enemies can either attack you or blow the whistle on you. Therefore, it's important to know how to deal with them.

Civilians

Workers, peasants, servants, even noblemen and women - the citizens of the city don't take kindly to thieves. The best way to deal with them is with your trusty blackjack. You can knock civilians out easily, even if you've been seen.

Guards

There are many varieties of guards, but they are all dangerous. Whether standard city guards, mechanists, or hammerites - you want to avoid them as much as possible. Sneak up behind them and knock them out. If they see you, your blackjack will be useless - unless, of course, you have a flash bomb at the ready. The mechanist priests are spellcasters and especially dangerous. You will know them by their blue robes.

Mechanical Robots

Hulking blue behemoths, security robots are the toughest of this group. There are also worker robots and small, spider-like robots. All can be dealt with in the same way - a water arrow or two in the incinerator, located on their backs. Robots are also good targets for mines.





Watchers

These mechanical security cameras are among the most treacherous opponents in the game. Often coupled with turrets, if they see you, they will sound the alarm. They can be destroyed with fire arrows. They also require a short period of time between registering your movement and locking onto you. If you can hide while their warning light is yellow, you'll be safe.

Apemen

These strange, humanoid primates live in the pagan village. Knock them out or use your sword on them. They seem to have exceptional hearing.

Tree Beasts

These terrifying creatures inhabit the pagan forest. They can be harmed by fire arrows, but it's better if you just avoid them altogether.

Undead

The undead are rare in Thief II, but they still exist. Zombies can be disabled by a few strikes with your sword, but they'll get back up eventually. Haunts are the most formidable of the undead - they're difficult to kill and good with a sword. Try to sneak up behind them and whack away before they can turn around. If you want to get rid of the undead creatures, a few flashbombs will take care of them.





CHAPTER THREE: General Strategies

One of the best things about Thief II is how open-ended the challenges can be. To survive, you must be highly aware of your surroundings and inventory.

Know the Area

Looking around is very important. While it may seem obvious, you'll be surprised how many treacherous situations can be avoided just by looking up or down and finding another route through the area.

Be Patient

Wait. Learn the guard patrols. Don't go running all over until you know what's ahead. You can often simplify an entire section of a mission just by standing in the shadows and knocking out guards as they walk by, one by one. And if you're spotted or heard, hide somewhere and wait. The guards will eventually give up the search, as long as you remain hidden.

Listen

Sound is your worst enemy and your best friend. Lean into doors and listen for passing guards. Hide in the shadows and listen to conversations. You'll not only save yourself from getting caught, you'll pick up important clues. Know, too, that your enemy is listening. And if he's alerted to your presence, the softest sound will be all he needs to find you.

Know Your Tools

Study the tools section to learn each tool's strengths and weaknesses. Learn to use them in combination. For instance, flash bombs and your blackjack work great together, as do moss arrows and invisibility potions.





Search Everything

You need loot. And it's not always in the most obvious areas. Look everywhere for anything of value. Even a handful of coins will help pay for another water arrow in the next mission.

Clean Up After Yourself

Make sure you hide every unconscious body you can. Even if you think the coast is totally clear, you never know when someone might stumble into a room. Likewise, close doors behind you and do everything you can to keep up the appearance of normalcy.

The Interface

Thief II has some important commands that are strangely unmapped to keys when you begin. It is recommended that you switch to the old Thief interface. The major changes are as follows:

S - Slow move forward

X - Move backward

C - Crouch

This will let you use the slow movement, which is very useful when you're trying to remain silent in heavily guarded areas.

The Last Resort

To skip to the next mission, simply press Shift+Alt+Ctrl+End simultaneously.





This mission walk-through is written for finishing the game on the expert difficulty level. On the hard or normal difficulty levels, just follow the steps that apply to those level's objectives and ignore the expert-only objectives.

Because so many elements of Thief II are open-ended, and because guard patrols will vary depending upon your timing in the mission, it is up to you to make sure that you are safe at all times. Watch for guards, shoot out torches, and stay in the shadows. This walk-through will show you where to find loot and important objects, but it would be impossible to explain what to do in every situation. It'll get you through the game, but by experimenting, you'll find different, and sometimes even better, ways of overcoming the challenges.

Also note that this walk-through is intended for the prepatch version of the game. The patch adds some slight variation to the mission objectives, but the basic structure of the missions remains the same.

Mission 1: Running Interference

Your primary goal in this mission is to clear a path for Basso the Boxman, a fellow thief who must rescue his imprisoned fiancée, Jenivere. On the hard difficulty level, you must also get 300 in loot. On expert, you'll need 600 in loot, including 200 in gems. You must score at least eight knockouts.

Clearing a Path for Basso

Follow the wall to the right and go down the steps. Enter the butler's room. There's a key on the mantle that runs along the wall. It should be just near the door on your left. Unlock the left door





and go through. Walk slowly down the hall, then open the second door on your left. Enter the room and turn around. Use a water arrow to extinguish the torch near the guard post.

Crouch and sneak past the guard post. Enter the doorway to the right. Use a water arrow to extinguish the torch in the room. Sneak over to the guard post and quickly use your blackjack to knock out the two guards.



The butler's key.





Search the chests in the room to find some loot. Go through the closed door directly opposite the guard post. There's a flash bomb and some flares on a table. Crouch and look under the table - you'll find a button. Push it to open a niche containing some items, including a health potion.

Open the door in the room and look out. There's a guard down the hall. Sneak up and knock him out, then stash the body somewhere. Continue down the hall until you come to a large storage area.



The secret passage near the guard post.





There's a well-lit area in the room. Avoid it - there's a guard there who is impossible to sneak up on. You can use your flash bomb to take care of him, if you wish, but it's better to hold on to it in case of an emergency. And there's an easier way around him.

There's a doorway to the kitchen in the storage area. Stand in the shadows and look through the doorway. Watch the path of the man in the room. He's not a guard, so you can knock him out if he sees you. Still, it's best to remain unnoticed. Wait until his back is turned, then run up and knock him out. Pick up the unconscious body and walk into the wine cellar.

Drop the body and search the wine cellar. Grab all the bottles and drop those that are worthless. You'll find a secret area here with a small quantity of gems and a speed potion. Go back into the kitchen. Find the small hallway near a table covered in worthless plates. At the end is a dumbwaiter. Get in and flip the switch. At the top, grab the gold plates and cups, then take the key off the guard when he passes by. Flip the switch and go back down.

Return to the main kitchen area. Open the closed door and enter the small storage room. Extinguish the torch and open the opposite door.

Wait for the guard to pass by, then sneak up and knock him out. Stash the body in the small room. Continue down the hall. Search the rooms if you like, there's an interesting note concerning Sheriff Truart's crackdown on crime.

At the end of a hall is a doorway, leading to another hallway. Turn right and walk down the hall. You'll come to a locked door. Jenivere is behind the door. If you're playing on normal or hard difficulty, you should have completed all the necessary tasks. Now, all you must do is go back up and use the birdcall to alert Basso. Be sure to go back through the kitchen to avoid the guard in the storage room.

Detailed instructions for completing the primary tasks are at the end of this mission Walk-through. If you're playing on expert difficulty, the next section will help you get the rest of the loot and the necessary knockout tally.

Getting the Loot and the Knockouts

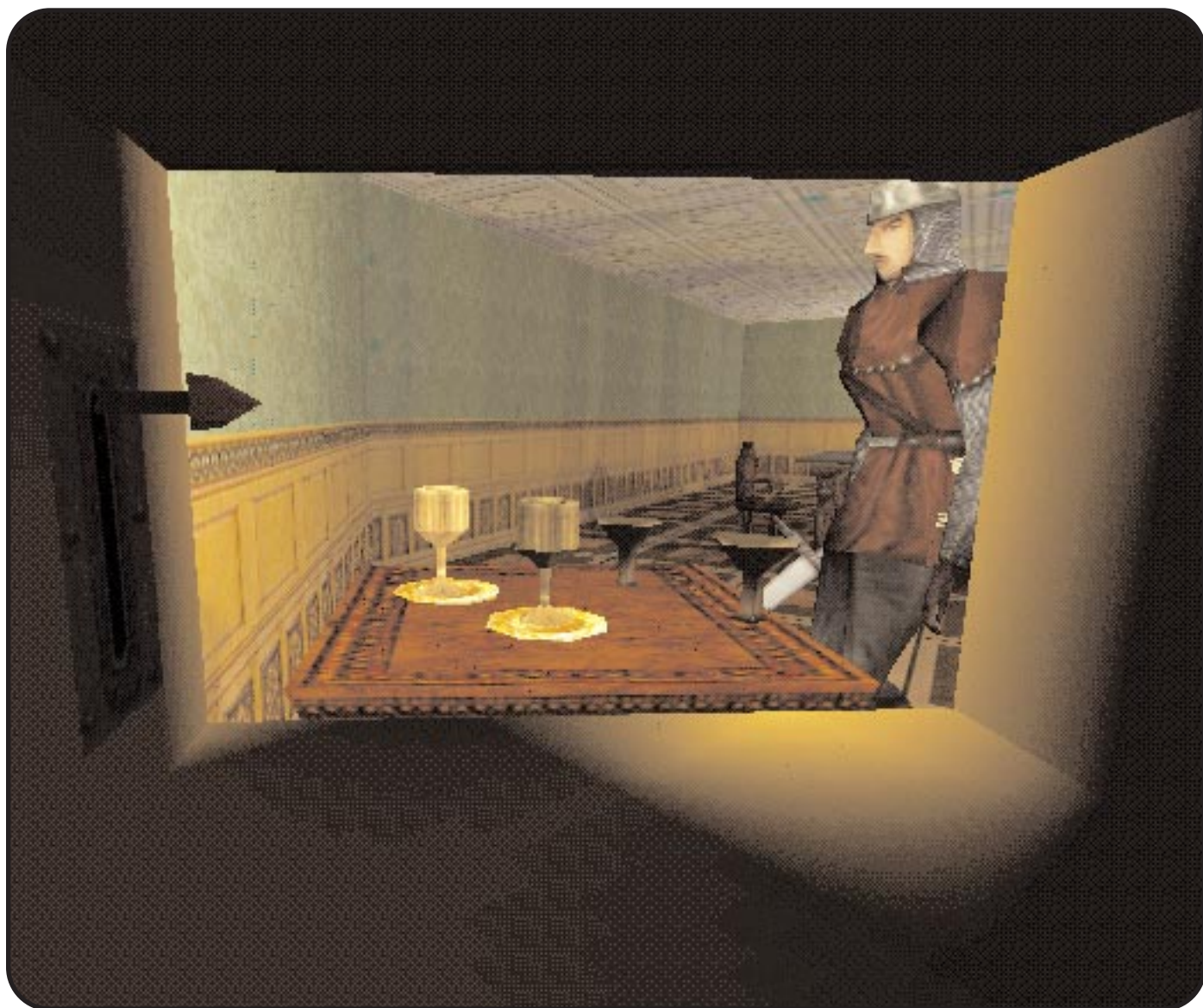
With the loot from the barracks near the guard post, the dining room (via the dumbwaiter), and the wine cellar (all these areas are described in detail in the preceding section), you should be somewhat close to the needed loot total. However, the 200 in gems make this a bit more difficult. You're must head upstairs.





From Jenivere's room, continue down the hall. You'll come to a large storage area. In the room, there is a small alcove blocked by a stack of boxes. Remove the boxes, then take the loot off the statue. Also, look in the small area to the right of the statue - there's some more loot hidden there. Now, return to the hallway.

Open the door near the storage area. Get the loot from the room, then continue to the other door. Go up the stairs. There's a guard patrolling this hallway. Knock him out, take the loot off his body, and hide the body. Search the two rooms in the next hallway. You'll find a little bit of loot. Now, use the key from the dining room guard to open the locked door near the stairs.



Use the dumbwaiter to get the loot from the dining room.

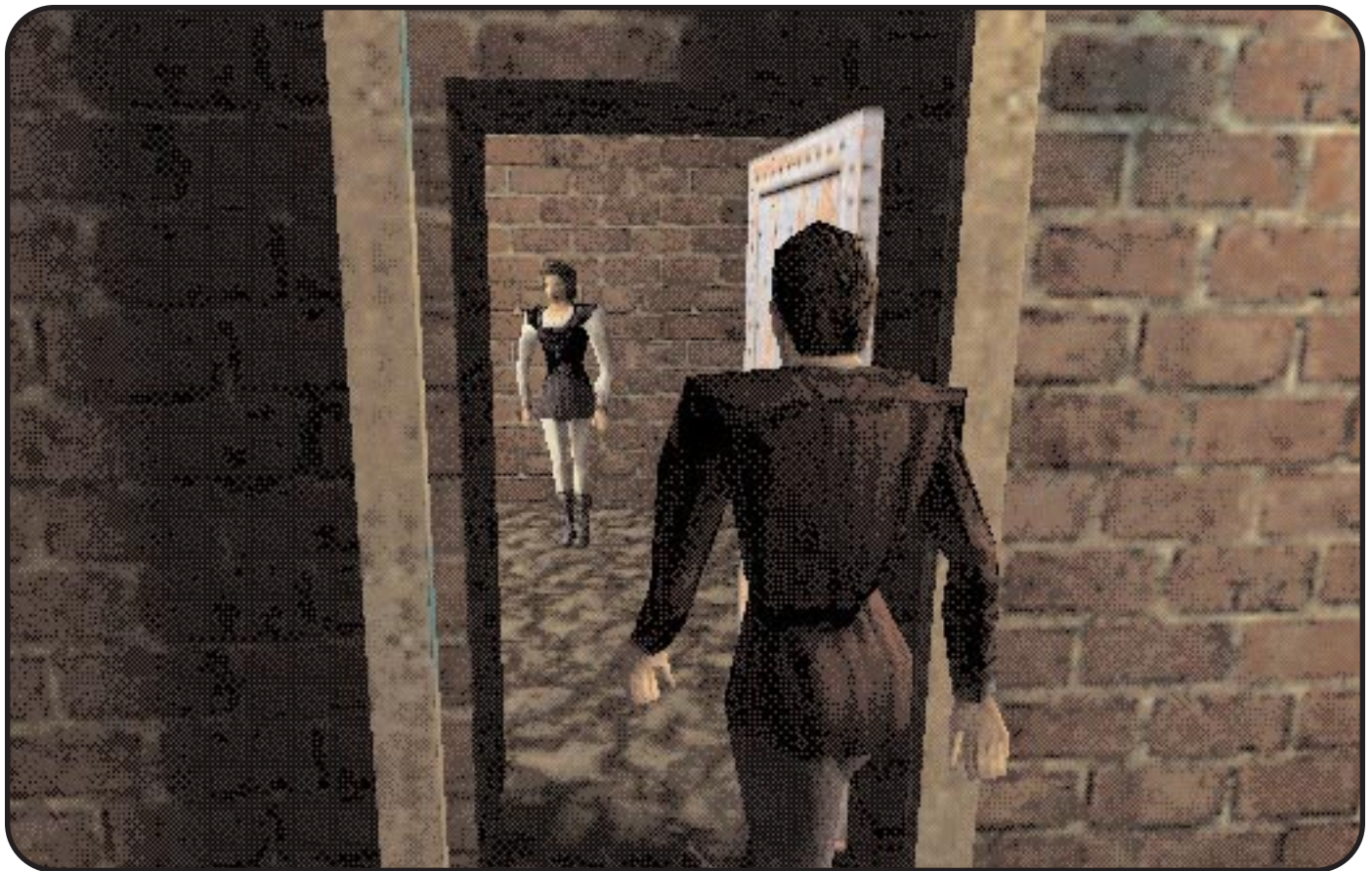




This door leads to a two-story bedroom area. Quickly make your way to the shadowy area near the stairs in the room. Wait for the guard to come down the stairs, then quickly knock him out. Go up the stairs. Take all the obvious loot in the upstairs rooms. In the bedroom area beneath a flowerpot, you'll see a switch. Flip it, then jump on the bed. A small alcove holding some jewelry will open. Take it and head back down the stairs.

Follow the hallway down to the large ballroom. Walk past the double doors. You can unlock them, but they lead to the heavily guarded courtyard, and you don't need anything there, unless you really want to get all the loot. In that case, there's some in the grassy area in the middle of the courtyard, but three guards protect the area.

From the ballroom, go down the second hallway. There are two guards that patrol this area. Knock them both out. At this point, you should have completed the knockout requirement. Ignore the first door on your left as you go down the hallway. It leads to the dining room, and everything you need in there can be acquired via the dumbwaiter method described in the previous section.



Basso and Jenivere, together again.





At the end of the hallway is a stairway leading up. Near the stairway are two doors. There's some loot here, including a vase hidden on a mantle above a bed. Go up the stairs. Get the ring from the bedroom and the necklace from the table. You should have more than the needed loot at this point, and the jewelry from the two bedrooms should give you the necessary gem total. Go back down the stairs.

In the hallway, there is a short staircase leading down. At the bottom is a locked door. Use the butler's key (from way back at the beginning of the level) to unlock the door. You're back in the butler's room. Exit the house.

Rescuing Jenivere

Walk over to the small house near the front gate. Use the birdcall to signal Basso. Follow him through the basement. When he gets to Jenivere's cell, he'll open the door and go in. Wait for Basso and Jenivere to come out of her cell, then follow them back through the basement to the courtyard.

Mission 2: Shipping... and Receiving

There are several tasks required in this mission. The following Walk-through is not a step-by-step guide, but rather a separate guide for each objective. The tasks will vary depending on the difficulty level you chose.

This level also provides you with many opportunities to eavesdrop on conversations to learn a bit more about the mechanists as well as see some of their technologies first-hand.

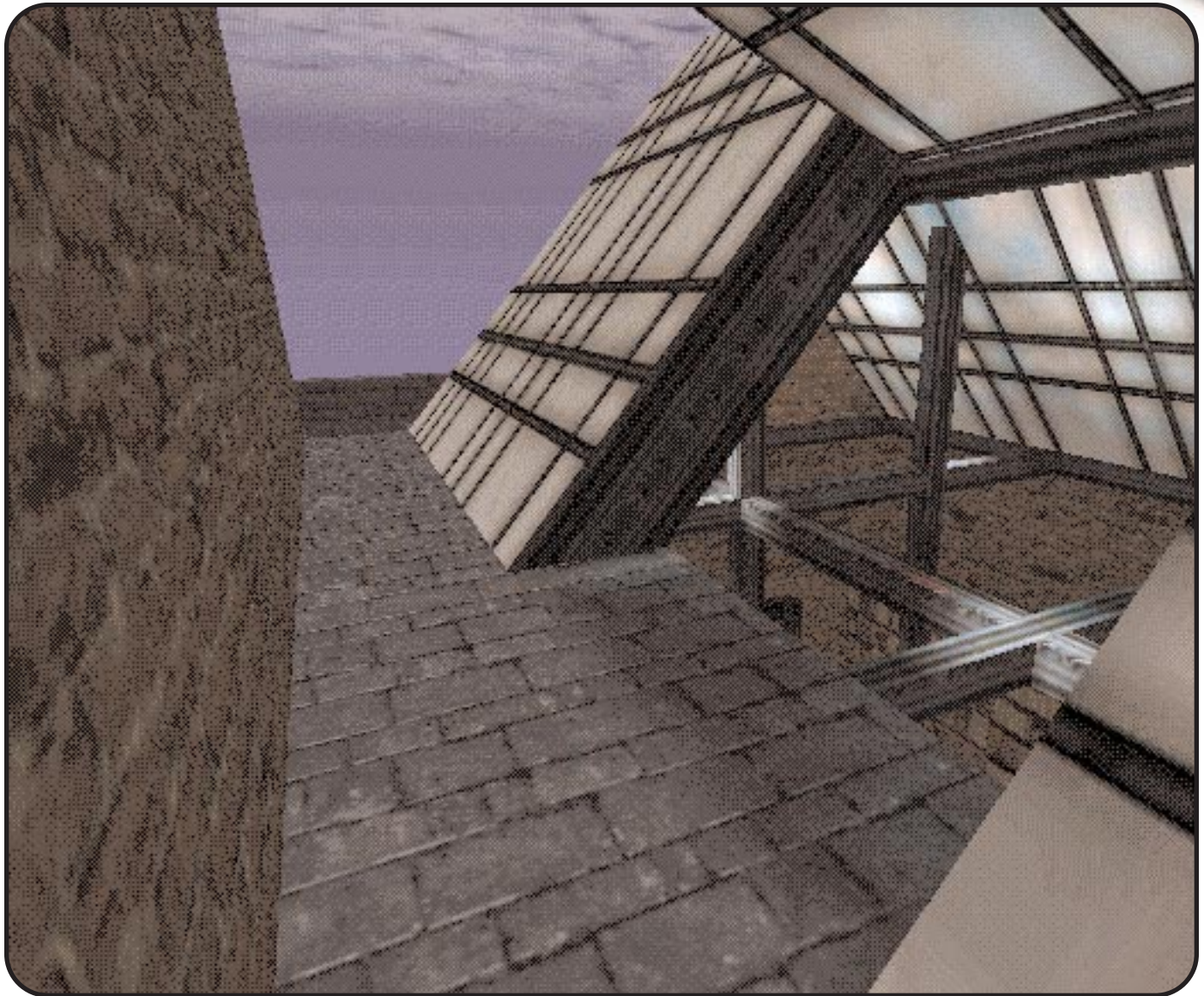
Before you start, buy some flash bombs. The shipping yard is heavily guarded, and they'll come in handy.

Getting Started

Regardless of what difficulty level you chose, you must get a key, so you can access the various gate control sheds in the shipping yard.

Jump down from the stack of crates. Crawl through the gap in the second stack of crates nearby. Jump up the crates and onto the ladder leading to the catwalk above. In the middle of the catwalk is another ladder; climb it to the roof. Drop through the open skylight and onto the beams below. Drop to the wall and into the office. Knock out Rampone. Get the loot from the room, then leave the office.





Use the skylight to enter the office.

Check the mailboxes. Reading the letters will give you an idea whose storage room is located where. Also, make sure to get the loot from the strongbox atop the mailboxes. Now, enter the gate control room. Take the key from the control panel. This key will let you enter any of the gate control sheds outside.

To operate the gate control mechanism, simply enter the number of the warehouse you wish to enter. Doing this will open the warehouse's gate. Now, it's time to complete your primary objective.





Switching the Labels

Both the warehouses you must enter are in building A. Bamrich's warehouse is 7732, Gilver's is 7933.

From the office, follow the hallway to the large stairway. There's a guard who patrols these stairs, so wait for him to pass by, then run in and knock him out. Take the stairs down, then use the lockpicks to open the large double doors. There's a guard just outside - knock him out, then carry the body inside.

Exit the building through the double doors. There are a number of patrolling guards outside - you must watch for them and knock them out as needed.



The controls will let you open any warehouse, but only one at a time





Turn left as you leave through the double doors. Stop at any of the gate control sheds and unlock the door with the key from the office. Enter Bamrich's code (7732) at the console. Continue walking around building A.

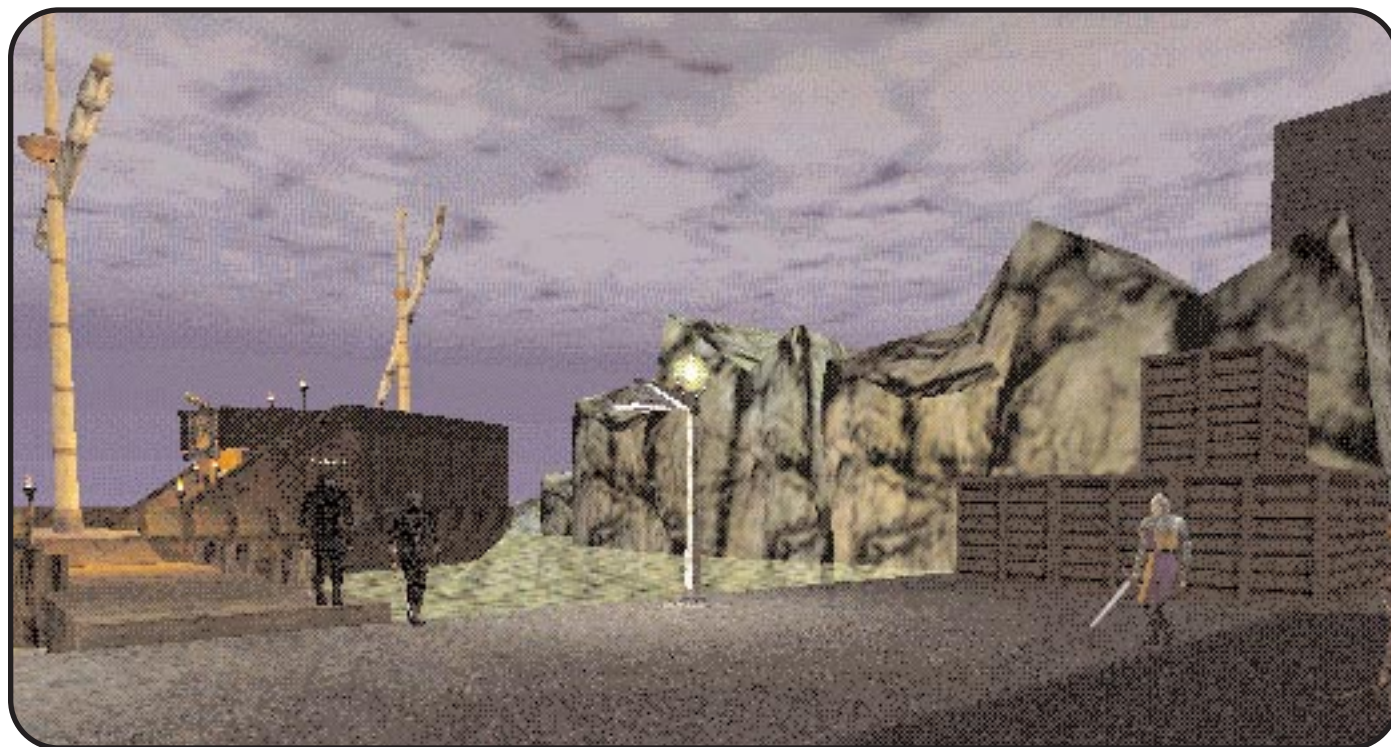
You'll come to a large open area filled with crates. Bamrich's office will be the first door on your left as you round the corner (at the southwest corner of building A). There are four guards who patrol this area and one stationary guard near Bamrich's office. You can sneak in without the stationary guard seeing you, but be prepared to deal with the guards as necessary.

Enter Bamrich's office and grab the shipping label off his desk. Now, go through the courtyard to Gilver's warehouse (check your map if you're not sure where it is - all the warehouses are clearly labeled). On your way, stop at a control shed and enter 7933 to open Gilver's warehouse.

Enter Gilver's warehouse and find the large crate near his office. Cover the old shipping label with the one in your inventory. Go to the second floor to find some loot hidden among the crates, then exit.

Getting the Spice

Getting the spice is tricky. It's located in and around building B.



You'll find the spice and some loot in this well-guarded building.





Make your way to building B. The easiest way is to go through the large courtyard near Gilver's warehouse, then take out the guard watching the entrance to building B. There are many more guards on the other side, so this back way is a bit more simple. As you enter the building, hide among the shadows near the crates to the right.

Wait for Davidson's men to pass by, then knock them both out. Take the key that one of them is carrying on his belt. Hide the bodies, then take the elevator (near the door you entered) up to the second floor.

Quickly hide in a shadowy area to avoid the patrolling guard. Knock him out when you have the chance. Go through any of the offices on the west side of the building. You'll end up on a catwalk. Go to the skylight at the far north end. Stand on it and break it with your sword or blackjack. You'll fall into a secret area with two chests. One will open with Davidson's key. To open the other, you must pick the lock. Once you have the spice, drop to the floor and exit the building.

You'll also find spice in the chest in Davidson's office, the chest in the captain's quarters on the ship, and the secret compartment on the deck of the ship. See the following sections for details on these areas.

Ain't Nothing Going On but the Rent

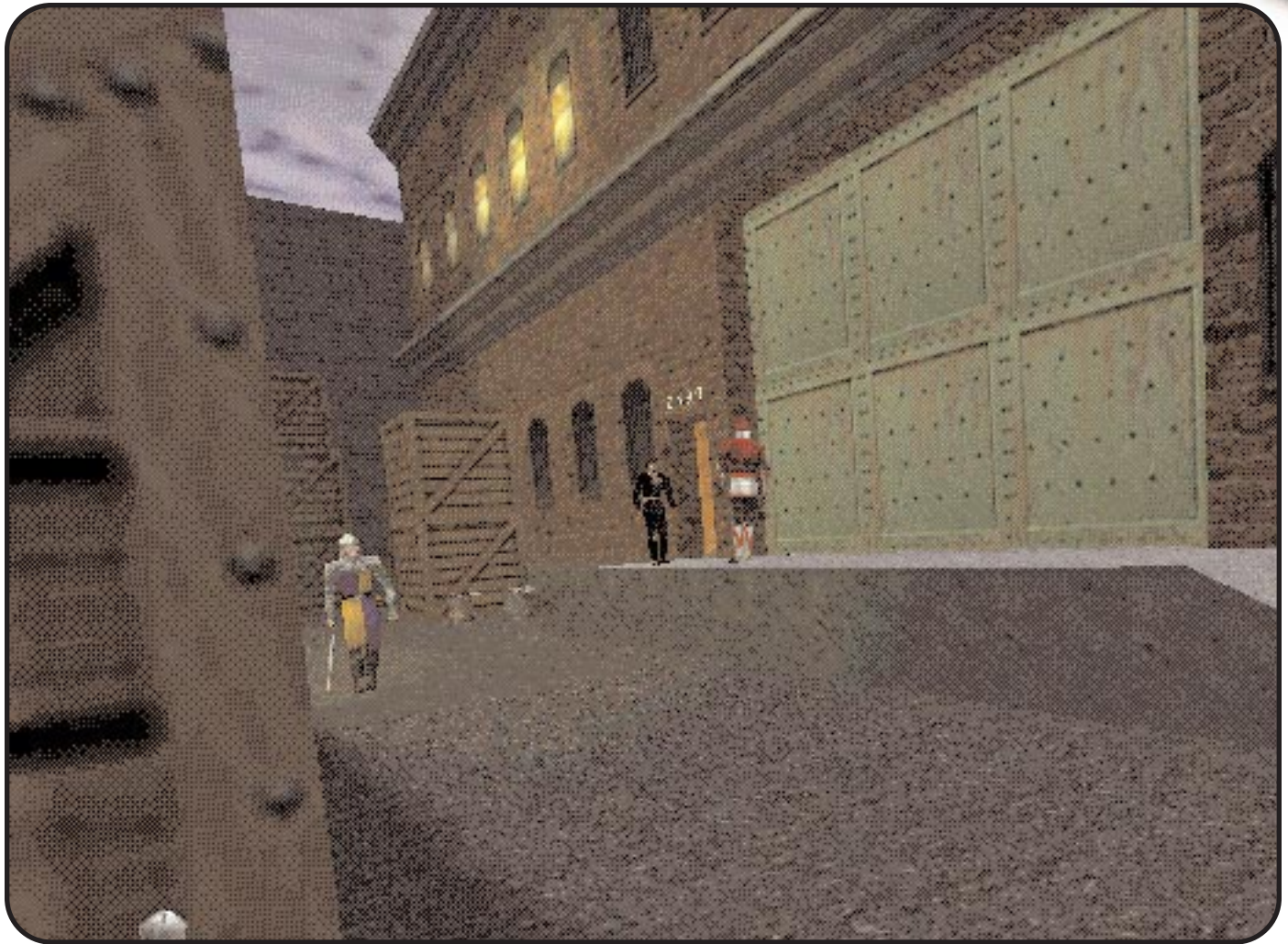
You must explore nearly all the warehouses to get the necessary loot. Let's start with building B and its surroundings.

In building B, loot can be found in Davidson's office in a locked chest. His key will open it. You can open the large storage bay doors by going into the foreman's office (near Davidson's office) and flipping the switches. Storage bay four has quite a bit of loot in it. Loot can also be found in the secret area where you found the spice.

Next, you'll want to board Davidson's ship. This can be tricky, as there's a guard that you can't sneak up on. Just use a flash bomb to take care of him - you can knock him out while he's blinded. Walk up the stairs to the telescope and move it. Now, turn the wheel. This will open a crate in Davidson's room. Also, examine the tapestries in the captain's quarters - there's some loot to be found behind them. Walk down and head through the ship. Grab the loot from the crate (make sure you get everything), the candlestick, and read his journal. Now, go back to the deck.

There's a large crate on the deck with a secret door in the front. Open it and fight the spiders. Get the loot from the crate. Now, head back to building A.





Search all the warehouses for loot.

Building A has a number of warehouses, and most of them have loot. Here are the best sources.

6013 has some loot, but it's guarded by a number of spiders. There's also some strange experimentation rooms upstairs in this warehouse.

0624 has some helpful potions, but most important is a crate near the bottom of a stack outside. You can open it to find a valuable statue.

0457 is the inventor's lab. You'll find a scouting orb here as well as a gem on a shelf and some water arrows in a tub.





6937 is a good source for loot. There are several statues on a shelf, and if you follow the hallway down the corridor of paintings, there's a small secret alcove. Just use your broadhead arrows to shoot the crystal in the painting at the end (there's a plaque beneath it that tells you to do so). Behind the painting is a statue. The elevator here is broken, but you can use a broadhead arrow to shoot the controls at the top. Upstairs, you'll find an office with a small amount of gold and gems (check the strongbox and the nightstand).

0266 has a good deal of money on the card table as well as a candlestick and some loot in a locked chest (use your lockpicks to open it).

0928 has a small amount of loot on a shelf as well as some valuable glasses on a desk in the office.

0590 has some loot in a locked chest located among the stack of crates in the warehouse.

If you still can't make the tally, or you just want to find it all, make sure you thoroughly examine all the crate stacks in each warehouse. The second floor of Gilver's warehouse has some loot as well; you must climb up the large stack of crates and drop down into a hidden area to find it. There are also some open crates in the various stacks that contain loot and goods.

Finally, you can get a gem in the control shed between Bamrich's warehouse and warehouse 0266. When you use the console there, a small niche will open, revealing a gem.

Getting Out

Once you've completed all the tasks, return to the stack of crates where you started the mission. Climb up, and the mission will end.

Mission 3: Framed

For the benefit of those playing on expert difficulty, this Walk-through will show you how to get through this mission without harming anyone. If you're playing on a lower difficulty, make sure you stay within the knock out limits for the skill level. With this Walk-through, though, your knock out tally will be zero.

Before the mission, stock up on water and moss arrows; stealth will be your most important strategy.

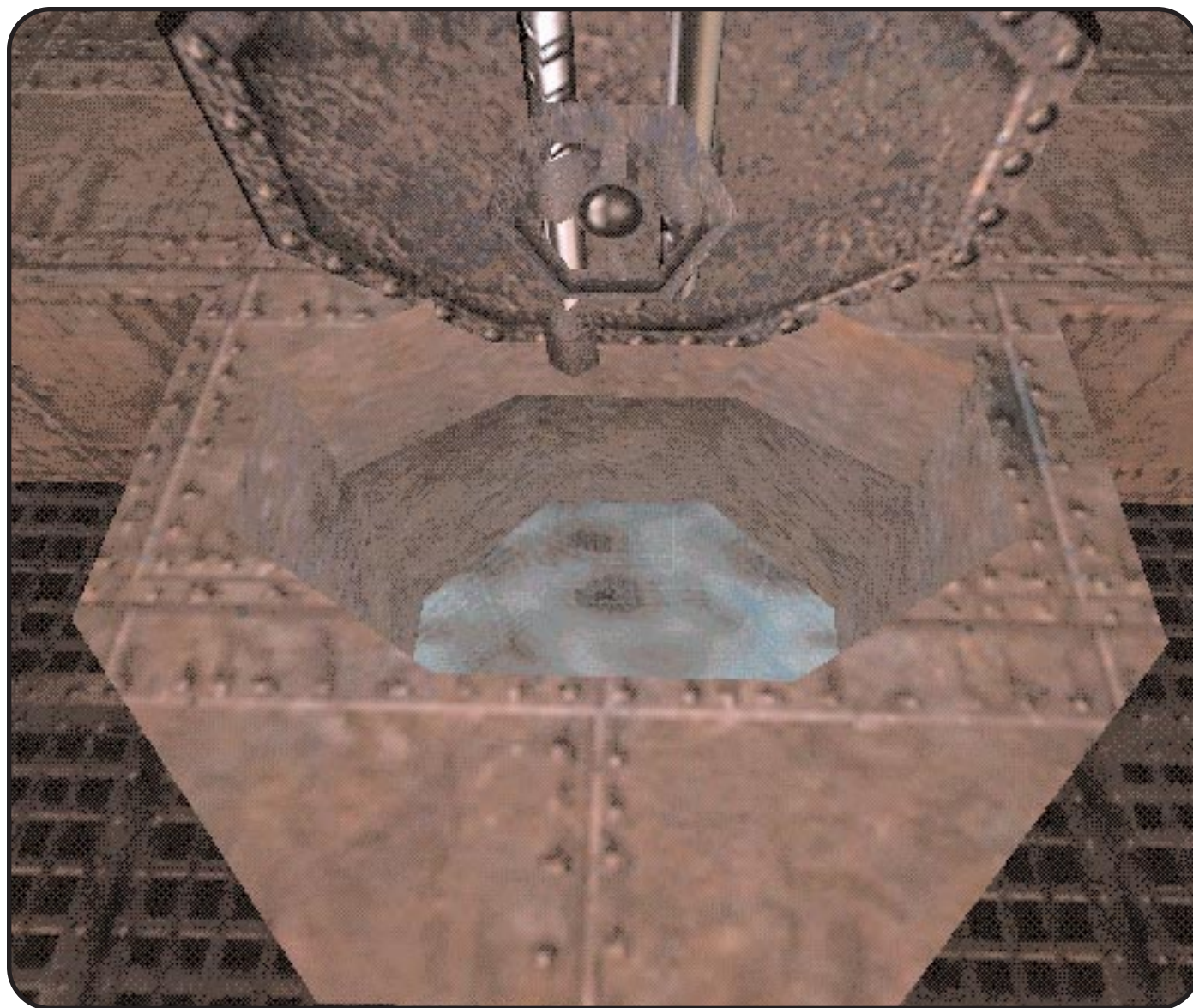




Although there are no loot objectives in this mission, this Walk-through will point out some otherwise unnecessary areas that contain loot. You may want to ignore them, though; any loot you gain in this mission will be useless, for reasons that will become clear when it's over.

Entering the Station

The main entrance to the station is very well guarded. Too well guarded, in fact. You must find an alternate entrance. First, though, let's get some loot.



The easy way into Shoalsgate Station.





From where you begin, go straight ahead to the wooden door. Use the lockpicks to open it. Go inside and take the bottle from behind the bar. Now, exit the bar. Walk over to the locked metal door near the starting point. Use the lockpicks to open it and enter the utilities room.

There's a valve on a large tank. Turn it, then jump in. Follow the underwater passages, surfacing for air when you can. You'll come to a room with a drain at the bottom. Open the drain like you would any door, and swim down. Again, follow the passages, surfacing when you can. At one point, you'll reach a room that seems like a dead end. It isn't. Turn around, and you'll see two passages next to each other. Take the one on the left.

You'll emerge in a large cavern with a few spiders. Get out of the water and kill them. There are some flares here, if you need them. There are two passages out of this cavern. One leads to a series of rooms that contain some useful story information. It's not necessary to see any of it, but it is fascinating. Follow the passage until it dead ends, then turn the torch on the wall to open a secret passage. Explore the rooms - there's an interrogation room, a morgue, and a laboratory. There's also a stairway up to the first floor, but it's not the best way in. Return to the cavern instead.

From the cavern, follow the passage that leads over a series of wooden bridges. If you explore the water below, you'll find some useful stuff: a few water arrows and a statue. Follow the passage to the dead end. Turn the torch to open a passage.

Lt. Hagen's Office

Through the secret door, you'll enter a room full of machines. Exit the room through the door and go down the hallway. There's a guard here, so avoid him. When he's out of eye- and earshot, go through the door at the end of the hall and immediately go through the door on the right, labeled "conference rooms." Crouch and go through the hallway. The first door on your right leads to an empty office with some valuable glasses in it. Continue past the second conference room (where you can hear a conversation about Jenivere's kidnapping) and head through the door to the front desk area.

Crouch and walk to the podium. Flip both switches - one disables the alarm system, and the other opens the main gate. Also push the button hidden under the podium - it reveals a small area with some coins. Take the water arrows from the water cooler.





Turn off the alarm and open the gate with these controls.

Now, run across the room and hide in the shadows near the door to the left. Extinguish the torch if you want, but the guards will just relight it. Once the guards have passed by, go through the door and into the hallway. Quickly turn left and extinguish the torch. Head up the stone steps. Crouch and hide in the shadows to avoid the guard on the stairs. Continue around the landing and up. Extinguish the torch in the hallway and get ready to make a break for Lt. Hagen's office.

Once the hallway guarded passes by, enter the hall and turn right. As you walk down the hall, Hagen's office is the first door on the right. Use the triangle-toothed lockpick to open it and quickly get in and shut the door. Take the handkerchief from the desk and examine the other objects in the office.



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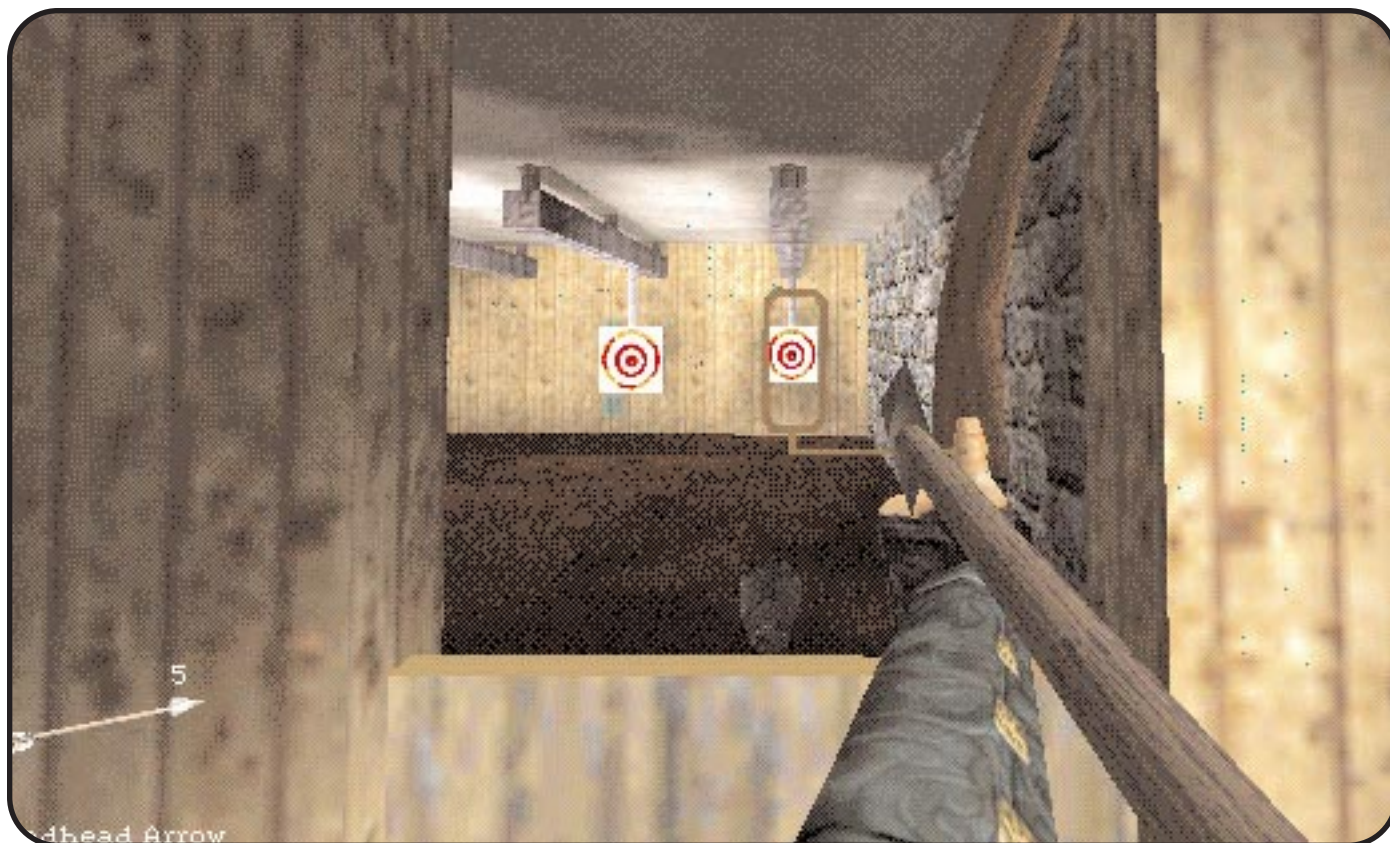
Open Hagen's door. Wait for the guard to pass, then quickly run across the hall and use the square-toothed lockpick to open the door to Mosley's office. Get the moss and water arrows and the key to the secure records room. Read the letters, then exit the room.

The Hall of Records

The vault is on the third floor. Unfortunately, you'll need an access code to get in. For that, you must get into the secure records room. Head back down to the first floor.

Turn right at the bottom of the stairs. Make your way down the hallway to the mess hall. There's a dumbwaiter here you can ride up to the dining area, which has two gold candlesticks. When you've taken them, head back down in the dumbwaiter. Hide in the mess hall until the guard has made his rounds. Go through the door and into the next hallway.

Go through the first door on the left to the target practice room. Shoot the last target on the right to open a secret room with a nice stash of items. Push the button to open the door, then wait for the guard to pass. Continue down the hall and make a right to the entrance to the records room.



Shoot this target to open a secret room.





Shoot out the torch near the guard at the records room. Sneak around through the shadows, then steal the key off the belt of the guard. Shoot a noisemaker arrow into the hallway to distract the guard, then unlock the door and go up the stairs.

The first door on the right is the secure records room. Use the key from Mosley's office to open it. Read the book to get the vault security code, then read the scrolls. Go down the hall to the records room. Find the loose book and pull it to open a secret passage. Follow the passage and open the second door. Drop down into the main office. Search the cubes for information and a statue.

Go to the alcove and wait in the shadows until the guard has passed. You can either go right and back through the mess hall or to the left. The latter route is more difficult, but gives you a chance to explore the barracks and the locker room, both of which have a number of supplies, including a couple health potions, some water and moss arrows, and a couple of flash bombs.

The Vault

Make your way to the training room near the main gate. Go to the small storage room in the back of the training room. Turn the torch to open a secret passage. Grab the rope arrow on the floor. Return to the training room and shoot a rope arrow at one of the beams on the ceiling. Climb up and jump to the ledge. Crouch and walk through the small doorway. This passage will lead into Sheriff Truart's office, but you must extinguish his fireplace before you enter. Search the mantle above the fireplace for some loot and search his desk for loot and info.

Open the door to his office. Extinguish the torch in the hall, then make your way straight down the hallway, avoiding the guard. The hallway will bend to the right. Go through the door into the warden affairs division office.

Near the tapestry on the wall is a loose book. Pull it to open a passage. Go through, climb the ladder, and flip the switch to open the next passage. You're now on the third floor.

Go through the door in this room and walk down the hall. There's a guard in this hallway, but he's easy enough to avoid. Turn right at the end of the hall, then crouch and open the door. To avoid the mechanical eye in the next room, just extinguish the torch. Go through the room into the next hall.





In the vault, take the strongbox and leave the handkerchief.

Open the first door on your right. It leads to a series of rooms lined with bookshelves. Go through these rooms and open the second wooden door on your left. Directly across the hall is a locked metal door. Use the guard's key (the key you stole before entering the records storage area - you can get another off the guard patrolling the halls on this floor) to open the metal door. Go through.

Enter the security code (4026) on the console. Go into the anteroom and use the records/vault key to open the locked door. Run in and grab all the loot and the strongbox. Drop the handkerchief.





Finishing the Frame

From the vault, go back through the book-filled rooms to the secret passage. Go down the ladder and into the warden affairs division. Go back down to Lt. Hagen's office, avoiding the guards. Drop the strongbox in the office.

Now, just make your way back down to the first floor, go through the front desk area, and head out through the main gate (if you haven't opened it yet, the switch is on the podium in the front desk area).

Mission 4: Ambush!

You're thrown into this mission with no chance to buy new equipment, so you must make due with what you start with. This Walk-through will show you some places to find some items and loot, though you can just make a beeline for your house if you so choose.

Be warned, though, that the objectives in this mission are a bit more complicated than they appear. And they will change once it seems like you're near the end. Get used to it - this will happen a number of times throughout the rest of the game.

The Long Way Home

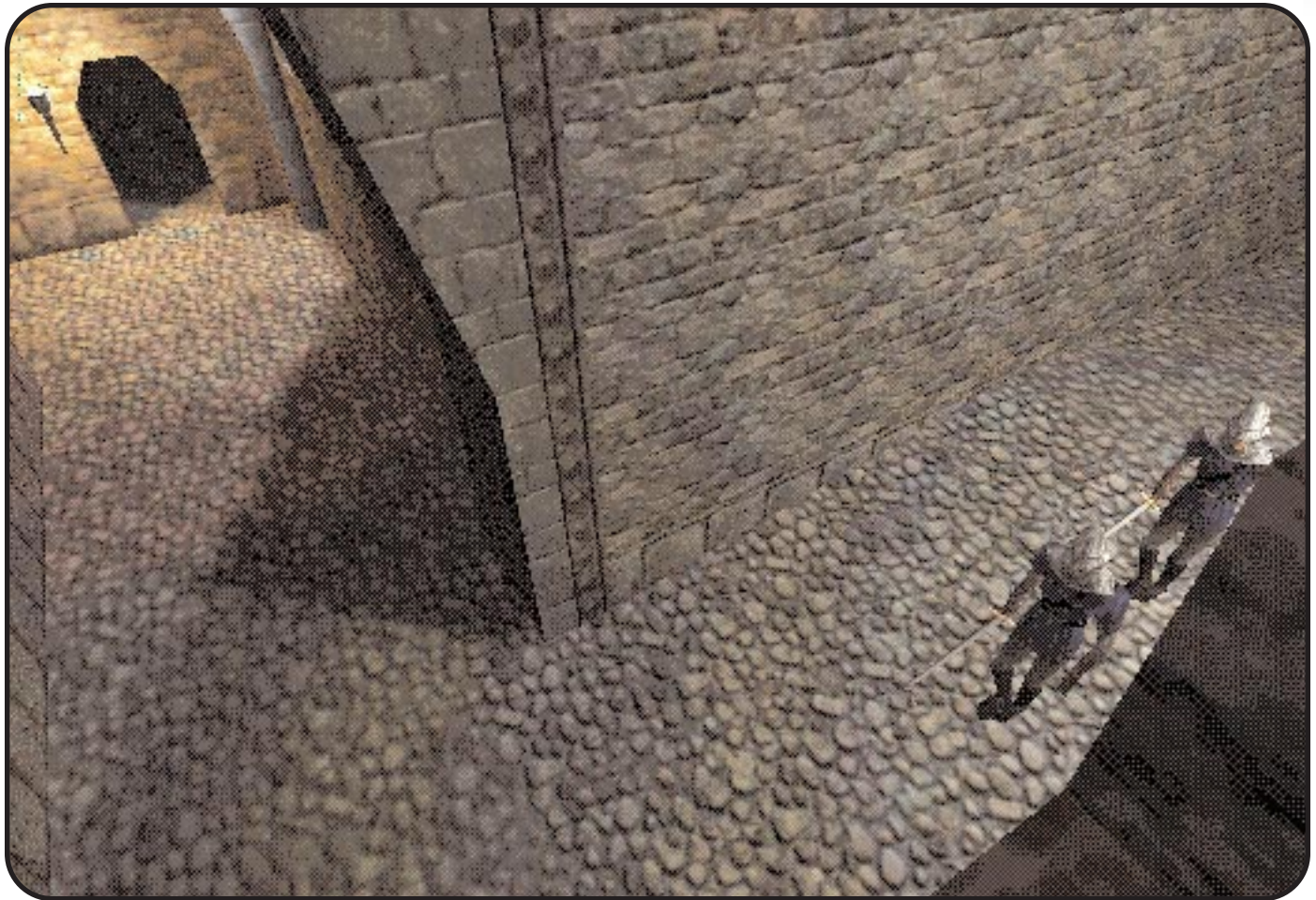
You start out near a short set of steps, just below street level. Quickly run up and head to the street to the west. Two guards will be there shortly, and they'll head straight for your location.

Around the corner, you'll see a small box near a wall. Jump on the box and onto the wall. There's a metal door here; go through it. Climb out the window and crouch on the ledge. Wait for the guards below to pass by. Then, drop down and run down the alleyway to the marketplace.

Run through the marketplace. The guard on the bridge won't see you as long as you keep to the shadows. Go down the street to the left, which will take you south on Whipple Street. Going north will get you home quicker, but you must contend with more guards.

Around the next corner, you'll see a brick house with a torch burning near the door. Run to the house and up the stairs. You'll find a small amount of loot in the form of some coins and a golden goblet. Go back down to the street.





Wait for the guards to pass, then drop down to the street below.

There's a sewer entrance here. Open it and climb down. Follow the sewers around until you come out in the waterway. Follow the waterway around to the left until you see an area of the sidewalk that's low enough to climb up. Watch out for the guard patrolling above. When the coast is clear, climb out of the water and run up the street.

You'll now be near Hill Street and Sparrow Street. Your house is at the north end of Hill Street, but a detour down Sparrow Street will earn you some items. At the beginning of Sparrow Street, you'll see an area with two waterways and a pair of guards standing in front of a building. Jump in the waterway that leads in front of the guards.

Below them, there is a tunnel. Enter it and follow it until you come to a ladder. Climb up. Go up the stairs. You'll find a table filled with a variety of arrows. Grab them all and walk down the stairs. Open the metal door and knock out the two guards. Follow the road north to Hill Street.





Around the next corner, you'll come to a wooden door. Go through it to find some stacks of coins. Beneath the stacks are some loose coins. Grab them all, then go back through the door you entered. Ahead, you'll see a stairway coming out of the water. Shoot out the torch near the stairs, then jump in the water. Near the stairs is a tunnel. Enter the tunnel.

Follow the waterway until it dead ends at a set of steps leading to a ladder. Climb up the ladder. Your house is just ahead, but it's heavily guarded. At this point, you'll be assigned some new mission objectives.



Your house is guarded. Jump to the window across the street to get in.





Breaking into Your House

From the ladder, turn left. Walk up the street and knock out the guard standing beneath the lamp. You'll pass some double doors on the way to the guard. Once he's down, go through the double doors.

Go up the stairs until you come to an open window. Directly across the street is a closed window, which leads to your bedroom. Run and jump to the ledge next to the window. Open the window and climb in.

Go to your closet and open it. Turn the left-most coat hanger to open the secret compartment. Grab all the goods. Make sure you get the gate key. Extinguish the torch in your room and get ready for some fancy blackjack work.

Open your bedroom door. Wait for the guard outside to turn his back to you, then quickly run up and knock him out. Turn off the lights and extinguish the torch in the room. Open the door leading to the stairway.

Wait for the patrolling guard to walk away from you, then knock him out. Run to the window at the end of the hall and climb out. Turn right and climb down the ladder to the street. Go to the alleyway and stay in the shadows. Walk down until you're between your house and the ladder you used to get out of the waterway. There's a torch-lit alcove here, use a water arrow to extinguish the torch, then go through the alcove and down the street, passing the double doors and the guard you knocked out earlier.

Now, you must get to Shalebridge.

Getting to Shalebridge

The first step in getting to the gate is to get back to the marketplace. Retrace your steps through the city - back down Hill Street, into the waterway, and up the sewer ladder - until you reach the area where you dropped down from the ledge near the beginning of the mission. Be careful: There are large patrols of guards all over the east end of the city.

For guard patrols, wait until they are walking away from you. Once their backs are turned, you can run up and knock them out one by one. It's ideal just to avoid being caught, but this technique will help in an otherwise hopeless situation.





Once you're underneath the ledge, you'll see a wooden door - facing the ledge, the door will be to your left. Go through the door and up the stairs. In a room upstairs, you'll find some loot, a key, and a switch. The switch will open the large gate below, but for the path this Walk-through will take, opening it is unnecessary. Grab the loot and the key, then exit the building through the door you entered. There is another exit, which leads to an inn and some interesting story info - but it is precarious. If you decide to take that route, be prepared for resistance.

Once you're back on the street, head north. Ahead and to the right is a locked gate. There is also a sewer nearby. Either go down in the sewers or unlock the gate with your recently acquired key - both lead to the same area.



You must be quick to get into that door across the street. Have your lockpicks ready.





You'll come to a street that runs north and south with a patrol of two guards. Deal with the guard or wait for them to pass to the south, then head north. You'll come to a shadowy tunnel. Ahead, three guards are patrolling. Directly across the street is a locked door. Have your square-toothed lockpick ready and wait for the guards to pass to the west. Run across the street and unlock the door. You must use both sets of lockpicks to get it open.

Go up the stairs and head through the door. Extinguish the torch, then go through the window and drop to the wooden beams below. Hide in the shadows, facing north.

Wait for the guard patrol to pass by. Its beat will pass right beneath you - when the patrol is right underneath you, drop down (from a crouched position) and knock it out. Just to the north is a locked door. Pick the lock and go through. Follow the hallway to another door. Open it and enter the kitchen. Extinguish the light in the room. Open the window and wait for the guard outside to pass by. Jump onto the counter and climb out the window. Run north. When the street turns, you'll see a locked gate.

Use the gate key to open it and go through. You've made it to Shalebridge.

Mission 5: Eavesdropping

You must break into the mechanist compound and listen to Karras' meeting with Truart. Stock up on water arrows, flash bombs, and moss arrows. The floors in the compound are mostly metal, so the latter will be especially handy.

Getting to the Meeting

You can't go through the front doors. They're locked, and there's a guard just on the other side. To make things more difficult, the walkways of the mechanist compound are all metal. Use moss arrows liberally here.

Walk toward the compound, then turn right and hide in the shadows. A security robot will pass by. Wait for it to pass, then fire two water arrows into the open area in its back. This will disable it. These things are tough, but they have a very visible Achilles' heel.

Look up, then shoot a rope arrow to the beam near the balcony of the tower. Shoot the arrow just slightly to the side of the balcony, otherwise it will hit the floor and stop descending. Climb up, then extinguish the torch.



THIEF 2: THE METAL AGE OFFICIAL GAME SPOT GAME GUIDE



Hide in the shadows and wait for the guard patrol. Knock the guards out as they pass through. Climb up the ladder, get the loot from the table, and climb down.

Go through the hallway to the east tower. Knock out the guard on the balcony and shoot out the torch. Climb up the ladder and get the loot. Climb down both ladders to the first floor. Get the loot from this room, then climb back up to the second floor.



The incinerator is the mechanical guard's Achilles' heel.

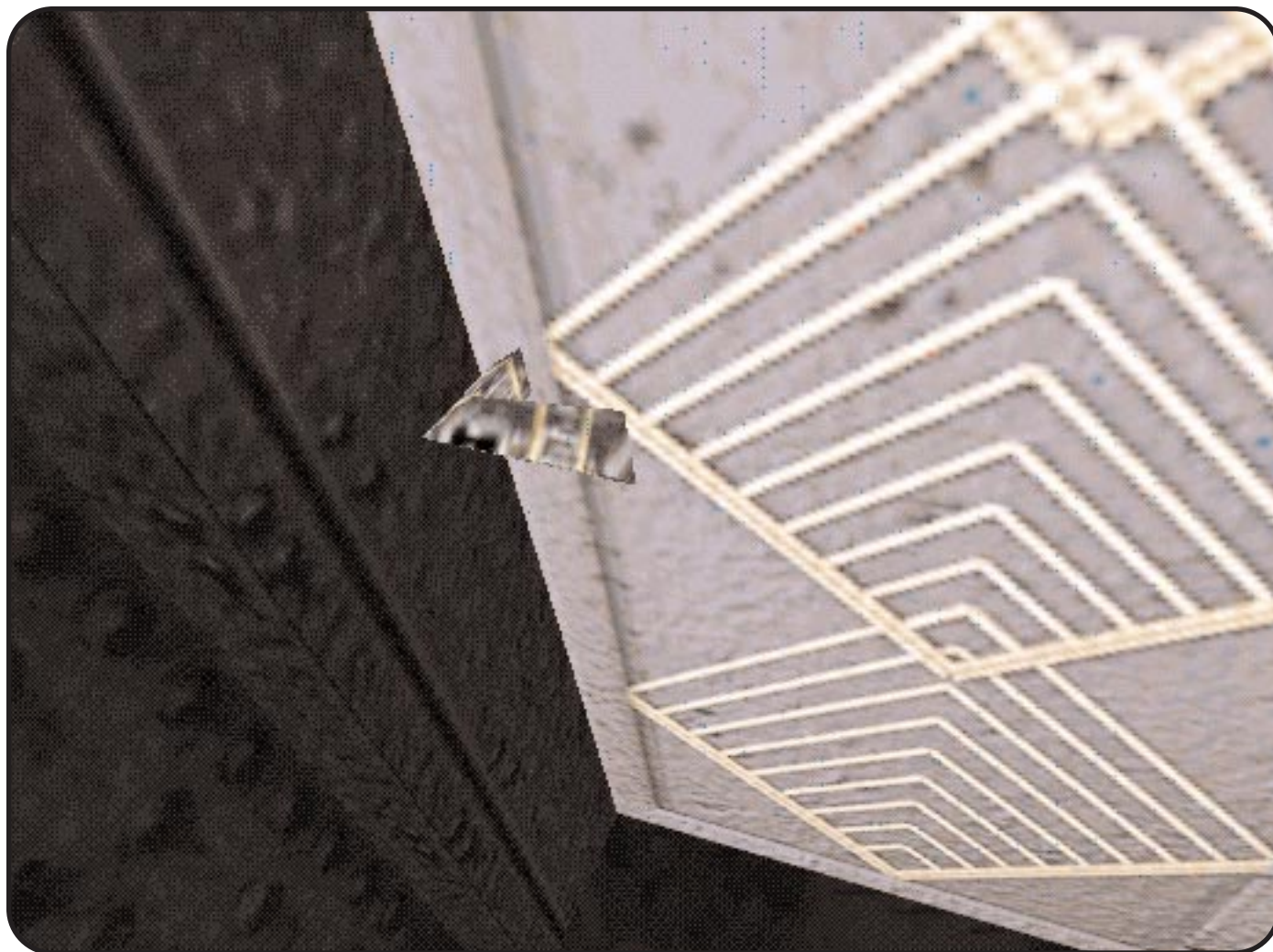


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Go through the door. Walk down the hall to the bookshelf. Grab the statue, then go into the office through the door to your right. Get everything from the desk. Leave the office and go out through the door to the roof. Knock out the patrolling guard. Open the chest near the storage room, then search the storage room. When you're done, go around the storage room and drop off the roof to the smaller roof below. Wait for the guard to pass. Drop down onto the grass to avoid making noise. Follow the walkway around to the staircase and walk up. Once you get near the door, the bells will chime midnight. Lean forward against the door to hear Karras' conversation with Truart (you can also eavesdrop on the conversation from the door near the acolytes' quarters).



Lean into the door to hear every word Karras says.

Once the conversation ends, you'll have some new mission objectives.





Copying the Safety Deposit Key

There are several different places where the key may be stored. Listen carefully to Karras' speech - he'll mention its location. If you missed it, here's a list of the key's possible locations:

Catacombs

The acolytes' quarters

The guards' barracks

The factory area

The chapel (in the pulpit)

The chapel (in the closet)

The shed atop the acolyte's quarters

The kitchen

The gallery

The second-level office

The loft

East tower

West tower

Find the key and remember where you found it. Go down to the workshop in the basement.

There are two ways down to the workroom: You can enter from the stairs headed down near the guard barracks or through the catacombs, which can be entered either from the stairway in the chapel or the ladder in the storage room behind the chapel.

Before you enter the workshop, extinguish the torches. Wait for the two mechanists to leave the workroom, then knock them out as they pass. Enter the workroom. There's a note with an important clue for dealing with the security robots, but if you're following this Walk-through, you already have the necessary information. Walk through the workshop to the back room.

Use the safety-deposit box key on the wax. Pick up the putty knife near the machine and use it on the wax. Drop the putty knife and return the safety deposit box key to where you found it.

Looting the Mechanists

Meeting the loot requirements in this mission is somewhat tough, especially on expert. There's lots of loot, but it's spread all over. Following are the locations of most of the loot in the level.





Third floor: The two towers have some loot. Climb up the ladders from the second floor to find some valuable vases in the towers.

Second floor: There's loot in the second-floor office (near the door to the roof), and there's a statue on a bookshelf outside the office. You'll also find loot in the storage room on the roof; look in the chest and take the bottle from the shelf. There's also a chest outside the storage room.

First floor: The acolytes' quarters contain some vases, and if you go down the stairs, you'll find a small crawlspace leading to the guards' barracks. In the crawlspace, there is a strongbox with some gold. Also make sure to search the chests in the barracks.

There is loot on the pulpit in the chapel.

To the northwest of the room where you listened to Karras' speech, there's a small room with the hammerite insignia on the door. Inside are two chests, one with some loot.

The storage rooms behind the chapel have some loot. One has a chest, the other some coins on the floor.



The catacombs are a good source of loot, but they're guarded by hammerite haunts.





Catacombs: The best source for loot is the catacombs. Beware, though, as they are guarded by hammerite haunts. Kill the haunts by sneaking up on them and repeatedly whacking them with your sword from behind - they'll go down before they can turn around. Search all the alcoves in the catacombs - there are a few chests with loot in them as well as a statue in a shadowy alcove in the northern part of the maze.

Leave the Mechanist Compound

Once you've completed all the goals, make your way back to the entrance. Either just go through the front doors (if you've dealt with the guard there) or return to the west tower and climb down your rope arrow.

Mission 6: First National Bank and Trust

Get ready for a bank robbery. Not only must you get into the bank; you must get into the vault. Stock up on water arrows; the mechanists have been supplying the bank with security robots, and water arrows are the only way to deal with them. There are also a number of human guards, so some flash bombs will be handy as well.

This mission is quite difficult, especially on expert level. There's no loot requirement, but there is plenty of loot around. Almost every room in the bank will have something of value. Be sure to explore on your own and find however much you think you'll need for the next mission. Set a personal objective - you can find at least 1,000 with little effort.

Because the guards cover vary large areas in this mission, your experience may be slightly different than what's presented in this Walk-through. Just be cautious and always have your black-jack and water arrows at the ready to deal with the opposition.

Getting into the Bank

There are several entrances to the bank. Here are three possible ways to get in. The first is the one you'll want to use to follow the Walk-through.

Entrance #1 - The roof: Turn left from your starting point and follow the path until you come to some crates stacked by an archway. Climb up the crates and onto the arch. Walk across the arch and follow the ledge, then climb up the wall onto the roof. Ahead and to the left, you'll see an inclined area. Walk up the incline and get on the ledge next to the large, glass dome. Follow





the ledge around the dome. Continue across the roof to the western edge. There will be a raised section of the roof here. At the southern edge are some doors. Pick the lock, then shoot a rope arrow at the wooden ceiling. Climb down the rope into the meeting room. Knock out the guard if he's around; the room is well lit, so you may need a flash bomb to do it.



Climb up these crates to get to the roof of the bank.





Entrance #2 - The basement: Go right from the starting point. Knock out any guards you encounter. The path will dead-end at a wall. Nearby is a locked window. Pick the lock and scramble down into the basement.

Entrance #3 - The back door: Follow the path to the left. You'll come to a work shed with a ladder to an underground passage. Go down into the passage, follow it to the end, and climb up. Continue following the path west. If you see any guards, knock them out. You'll soon come to a doorway with a guard in front. Knock out the guard and go through the door.

If you use the basement entrance, you'll want to unlock the vault before you proceed to the hall of records, so skip to the appropriate part of this mission Walk-through. If you use the back door, you'll enter very close to the hall of records. Just go up the steps, extinguish the torches, and open the door to the west. The next section will tell you how to proceed.

The Hall of Records

From the roof entrance, stay on the second level of the meeting room. Hide the guard's body if you knocked him out. Follow the elevated walkway until it ends near a balcony. Shoot a rope arrow at the ceiling beam next to the balcony, then hoist yourself up. Jump on the balcony and extinguish the torch in the next room. If you're feeling miserly, shoot another rope arrow at the beam. Now, climb up, grab both, and fall back to the balcony.

Quickly go into the next room and crouch behind the watcher. Grab the vase off the table, then go through the shadows toward the door on the north wall. Walk down the steps to the door and open it.

Climb onto the bookshelf ahead of you, then jump to the one on the right. Shoot a moss arrow at the tiled floor above the ramp. Jump to the mossy area. Read the scroll on the table to learn which safety-deposit box belongs to the mechanists. Jump back to the bookshelves and onto the carpet near the door.

Next, you're going to disable the lobby watchers.

Disabling the Watchers

From the hall of records, go into the room with the watchers and out the door to the right. Shoot out all the torches in the next room and turn off any lights you can. Search the surrounding rooms for loot, there's a vase or two around. Now, it's back to the meeting hall.





Use a rope arrow to get back to the elevated walkway. Go through the first door on your right. You'll come to a room with a security robot. Wait for it to show you its back, then hit it with two water arrows. Grab all the coins in the room (there are several stacks and some loose change). Go through the southern door into the office.

Turn off the light. If you want, shoot a moss arrow on the ground. Pick the lock on the safe and grab everything off the desk. Read the note. Continue into the next hallway. Go to the left and grab the golden candlestick near the harp. In the adjoining room, you'll find a goblet - watch for the watcher, though.

Go back to the hallway. There's a guard here. Deal with him and steal his key. Unlock the door on the right and knock out the banker. Flip the switch to turn off the watcher. Go through the door across the hall.

Extinguish all three torches on the wall. Go to the enclosed area underneath the watcher and grab the vase. Now, go through the dome room to the next hallway. Go through the double doors and turn off the lights. Grab all the loot in the room and watch for the guard who patrols these rooms. Go through the opposite door and into the storage room. Grab all the equipment, especially the health potion on the desk. Now, go back through the large office to the hallway near the dome room.

Go to the door at the end of the hall. Open it. Go through the next room, walking behind the watcher to avoid it. Go to the opposite side and through the door on the right. You'll be in a heavily guarded stairwell.

Shoot the torch on the opposite side of this room. You must aim high. If you must distract the guards, shoot a noisemaker arrow at the first floor. Run to the torch you extinguished, staying in the shadows the best you can.

You'll be standing near the third-floor landing. Shoot a rope arrow at the ceiling and climb up. Knock out the guard if he's here, then go through the door. There's a gold vase on a table here. Get it, then follow the hallway to the right - you don't need to go through the hall of statues just yet. Watch for the guards and continue to the dome room and the security office. Grab the goblet near the security office and unlock the door with the key.





Turn off the watchers in the lobby to make your escape a bit easier.

At the back of the security office is a large switch. Turn it to the off position to disable the lobby security. Read the ledgers and notes in the office, then go to the hall of statues.

Go through the hall of statues. Stay in the dead center of the hall to avoid the pressure plates. You'll hear some watchers in the hall ahead. Run across as quickly as possible. The security doors will shut, but you'll make it if you hurry. In the next room, there are some coins on a desk. Grab them, avoiding the watcher. There are two doors. One leads to a staircase, the other to another room. Go in the room.

Take the vases from the tables. There's a door leading to the main stairway here. You must get back to the meeting hall, so you can take the main stairs or go back through the hall of statues to your rope ladder.





Unlocking the Vault

Get to the first level of the meeting hall - you can just drop down from the second level. Go through the double doors at the end and into the hall. Search all the rooms in this area, if you want loot. There are a number of safes and coin stacks around. There are also guards, both human and mechanical. Be careful.

Your next stop is the basement. Check the map - there's an area marked "To Basement" in the vicinity. Follow the hallway to the east until you come to a big room. Open the double doors. There's a door directly opposite. Quickly run and open the door. The watcher won't have time to sound the alarm if you're quick. Enter the office. (There's a vase in the room you just ran through, but it's somewhat tough to get. If you really want it, you must go through the north door to the room and hustle up the steps while the watcher is facing the other way.)



To unlock the vault, you want this light to turn green.





In the office, there's a trap door behind the desk. Open it and climb down the ladder. Go through the basement, checking the various rooms for loot. There's also an alcove with some chests and a small room with some water arrows. Follow the main passage of the basement until you come to a red brick area. Turn the corner, and you'll be in a small storage room.

Go straight until there is a small hallway to your right and a closed gate ahead. There's a watcher at the end of the hall, so be careful. Lean around the corner and watch the watcher. When it's turned away, quickly flip the switch next to the door and return to the safety of the corner.

When the door is opened, run through. Flip the switch in the room to turn off the light in the hall. Now, go back to the hall. There's another door ahead and to the left. Flip the switch next to that door and enter the vault control room. On the far side of the huge machine, there's a panel. Open it.

There are six switches on the machine. Pushing or pulling any will cause others to move in or out. You want to get them all in the same position. Play around with it until you learn the sequence - you can do it through trial and error. When the green light comes on, the vault is unlocked. Go back through the basement and up the ladder to the first floor.

Robbing the Vault

From the first floor office, run straight across into the large room. Ahead, you'll see a room with a watcher behind a bar. There are a few stacks of coins on the bar. If you want them, run up to the bar and crouch. You must quickly stand, grab, and crouch to grab the coins. Repeat until you've got them all, then go through the next doorway.

Continue through the lobby (you can unlock the door now to make things quicker later) until you come to a well-lit room with a watcher above a turret and a safe and a desk at the opposite end. Run to the shadowy area behind the column. Shoot out any torches you can see. Now, run over and crouch behind the desk. Pick the lock on the safe, then hit the light switch when the watcher is turned. Hide in the shadows and make your way up the steps. Go through the door.

Watch for the guard on these stairs. Go straight across the stairwell to the door on the opposite side. Continue until you come to a darkened hallway. The vault is very close. Stop in the hallway and shoot a moss arrow on the tile floor ahead. Lean around the corner and watch the guard. When his back is turned, run to the next hallway. Or, just shoot a noisemaker arrow into the guard room to distract them all.





The vault door is right in front of you, but be careful. There's a watcher trained right on it. Turn left when you enter the room and use the key to open the metal door. Flip the switch to disable the watcher. Open the vault and enter.

Turn right and stay in the shadows. Follow the vault all the way around until you're next to the watcher. Push the down button on the elevator, then get on. Push the up button. Turn right and stay in the shadows. Use the pillars to avoid being seen by the watcher. Get to the ladder and climb up. On the third level, find the right box. Use the safety-deposit box key to open it. Grab the recording, then get back down.

From the vault, head all the way back to the lobby. Walk through the front doors, and you're home free.



The mechanists' box is on the third level of the vault.





Mission 7: Blackmail

Now, it's time to confront Truart with the recording. Breaking into the sheriff's house is a risky maneuver, but it will be a breeze compared to the bank.

As always, stock up on water arrows, moss arrows, and flash bombs.

Getting into the House

Look at the map. You're not inside the estate, so don't let these nearby houses fool you. First, explore the houses and get some loot.

Turn to your right and open the window. Explore both floors of this house, knocking out the occupant when he wakes up. The top floor has a few knickknacks, and the bedroom has a strongbox. Climb out the bedroom window, then climb over the wall.

Open the door to the second house. Watch out for the occupant - he's awake. There's a statue in the bedroom and some other loot on the floor of the attic. Find the ladder in the closet to get up there.



Use these controls to turn off the lights in the yard.





Open the front door of this house. Wait for the guard outside to pass by, then run up and knock him out. Flip the switch near the path to shut off the lights in the yard.

Climb over the wall to the south. Knock out the guards if you must, then go around the house and in the back door. Upstairs, there's a candlestick. Knock out the occupant if you're seen, then leave the house and go over the wall.

You must get back to the area you started in - you can either climb the wall or open the gate. Knock out the patrolling guard, then quietly walk up behind the guard near the gate. If you stay against the wall, he won't see you. Knock him out, then pick the lock on the door to the right of the gate. Climb up and flip the switch. Go back down and through the gate.

The estate is just ahead. Stay in the shadows. When the path splits near the main entrance, go left. Shoot out the torch on the brick wall, then turn right and enter the chapel. A passed-out party guest may intercept you on the lawn; if he does, knock him out. Go through the chapel and out the door behind the altar.

You'll come to a hallway. Open the door and go into the backyard. Stay in the shadows and get to the gate. Flip the switch and go through the gate. Get to the shadows on the far side of the yard. Sneak up and knock out the guard near the next gate. Flip the switch and go through.

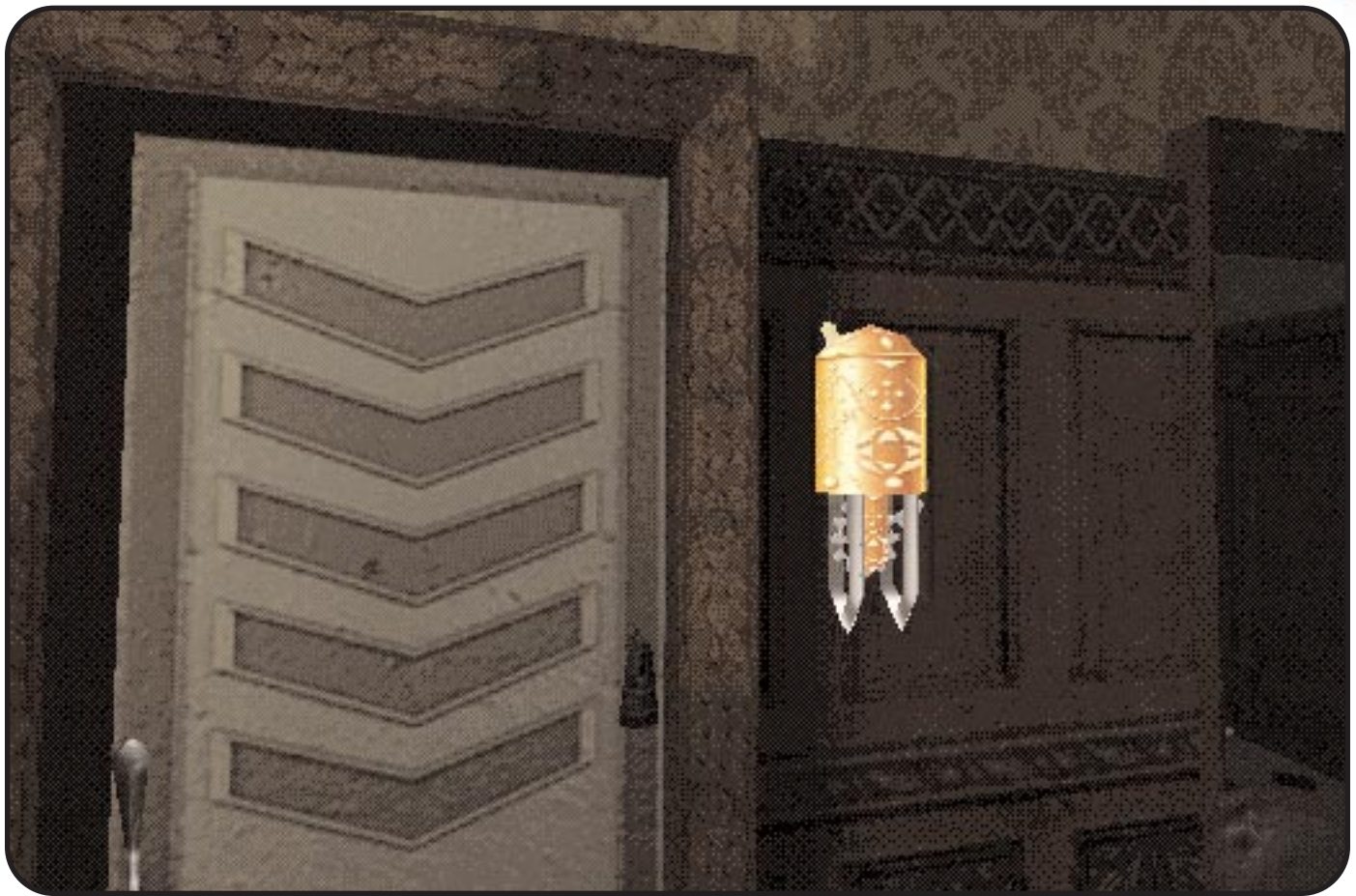
Be careful - there's a patrolling guard, and the next section is very well lit. Find a safe spot, then knock out the guard. Take the balcony key from his belt. Walk up the steps and use the balcony key on the door to the right. Shoot out the torch in the next room, then run past the fountain and into the hallway.

The First Floor

Shoot out the torch in the hallway. The first door on your left leads to the guard barracks. Open it and go in. There's a sleeping guard here - knock him out before he wakes up. Search all the chests for some loot and items. Now, go back to the hall.

Follow the hallway forward and to the left. There are two guards who patrol here, so be careful. One has a metal gear on his belt - you must get that, so show him how your blackjack works and take it. Pick the lock on the servant's quarters for some loot (you can only open one of these doors now), then follow the hallway until it passes by the dining room. You'll pass a metal door marked with chevrons next to a strange locking mechanism. You'll come back to this in a minute.





The metal gears are the keys to these locked doors.

Shoot a moss arrow on the ground between you and the guard. Walk up and knock her out. Search the mantle and the table for loot. Then, go through the door to the right, which leads to the kitchen. Wait for the servants to stop talking, then run in and knock them out. Take the loot off the counter and return to the locked, metal door near the servants' quarters.

Use the gear on the contraption next to the door. Go through the door and hide in one of the alcoves. Listen to the guards' conversation. One will come down the stairs - knock him out as he passes and stash the body. Take the gear off his belt. Go up the stairs to the second floor.

The Second Floor

Turn right at the top of the stairs. Shoot out the torch in the hallway, then crouch and walk down the hall. Have a flash bomb and your blackjack ready. When you pass under the guard post, quickly stand and go in. Throw the flash bomb and hit the guard. Grab the estate key off his belt.



THIEF 2: THE METAL AGE OFFICIAL GAME SPOT GAME GUIDE



Continue down the hall. Turn left and use the estate key to unlock the office door. Go in and read the documents. Find the loose book on the bookshelf and pull it. Go into the passage and open the chest to get a health potion.

Continue down the hall - you'll pass the game room. Don't go in there yet. Go through the next door into the bedroom. Go through the bedroom and use the balcony key on the double doors. Walk across the balcony and into the next bedroom. Open the door next to the balcony door. Wait for the worker robot to pass by, then hit it with a water arrow. Crouch and walk around the corner until you're behind the bar. Knock out the bartender, then do the same to the drunk guard. Stash both bodies behind the bar. There's a patrolling guard on this floor as well, so be on the lookout for him.

Search the tables for coins and take the gold bottle off the bar. Continue down the next hallway. Ignore the room with pool in it for now. You must disable the security system. At the end of the hall is the security system power room. Flip the switch, then go back to the room with the pool. Jump in the pool and grab the silver gear at the bottom of the steps.

Take the loot from the tables. You should have hit the loot requirement for any difficulty at this point. If not, don't worry. There's more to come.



The silver gear can be found in this pool of water.





Go back down the hall and use the estate key to unlock the door to the weapons room. Grab everything and leave. Use the bronze gear on the metal door and go through. You'll come to an alcove at the bottom of a staircase. The guards are panicking because Truart has been murdered. Hide and wait for them to pass by, then go up the stairs.

The Third Floor

Your objectives have changed; you must now find a clue to the identity of the murderer.



Find the key ring near Truart's bed.





At the top of the third-floor stairs, turn left. Go through the double doors into the bedroom. Search the mantle for loot, then go through either of the doors opposite the fireplace into the next area. There's a small closet with a ladder to the attic here. There's a slow-fall potion in a chest if you want it.

Use the balcony key on the double doors, then run across the balcony. Move very slowly in Truart's room - there's a number of guards just outside. Find the key ring near the bed, then look near the desk for a note and a bronze gear. Leave the bedroom, go across the balcony, and head down to the second floor.

Getting Out

If you've knocked out most of the guards you've encountered, getting out should be easy. Go down to the second floor, then unlock the metal door nearby with the bronze gear. Run down the stairs to the first floor.

Go back to the locked servants' room. Unlock it with the estate key. Knock out the sleeping man, then pick the lock on the closet. Go through the passage until you come to a tapestry. Move the tapestry and walk into the chapel. While in the chapel, you may want to explore a secret area. Shoot a broadhead arrow into the hole near the hammer statue. Head into the passage to find a valuable golden skull - but beware, it's guarded by a haunt.

Exit the chapel into the yard. Run past the front entrance and through the gate.

Mission 8: Tracing the Courier

This mission is a quick one, but it can be tough. Especially on expert difficulty, which requires you to pick six pockets. One important thing to remember is that you can take anything off someone to pickpocket them - so take arrows, potions, or anything you see on the guards or passersby.

Buy some water arrows and an invisibility potion. It may come in handy.

The First Courier

You'll end up following two people during this mission. The first is Lt. Mosely. She's followed by a guard at first. Run up and take the potion off the guard's belt.





Mosley will turn away from the guard. Follow her down the road. It's pretty straightforward. She's a bit paranoid, naturally, and she'll often turn and look to see if she's being followed. Take cover any time you can. Behind corners, in shadows, anywhere that will keep you out of her line of sight is ideal.

She'll turn past a guard post. Hide and wait for a guard to pass by. Now, run and catch up with her. On the next street, a pedestrian will stroll by - take the purse from her belt. Continue following Mosley to the marketplace.



Mosley is understandably paranoid. Make sure she doesn't see you.





Crouch and stay hidden near the stands. Mosley will walk up to Whipple Street. Stay hidden. A guard with a purse on his belt will walk nearby. Grab it, then follow Mosley onto Whipple Street.

Continue following Mosley, shooting out torches and hiding as necessary. You'll come to bridge. A guard with a bow will pass by on the other side. Run over and grab the arrows from his quiver. Continue following Mosley.

Mosley will cross a bridge near two guards. Hide in the alcove and wait for one of the guards to pass. Grab the purse on her belt. Getting across the bridge will be tricky. It's well lit, and Mosley will stop at the corner and look around. This is an ideal time to use your invisibility potion, but you can make it to the darkened doorway just across the bridge if you time your movement with the guards' patrols.

Keep following Mosley. She'll drop the letter near a dark alley, just beneath a lone lamppost. Pick up the letter and read it. Drop the letter under the lamppost. Hide in the darkened doorway and wait.

The Second Courier

The second courier will come and pick it up. Follow him.

The next part is tricky. The street he walks down is very well lit, and he'll stop and check his back twice. Wait for him to continue, then quickly make your way up the road to the small, dark corner around the bend. Wait for the guard to pass, then continue up the road and across the bridge to catch up to the courier.

Soon, you'll be back in the marketplace. Crouch by the stands near the bridge and wait for the guard to cross. Run across and continue following the letter carrier.

You'll follow him through a few more streets. A guard with a purse on his belt will pass by in a dark alley. Grab the purse to complete the pickpocketing requirement. Follow the courier until mechanists accost him. Stay in the shadows and watch what transpires.

Once the dialogue ends, knock out the mechanists and go into the graveyard. Examine the tombs if you want, but the courier's blood trail will lead you to his hideout. Find the tomb where his blood trail ends and open the door. Enter the tomb and step into the portal.





The mechanists will wound the second courier. Follow his blood trail into the cemetery.

Mission 9: Trail of Blood

You'll be teleported from the tomb to a strange wood. The trail of blood continues here - follow it out of the clearing.

The Village

Follow the trail of blood until you come to a house. Outside, near a stream, you'll see a dead mechanist. Take the map from next to his body.



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Go in the house. Some ghosts will appear. Several ghosts will appear throughout the village, revealing what happened here.

Near the house is a bridge. Watch for the guard, then jump in the stream. Climb up on the other side. There are more ghosts in the house nearby. Extinguish the torch and wait for the guard. Knock him out, then cross the bridge.



The pagan ghosts will tell the story of their slaughter.





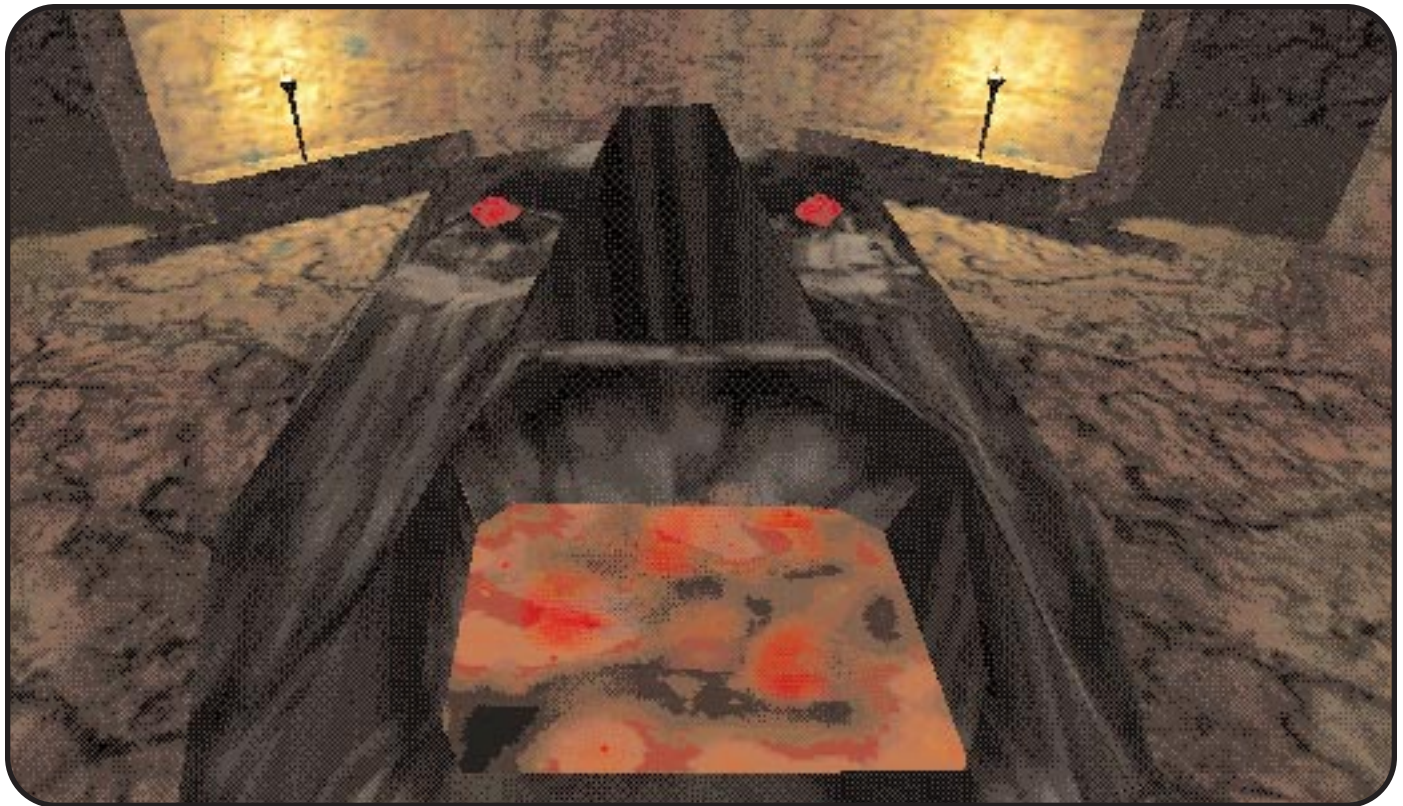
Follow the blood trail to the garden. A ghost will appear. A large building is nearby, and a guard patrols behind it. Extinguish the torches in front of the building, then hide in the shadows near the entrance. Lean around the corner and wait for the guard to turn his back to you. Knock him out. Search the building to find a scroll explaining how to activate the portal later in the mission. Go up the stairs to find a speed potion and a noisemaker arrow. Go down.

Knock out the guard behind the building. In some plants, you'll find a ruby. Pick it up. A house nearby contains some arrows and another ghost scene.

Near the stream is an unarmed guard. Knock her out before she sees you - she's dangerous. Jump the stream and swim to the left. A ruby is hidden near some trees. Take it, then climb onto the bank on the other side.

There are some coins in a house here. Pick them up, then resume following the blood trail.

This area is heavily guarded. Knock out whomever you can. Beware the guard with the helmet - he's impervious to your blackjack. Go into the large building with the stone head.



The portal will open when the rubies are placed on the eyes.





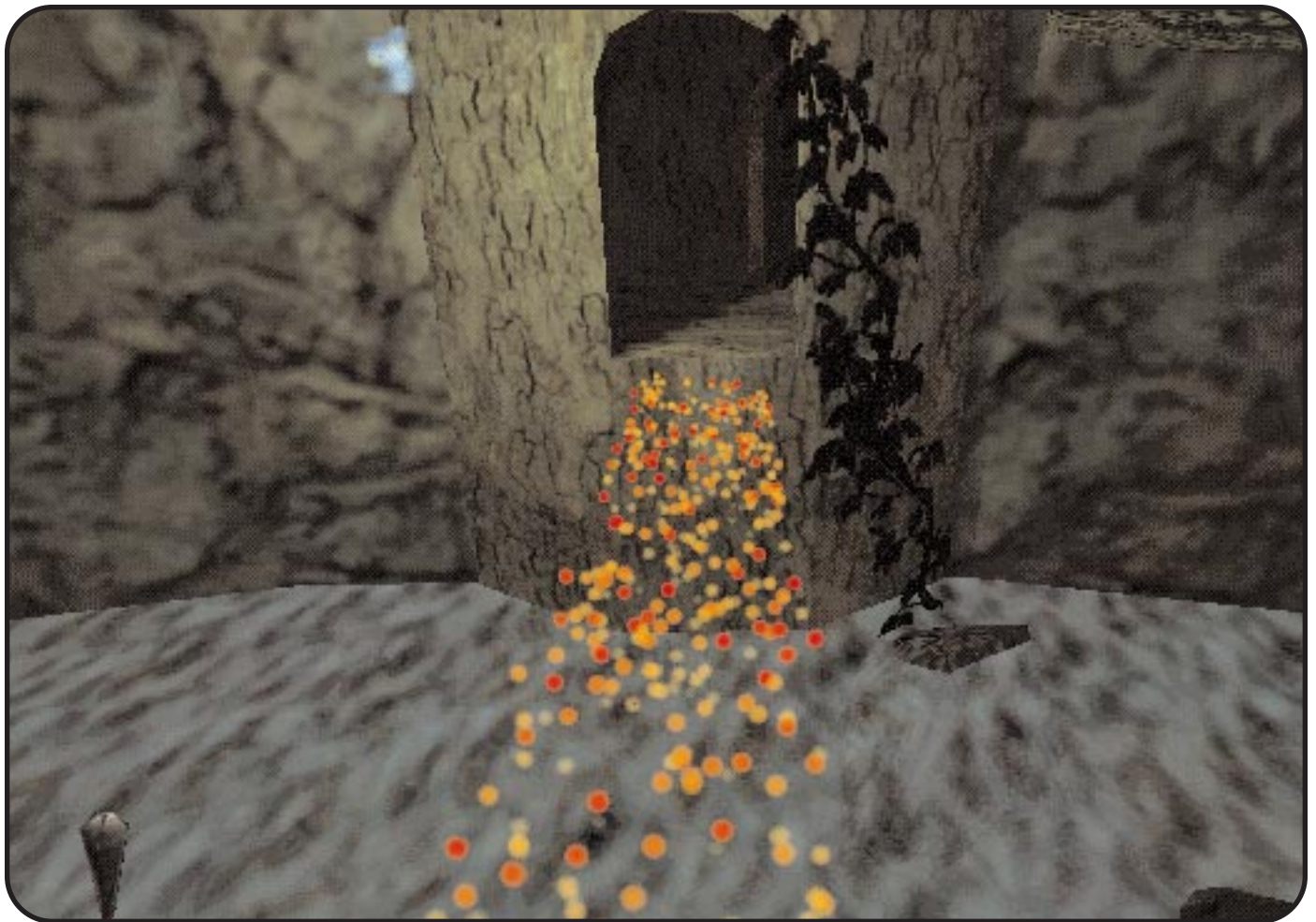
Put the rubies on the eyes of the stone head. Climb up the steps and jump in the portal.

Through the Portal

Continue following the blood trail through the caverns. The path will slop upward; look for a vine arrow near the beginning of the slope.

Follow the trail up and around. You'll soon encounter an ape-like guard. You can kill it if you want, but it's best just to avoid these creatures and knock them out when needed.

The path will lead you to a heavily guarded tunnel. Extinguish the torches or use a noisemaker arrow to distract the guards. Knock them all out. Search the two paths leading away from the tunnel - both contain crystals for you to loot.



These flickering lights are actually a bridge.



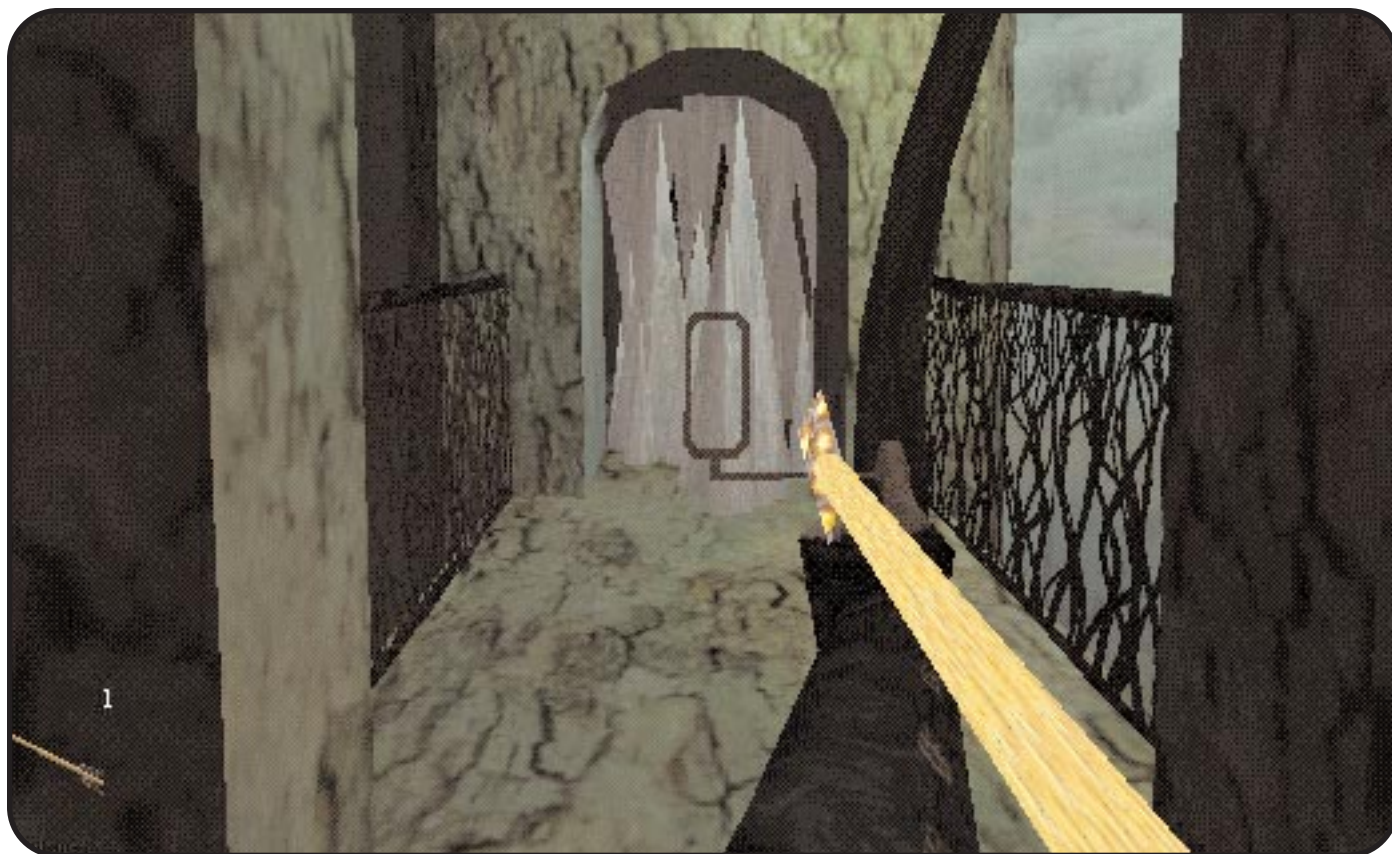


You'll soon come to some flickering lights across a small pond.

It's a bridge - cross it (you can also find some vine arrows in a vine growing up the wall). A will o' the wisp will appear and begin leading you. In the next tunnel, read the letter. Exit the tunnel and go right - watch out for the ape guards to the left. There are some crystals near a rock to the right.

Follow the wisp until you come to a stairway leading up. Go up into the trees. Follow the walkway forward. Read the letter, then turn around and take the bridge to the left. You'll come upon some apemen talking about "summer" and "winter." When they're done talking, knock them both out. Take the stairs down to the area marked "summer" on the map. There's a good deal of loot to be found here.

Go back up to the trees. Follow the walkway around to "spring." Jump down the jutting rocks. There are two apemen near a fire. Knock them out and take the fire arrow from the fire. Search this area for loot; there are crystals and some masks on a rock. Once you have 900 loot from this level, you will get (and have finished) a bonus mission. Now, jump up the rocky ledges back to the trees.



Shoot a fire arrow to melt the icicles or just knock them away with your sword.





Follow the walkway and read any letters you find. These will explain why Mosley was involved with the pagans. When you come to the winter area, there will be two exits. One is blocked by ice, the other is an icy slope with a vine hanging down. Climb down the vine and search the area for loot. Climb back up and use your sword on the ice to knock it away from the second passage.

Follow the trail of blood and watch out for the strange creatures here. You'll come to the courier's body and learn the identity of the letters' recipient.

Mission 10: Life of the Party

This is a lengthy mission, but much of what is detailed in the following Walk-through is unnecessary. This Walk-through will take you across most of the city, zigzagging back and forth to get most of the loot. There are a number of interesting conversations and locations that can easily be overlooked, though, so it's a good idea to try and see it all. Further, loot is going to become more important because you must buy more expensive equipment before each mission.

Before the mission starts, stock up on water arrows and, especially, flash bombs. You will see dozens of guards, and it can be difficult to sneak around undetected through the first part of this mission.

The Thieves' Highway, South

You start off in the bell tower. Walk forward and turn left before you reach the steam pipes. Drop down, open the wooden shutters, and climb into the house to find some gold coins. Go back to the bell tower. Turn right from the steam pipes to find an open window. Go through and knock out the occupant. Grab the vase and the purse off the occupant's belt. Now, climb up on the steam pipe and climb across to the next roof.

Turn left again and climb down the ladder. Crouch beneath the open window and wait for the guard to pass by. Climb up, knock out the guard, and open the chest. Go through the window and climb up the ladder. Drop down to the next roof and walk toward the open window to the left.

Wait near the window for the guard to pass. Climb in and knock him out. Grab the vase off the table, then go through the door to the stairway. Climb half-way up the stairs, then jump up and out the window.





You'll emerge near Castle Van Vernon. Ahead, two pairs of guards are arguing. Wait and listen. After their exchange of insults, they'll begin exchanging arrows. Wait until only one guard remains, then knock him out. Climb the ladder to the tower where Master Willey's guards were. Jump to the wood outcropping. Open the window and go through. Grab the purse from the table. Now, turn around and go back. Jump to the roof on the Castle Van Vernon side of the street. Climb down the ladder and walk up the stairs. Grab the goblet, then continue west, staying in the shadows.



These arguing guards will take care of themselves. Wait out the fight, then proceed.

Climb the wall and knock out the guard. Turn north and climb the wall to the Fieldstone estate. Knock out both guards and take the key off the guard with the sword. Unlock the estate. There's a guard inside as well. Knock him out, then search the estate for a gold vase and some gold coins. Exit the estate and go to the east ledge.





Below you and to the south, you'll see an abandoned building.

Drop down to the ledge and run across the steam pipe. Watch out for the armed squatter. Knock him out, then search the building for a nice quantity of coins. There's a hole in the roof that leads to a chest with a vine arrow. Once you've grabbed everything, return to the Fieldstone estate.

Continue north. Below you, some thieves will be breaking into the apartments. Ignore them for now. Drop down to the fire escape on the north side of the apartments. Wait for the guard to pass by, then quietly make your way upstairs, open the door, and quickly hide in the shadowy alcove. When the guard comes upstairs, he'll take care of the thieves. Knock out the survivor and open the chest. Search the dresser near the window for some coins, then go all the way down to the bottom floor.

Move the crates and go through the hole in the wall. Climb the ladder in the elevator shaft. Look behind the boxes for a gold plate, then jump through the window and into the necromancer's spire. Stand on the circular platform in the center of the spire. It's an elevator; push the button to go up. Take the candlesticks from the altar, but do not read the book - it will summon some zombies. Jump out the window to the ledge and walk east.

Listen to the Rothchilds' conversation. Find the ajar window and grab the purse off the table. Turn around and shoot a vine arrow at the wooden area of the roof to the south. Climb up, grab the vine arrow, and jump to the fire escape. Stack the boxes and climb up to the roof. Go east. Drop to the circular roof below. Shoot out the torch and wait for the guard on the balcony to turn around. Jump to the balcony and knock him out. Go down the stairs and wait in the shadows. Knock out the guard. Go through the door to the south and open the chest. Return to the stairs and open the nearby window.

Climb into the house and go up the ladder. Move the boxes and go through the opening. Move the telescope to reveal a secret closet. Take the fire arrow and sunburst device. Go back down. Don't worry about the rest of the Shemendy estate - there's little of interest there. Go back up to the balcony, jump to the circular roof, and climb the ladder. Go back to the fire escape and jump to the ledge near the necromancer's spire. Go north to Sir Cullen's keep.

The Thieves' Highway, North

Wait for the guard to patrol the stairs, then knock him out. Climb up the ladder in the tower to find some fire arrows. Climb up on the tower edge and jump to the keep's open window. Grab the vase and go into the hallway. Knock out the guard and go through the open window.





Ignore the skylight for now. Walk across the narrow beam to the greenhouse. Walk down the greenhouse ceiling and go inside. Grab the moss arrows and the gas arrow, then leave the greenhouse. Find the open window in the armory. Look up and shoot a vine arrow at the wooden beam above. Climb up and into the armory. Knock out the guard. Move the guard's body as far from the locked door as possible. Throw the sunburst device near the door and stand back. Shoot a fire arrow at the sunburst device. Don't do this if you are low on health. Run into the storage room and grab all the equipment (you'll find the key to this room inside Angelwatch, but this equipment will be less useful if you've already been there and back).



Shoot the sunburst device with an arrow to open the armory door.





Go back down and across the banner. Quietly step onto the skylight and crouch. Break the skylight with your sword. Drop down and knock out the man. Grab the loot from the table and knock out the guard. Go out the window and onto the ledge. Turn right, climb up to the next ledge, and follow it to the open window of the Dayport traders' bank. Wait for the guard to pass by, then climb in and knock him out.

Grab the key from the guard. Go into the hallway and open the door to Tuttleshank's office. Pick the lock on the safe, then flip the switch. Go across the hall and take the loot from the safe - there are diamonds, stacks of coins, and a purse. Go through the double doors of the bank. Knock out the guard on the balcony.

Turn left and climb up to the adjacent roof. There's an open window ahead. Before going through, look on the stone wall to your left. Climb into that window. Read the note from Viktoria. Go into the hall and turn the unlit torch. Take the equipment from the open passage. Leave this building and go through the open window into Lady Louisa's house. Knock out the ladies. Grab the vase from the mantle and the purse from Lady Louisa. Go through the open window.

Climb onto the machinery and head up the wall. Knock out the drunk guard. Climb the ladder and go across the roof to Angelwatch.

Angelwatch

Open the door beneath the statue and drop down into the heating ducts. Follow the ducts all the way to the end. You'll exit on the second floor. Turn right and push the elevator call button. Take the elevator to the first floor.

On the first floor, listen to Karras' recording. Your mission objectives will change. Hide among the seats and shoot two water arrows at the security robot when its back is turned. Walk down the hall and hide in the shadows. Shoot a noisemaker arrow to distract the guard near the front door. Knock him out when you have the opportunity. Run down the hall and grab the statues, then return to the elevator. Ride it to the second floor.

There are three guards you must deal with on this floor - a security robot, a patrolling human guard, and the guard in the chapel. Deal with the first two before entering the chapel. Shoot a moss arrow on the floor behind the chapel guard. Sneak up and knock him out. Take his key, then listen to Karras' recording. Take the candlesticks. In the room to the left of the altar is a small safe. Pick the lock for some loot.





Karras party is in full swing inside Angelwatch.

Find the stairs and walk up to the third floor. From here on, it is very important that you hide any unconscious bodies. There are many patrolling guards, and you don't want to be discovered. There are also many closets and storage rooms, so you won't be lacking for places to hide the bodies.

Find the gear room, dealing with any guards or guests you encounter. Shoot a moss arrow on the metal floor, then walk over and listen to Karras' recording. There's a chest in a bedroom on the east side of this floor. Pick the lock for some loot. Now, walk up the stairs to the fourth floor.

Watch for guards. Go into the first door on the right. Knock out the guests and take the purse. Go through the door and head across the hall into the library. This little worker robot is difficult to deal with. If you have trouble shooting him, throw a mine into the hallway, then bump into the robot - it will run into the hallway and be destroyed by the mine.





Knock out the servant and the lady. Listen to the recording. There are two rooms with chests on this floor. Search them for loot, then head up to the sixth floor. You'll want to save the fifth floor for last.

Open the door to the ballroom. Sneak over to the worker robot and fire a water arrow into its back. Friend Vilnia is here, talking to a guard. You must deal with her, and she's pretty tough. If you grabbed the extra equipment on the way to the party (from the armory or from Viktoria's stash), there are two ways of making it easy. Either shoot Vilnia with a gas arrow or use an invisibility potion to run up and knock her out.



Getting the key from Friend Vilnia will be tricky. Use the most powerful tools in your inventory.





Knock out the guard and the two guests. Take the office key from Vilnia. Listen to Karras' recording, then take the stairs down to the fifth floor.

Enter the first door on the left. Knock out the guest and take the purse from his belt. Take the gold goblet. Knock out all the patrolling guards, guests, and servants. One guard has a key; take it. Avoid the office door for now. Find the dining room and listen to the recording. Take the bottle and goblet. There is a locked chest in a room adjacent to the kitchen; pick the lock for some loot. In the room filled with gears (you must unlock it with the guard's key), you'll find a safe. Pick the lock and read Karras' new scripture. You'll also find a room with a sleeping guest - on the dresser is the key to the Carlisle armory.

Now, it's time to enter the office. Distract the guard with a noisemaker arrow, then knock him out. Unlock the door with the office key. Listen to Karras' recording. Push the button under the desk to open the safe, then grab the mechanist blueprints.

Back to the Belltower

Take the elevator or the stairs back to the second floor. Go back into the heating ducts and leave Angelwatch. There are mechanists patrolling outside now. Knock them out, then go through Lady Louisa's house. Make your way through the bank and to Sir Cullen's keep. Go through the window and across the tower.

Run across the roof of the apartments to Fieldstone estate. Continue past Castle Van Vernon and through the houses until you reach the bell tower.

Mission 11: Precious Cargo

Gas arrows: Buy 'em, use 'em. You'll also want to stock up on the usual water arrows and flash bombs. This is another tough mission, but the gas arrows will make it easier.

To the Lighthouse

Stand in the shadows and wait for the mechanist guard to pass. Knock her out. Follow the passage to a small room with a pirate flag in it. Grab the fire and water arrows and continue down the passage.

There's an elevator here. Ignore it. Climb up the outcroppings to the vines hanging from the ceiling. Jump onto the vine and climb up; grab the gas arrow at the top. Climb down and jump to the vine near the watcher. Wait until it's looking away, then jump onto the ledge and knock out the guard. Flip the switch marked "warehouse gate" so that it is in the up position. Jump back to the vine.





Climb the rocks and vines to get to the lighthouse above.

Climb the rocks until you come to a small passage. Crawl through it and over the beam. Flip the switch to deactivate the watcher. Go back through the passage and climb up the vine. Wait for the guard to pass by. You can either knock these guards out or just avoid them. Go through the opening into the warehouse.

Follow the passage until you see a small pond of water beneath a well. Jump up, grab the rope, and climb up the well. Jump out of the well and take the north passage. Sneak around the house, climb up on the deck, and knock out the guard.

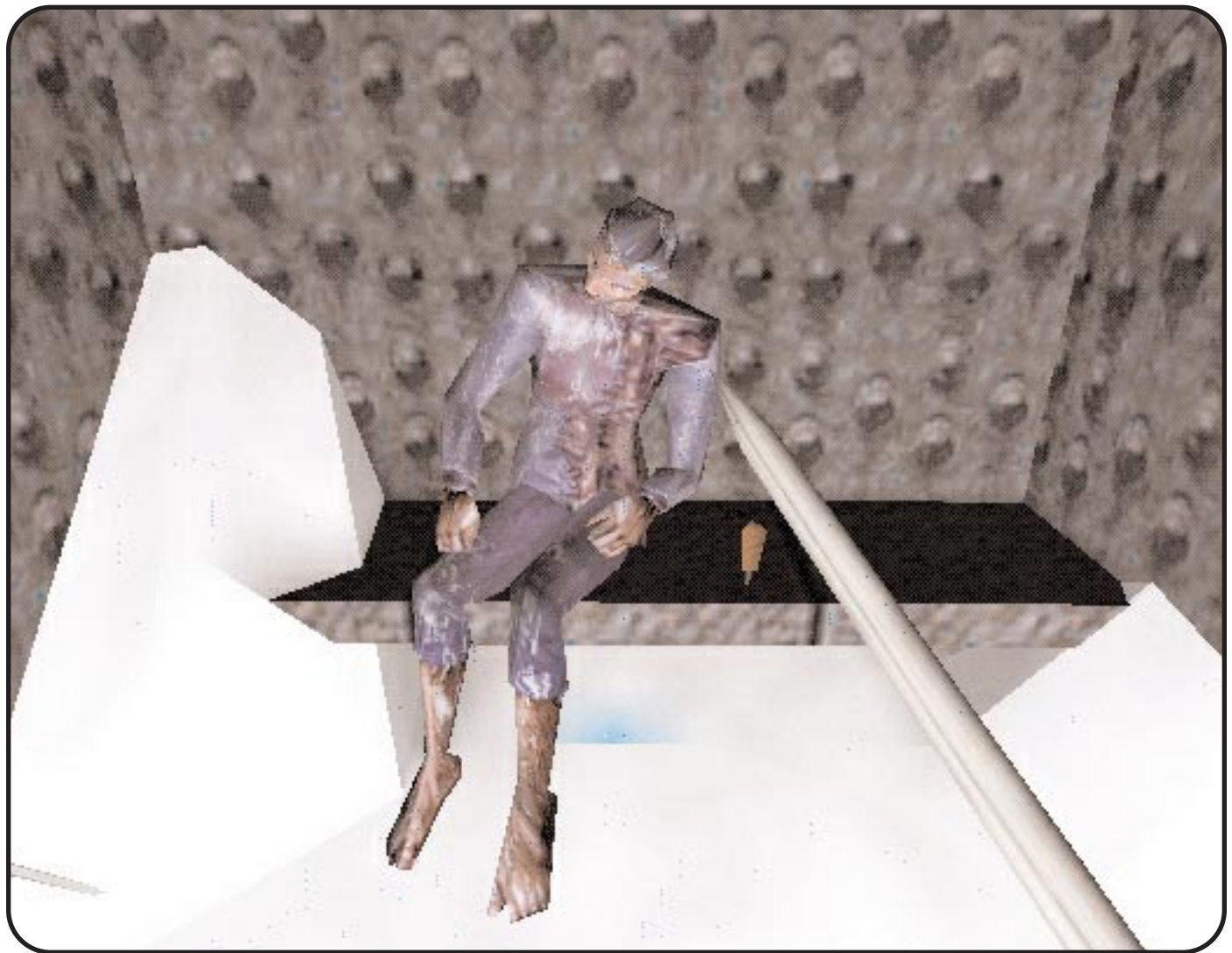




The Globe and Lotus

Go in the house. Search the first floor to find a purse. Now, go upstairs to the second floor. Knock out all the guards up here. There's a hole in the hallway ceiling. Shoot a vine arrow at the roof and climb up. Knock out the guard. Move the boxes in the next room to find a switch. Flip it. Now, climb back down and go into the room at the opposite end of the hall. Grab the water arrows and enter the secret compartment. Get the navigation globe, coins, and health potion. Go back downstairs.

Go into the lighthouse proper. Watch out for the guard. Go up the stairs and climb the ladder. Quietly, jump behind the guard on the top floor. Knock him out and take the cold storage shed key.



Lotus will give you the key to the underground area where the Cetus project is underway.





Go back downstairs and return to the well. Take the south passage and unlock the cold storage shed. Flip the switch to open the door. Talk to Lotus. When he asks you to, kill him. Take the wheel peg. Exit the shed.

Before returning to the lighthouse, climb up onto the roof of the shed. Walk over to the guard post and shoot a gas arrow at the guard. Grab the stuff nearby, then head back to the lighthouse.

Going Underground and Underwater

Go to the display room on the bottom floor of the lighthouse. Put the wheel peg in the wheel, then turn it. The floor will descend. When you reach the bottom, knock out the guard in the observation room. Flip the switch, and you'll be given some new objectives.



Use the wheel peg to access the elevator.



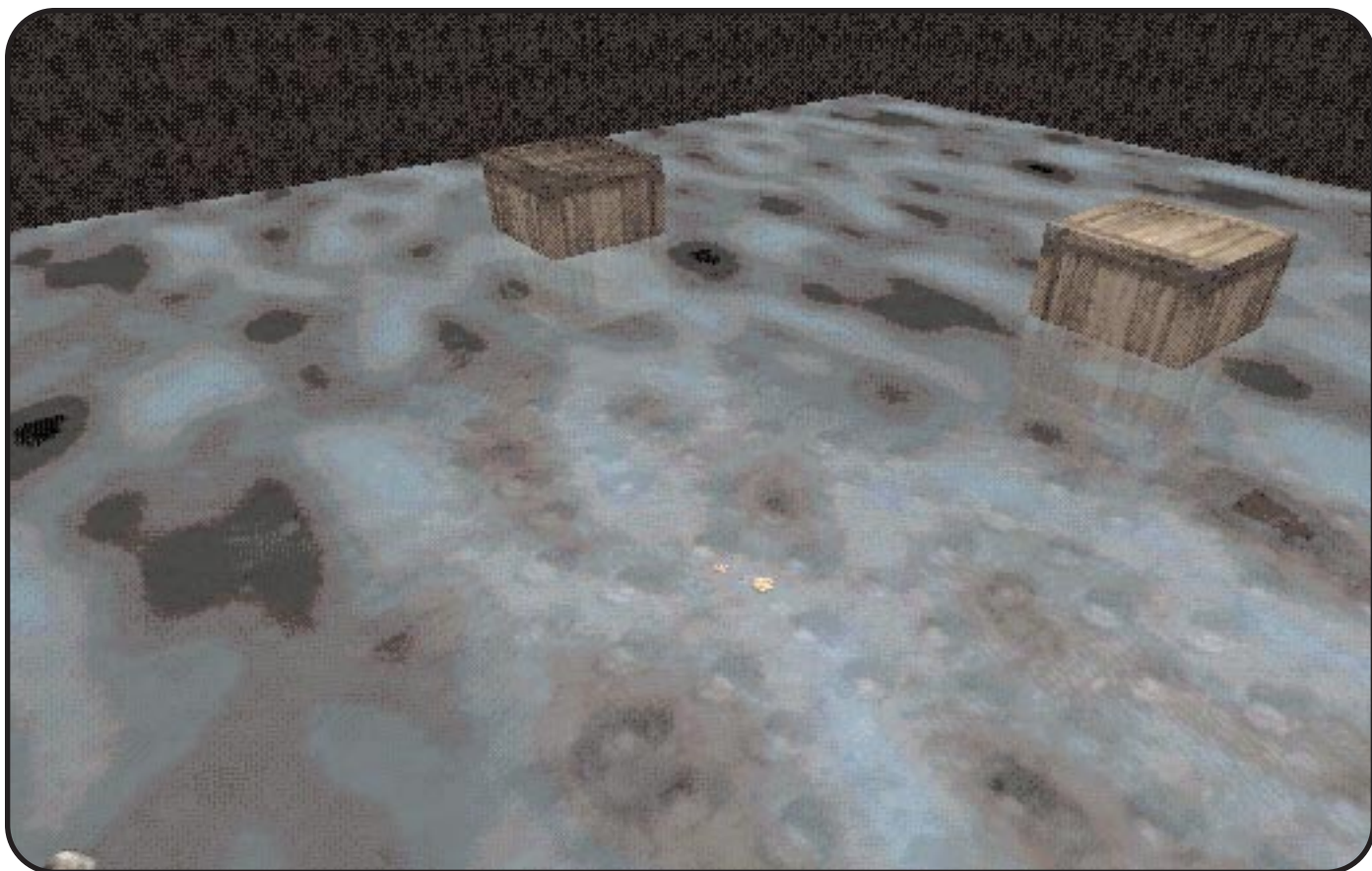


Run past the watcher into the passage leading down. Knock out the guard and take out the security robot at the bottom with water arrows. Search the crates to the east to find some items, then walk up the metal ramp and jump into the water near the submarine.

Swim under the sub and open the hatch. Climb in. Go to the second level and find the captain's log in his office. Read it. Go back down and exit the sub through the hatch. Then, swim back to the area you came from.

The Rust Gas, the Key, and the Sunken Treasure

After surfacing, follow the passage around until you see a worker robot near some switches. Disable the guard with a water arrow, then flip the switches. Doing so will open the doors to the sub-aquatic storage areas. There's a guard blocking the doors. Sneak up and knock him out or just use a gas arrow. Go into sub-aquatic storage area 2.



The key to cargo locker 5.





Shoot the guard near the door with a gas arrow. Take the flash bombs from the shelf. Go down the hall. Break the glass to get some potions, then continue through the passage until you come to the pirate shanty. Go upstairs and knock out the guard. Grab the four cargo bay keys. Go downstairs, open the door, and jump in the water.

Swim straight under the walkway until it turns. Then, surface and climb up. Knock out the guard and continue down the walkway. Knock out the guard by the door and take the main cargo storage key. Unlock the door and search the chests - one will have the rust gas canister.



The pirate ghost protects his treasure.





Return to the central area and enter sub-aquatic storage area 1. Go through the doorway on the left. Enter the watcher control room, knock out the guard, and flip the switch. Return to the entrance. Go down the hallway to the locker room. Search all the lockers for some loot and items. There's a small hole in the floor. Jump in. The key to cargo bay 5 is in the water here. Follow the passage around. In the next room, look for a purse on the ground. Now, climb up the ladder and out of the water.

Go out of sub-aquatic storage area 1 and turn right. There's a nearby tunnel leading into the water. Go down and swim south. On the south wall is a tunnel blocked by rocks. Move the rocks and swim through the tunnel - have a breath potion ready, it's a long swim. When you surface, climb out, read the note, and enter the boat. Swim through the cargo hold to the chest. Open it, then swim out. Fight the ghost or just run by and jump in the water. Swim back to the main area under sub-aquatic storage area 1.

The New Scripture and a Fantastic Voyage

Swim over to the main pirate base. Search it for loot. Now, return to the main area of sub-aquatic storage area 1. Climb the stairs to the top. There are a number of guards here, so be careful. Eliminate the guard presence (gas arrows will help) and follow the walkway over to the tunnel in the wall. Jump in the water and swim into the right-hand passage. Surface for air. Leave the passage and continue down the main tunnel. You'll come to a floating book - read it, then swim out the tunnel.

Now, return to the submarine and enter through the underwater hatch. Search cargo lockers 1 through 4 for items if you wish. Unlock cargo locker 5 and get inside to end the mission.

Mission 12: Kidnap

You still must kidnap Cavador. This mission is very open-ended, and finding Cavador will depend on how long it takes you to accomplish the other necessary tasks - he moves around quite a bit. You can explore all the various sites in the lost city, where you'll find loot and equipment. This Walk-through will show you how to kidnap and escape with Cavador in the easiest way possible.

Your items and loot from the last mission will carry over into this one. If you have any gas arrows, try to save them for the kidnapping - two or three will make it a much easier task.





Getting into the KD Site

Walk up the path and go through the first archway. At this point, Garrett will recognize that he's back in the lost city, and a rough map will be made available. Run up the mound of earth near the building and go through the archway near the barrels. Listen to the guards' conversation for a clue about finding Cavor. Knock out the guard as she passes, then enter the building.

Use water arrows to disable the security robot, then search all the rooms on the bottom floor - you'll find some equipment and loot. Go upstairs, knock out the guard, and take the key from her belt. Search all the rooms and unlock the closed door on the east side with the guard's key. Search the room. In this building, you'll find a gas arrow. Save it. You'll need it later. Really. Now, go back down and open the double doors.

Open the chest here, then go into the room to the west. You'll find a more detailed map on the ground. Go into Cavor's room and take the papyrus on his desk. Read it - it will tell you Cavor's schedule. Flip the switch labeled "KD Site" on the wall, then go back to the entrance of the building.

Turn right and go through the opening near the crates. Run forward and enter the KD site.

Finding Cavor and the New Scripture

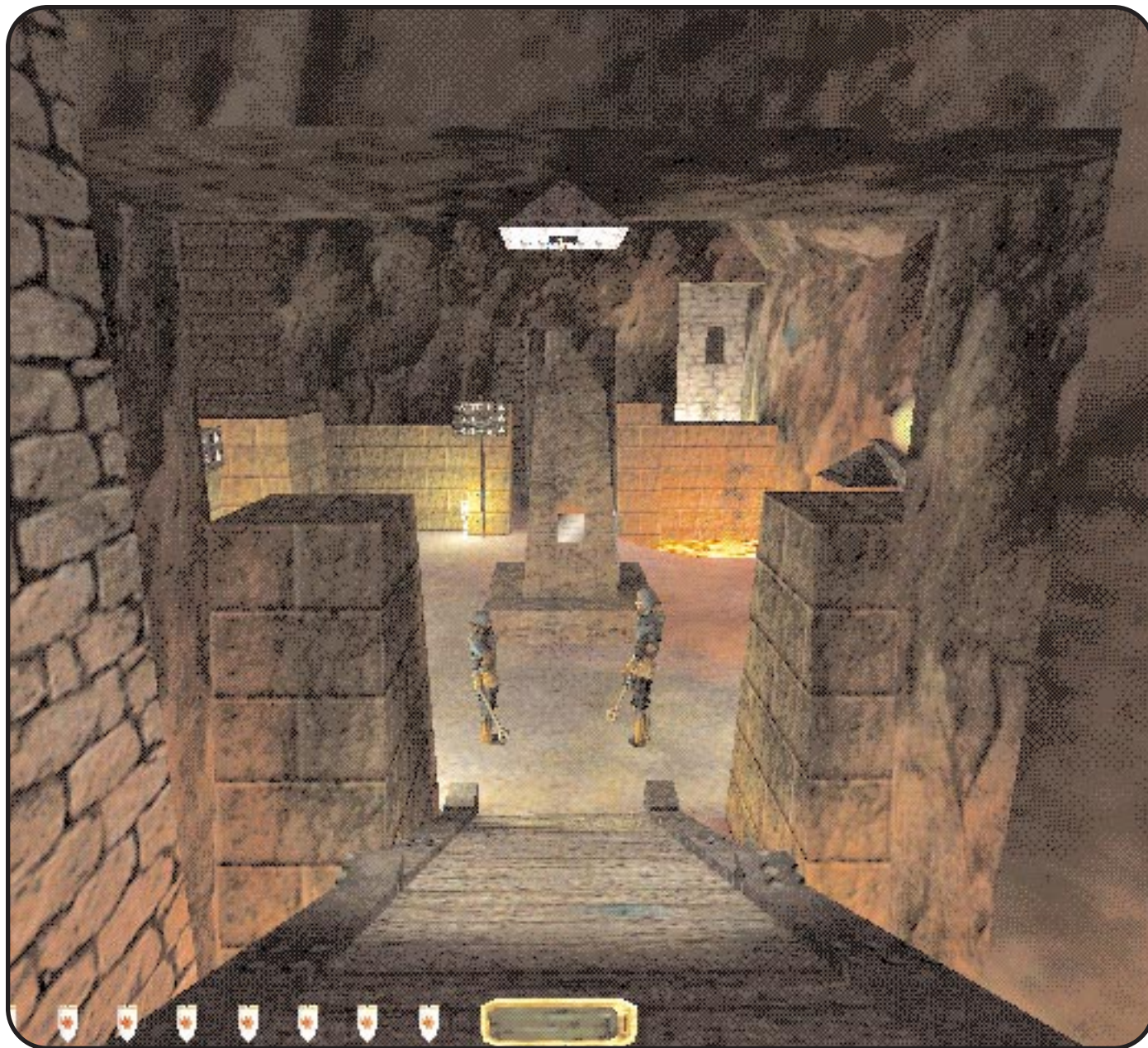
You will want to find Karras' new scripture before searching for Cavor - you'll be lugging him around once you find him.

After entering the site, listen to the guards' conversation. When they're gone, read the note on the pillar. This will explain that when Cavor is at a site, the light outside will be green. When he has left a site, the light will be red. Combined with his schedule, this should be all the information you need to find him. Cavor has three possible schedules. They are:

6, 1, 2, 3, 4, 8, 7
2, 3, 6, 1, 7, 4, 8
7, 2, 3, 6, 1, 4, 8

Follow the signs to site 2. Run up the wooden steps and into the room. On top of the steps is a book - it's Karras' new scripture. Read it. Now, check Cavor's schedule. Site 2 will be one of the first stops. Go down the steps and check the light outside site 2. Neither should be lit yet. Wait in the shadows for Cavor and his escorts to appear.





The pillar ahead has important information regarding Cavador's whereabouts.

Shoot the escort in the back with a gas arrow - it's the only way to knock him out. Then, run up and use your blackjack on the guard in front or just shoot another gas arrow at him. Knock out Cavador and pick up his body.





Cavador and his escorts.

If Cavador has already been to site 2, you must find a site he hasn't been to yet (and make sure it's on his schedule) and follow the preceding steps. If he's been to them all, he can be found in his quarters at site 5.

If you go to site 5 and read Cavador's diary, you'll be given a bonus objective: find the drill bit. It can be found in a building at site 6.

Getting out of the Lost City

Carry Cavador's body to site 1 (if site 7 is closer, skip site 1 and go there). To the west, you'll find a ledge. Climb up and follow it east. It will go up and over to site 7. Nearby is a path leading to site 9. Drop down and go through the tunnel to site 9.





Drop Cavador's body near the entrance to site 9. Lean around the corner and shoot the watcher with a fire arrow. Grab Cavador's body again and head through the left passage. Go up the stairs. Follow the hallway and go through the room on the left, past the cave-in. Turn right and go out into the cavern.

Mission 13: Casing the Joint

This mission is the first part of another two-partner. You must break into Gervaisius' mansion, map a portion of it, find a number of secret passages, and open the secret stairway to the third floor. There's also an optional objective to find the letter from the mechanists to Gervaisius.

Because one of your objectives is mapping a percentage of the house, make sure you explore every closet and small room off the main areas.

Before starting the mission, stock up on moss and water arrows. Flash bombs are unnecessary - if you're caught, the mission ends.

The First Floor

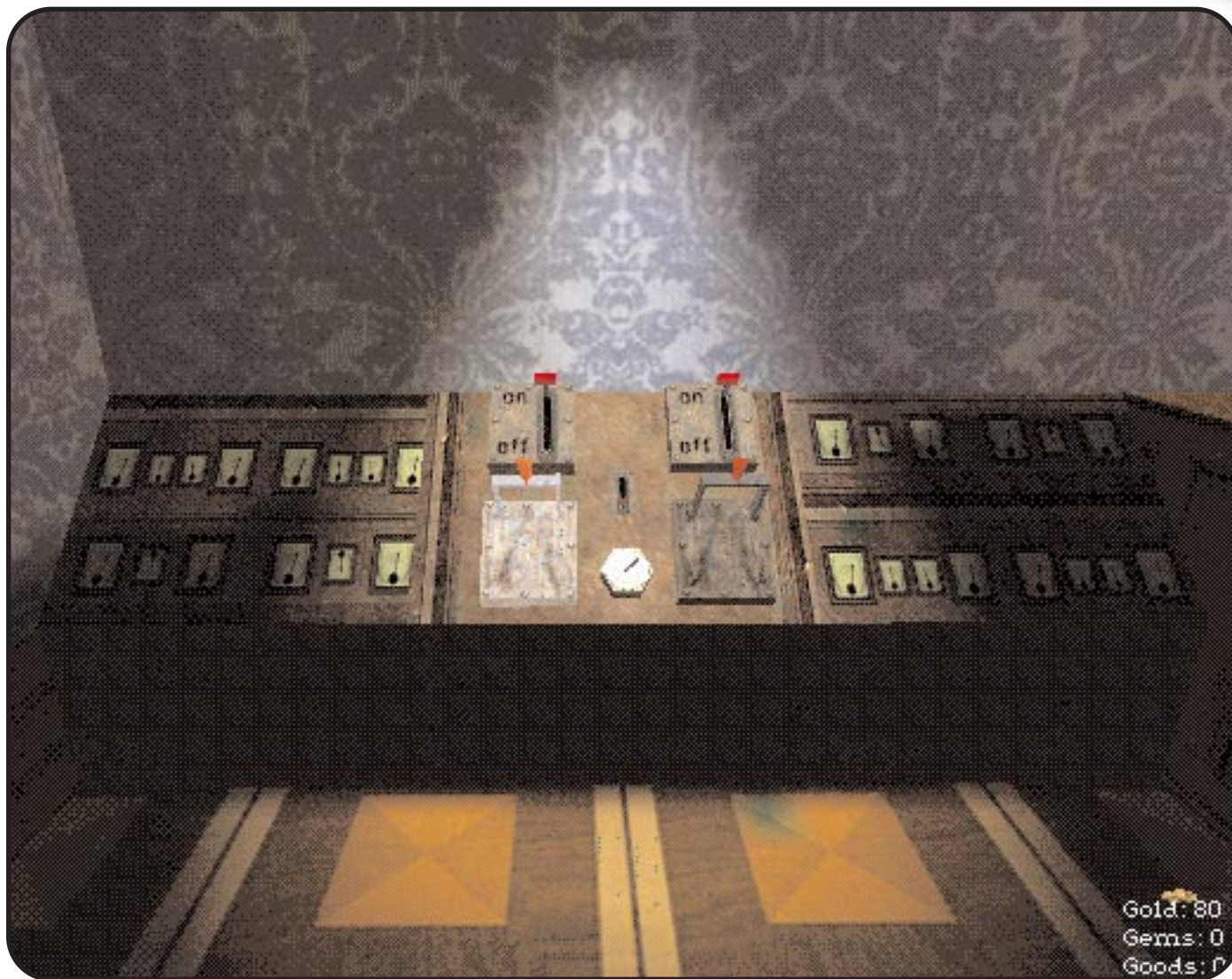
You begin in a fountain. Follow the path around to the front door and hide in the shadows. Wait for the guard to turn his back to you, then quickly grab the purse off his belt. Now, go back to where you started.

Find the small awning near a stack of crates. Climb onto the awning, then flip the switch to open a secret passage. Go through the opening, then step through the curtain into the chapel. Take the coins from the altar. Go through the door into the next room. Take the coins from the table and search the adjoining rooms. Once the room is mapped, go into the main hallway.

Turn right and go through the double doors. Go through the first door on your right into the office. On the far wall is a switch. Flip it to open a secret passage. Search near the plant for some coins, then go into the closet to find the secret passage.

Walk through the passage to the workshop. Go through the door to the security station. Turn both of the top switches to the off position to disable the watchers. Don't touch the other switches. Take the coins off the desk and go into the main hallway.





Use the switches to turn off the watchers in the hallway.

Go across the hall and open the door. Go through the next room to the single door on the far side. This leads into the north wing of the mansion. Turn right and follow the hallway to two sets of double doors. Go through the doors to your right. Search on the pillar near the stairs for a switch. Flip it to open a secret passage.

Return to the hall and turn right. Enter the lavender hallway. Go into the guard station and take the coins from the desk. Walk down the hall and go into the barracks. Now, return to the main hallway. Go right and enter the bathroom.





Search the bath and the sink for coins. Near the bath is a switch for a secret passage. Go into the passage. Take the first left and flip the switch at the end of the hall. This will open two secret doors. Facing the switch, go through the door to your left into the servant's quarters. Search the chests for some loot, then return to the passage. Go through the other secret door into the kitchen. Take the bottles and the bags above the sink.

From the kitchen, go into the security station. Flip the top two switches to turn off the watchers. Go across the hall and enter the office. Return to the secret passage in this wing and follow it to the end. Go across the hall and through the door. Go up the stairs to the ballroom. Follow the balcony around to the next door and go through into the second floor hallway.

The Second Floor

You'll be in a security station. Turn the watchers off. Near the door to the hallway is a switch. Flip it, then go through the door into the trophy room. Open the chest and search the room for coins. Go into the closet and look at the ceiling. Flip the switch and go into the passage.

The passage leads to the dining room. Go into the hall and across to the office. Stand in the doorway and lean into the hallway to see the watcher. When it's facing away, run into the lavender hallway. Flip the switch to turn off the watcher. Go back to the main hall.

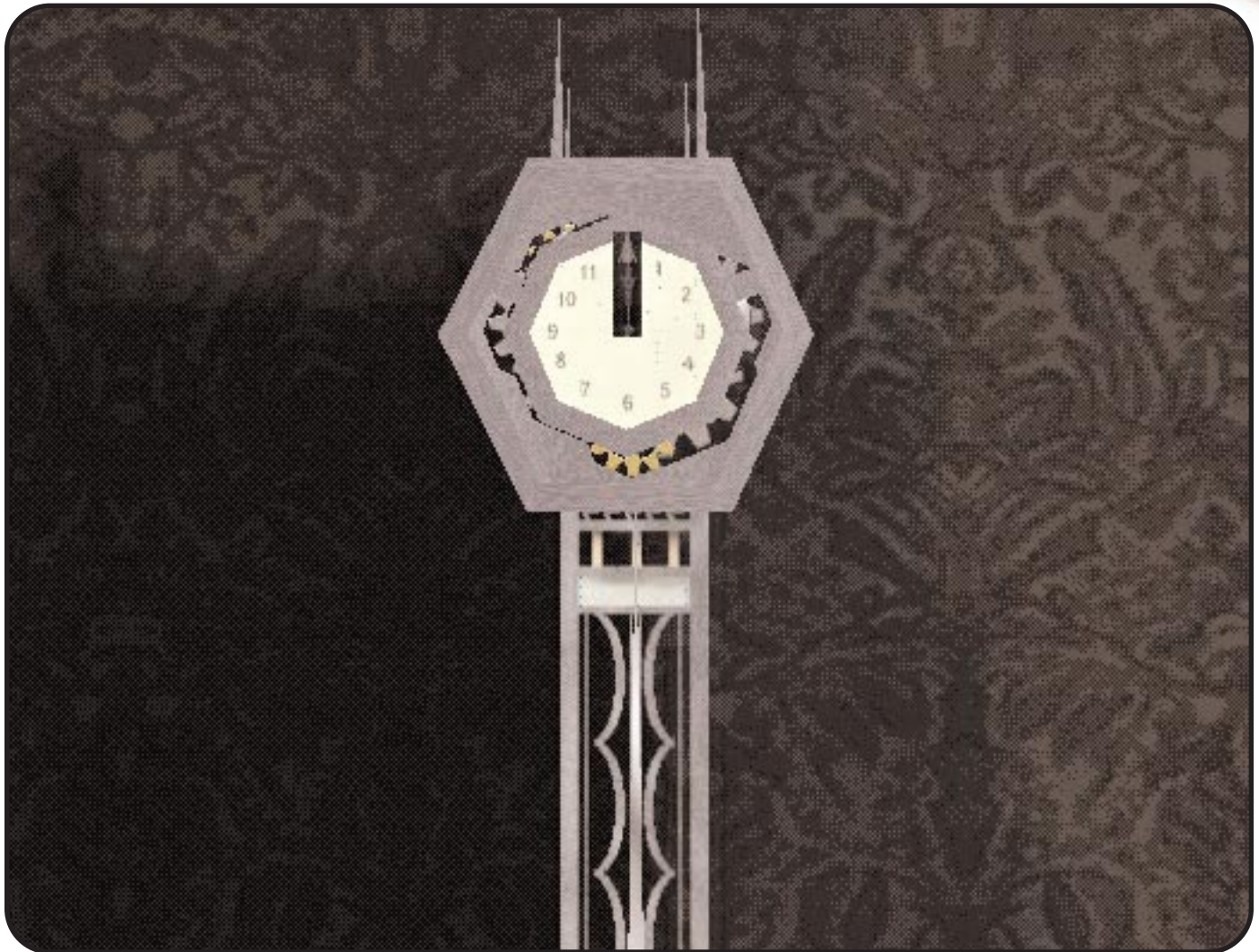
Go through the double doors at the end. Crouch and walk to the far side of the balcony. Watch for patrolling guards here and listen to the guards' having a conversation below. Open the tool box to find the cuckoo. Go back to the middle of the balcony and go down the small walkway to the double doors.

You'll be back in the ballroom. Go left and through the door to the south wing. Go through the door across the hall. There's a security station here, but one of the watcher switches is already in the off position. Below it, the large switch is down. Flip it up to turn off the turret. Look in the closet for a switch to a secret passage, then exit the security station and go right down the main hall.

Listen to the librarian talking to the guard. When the conversation is over, shoot out the torch in the hall and crouch. Walk down the hall until you reach the clock. Use the cuckoo on the clock and set it to 12:00. This will open the stairs to the third floor.

(You can search the third floor if you want a hint of what lies ahead, but you don't need to. If you choose to do so, consult the third-floor section of the next Walk-through to learn an easy way to get around.)





Set the clock to 12:00 to open the third-floor stairway.

From the clock, go through the door into the library. The librarian was right - this place is haunted. Walk around and listen to the ghosts. Go to the P stacks and find the loose book. Pull it to open a secret alcove. Walk in and look at the bodies. Walk around the library: When the disembodied voices are at their loudest, you are near a clue. Find the loose books in the stacks (there's also one on a windowsill and one on the table near the fireplace). Read them all, and the ghosts will disappear.

Once you've eased the restless spirits, look upstairs for the M stack. On the floor, you'll find the letter from the mechanists to Gervaisius. Look on the table near the fireplace, a small table upstairs, and a windowsill downstairs for some coins. Now, go back to the first floor.





Go to either of the doors leading to the foyer. Go through and shoot a noisemaker arrow at the opposite side. When the guard is distracted, run up to the front doors, pick the lock, and get out.

Mission 14: Masks

This mission will take you back to Gervaisius' mansion. You must get the three precursor masks and the cultivator. If you haven't read the letters from the mechanists yet, you must do that as well. There's also a pretty steep loot requirement. Buy water arrows, flash bombs, and moss arrows.

This Walk-through will assume you're somewhat familiar with the layout and secret passages in this level.

The First Floor

Go to the awning, jump up, and flip the switch. Go through the passage into the chapel. Go into the small room off the chapel to find a health potion. Now, go through the door into the next room.

Shoot a water torch at the fireplace. There are two small rooms off this one - both contain chests. One, however, contains a guard and a servant. Have a flash bomb ready when exploring. Once you have all the loot from this room, go into the main hallway of the south wing. Turn left and go down until you are facing the double doors. Go through the door to your right. Grab all the loot in this stairway - you can find some in a chest, and there are some candlesticks up the stairs. Return to the first-floor hallway.

Go through the double doors and enter the first door to the right. You'll be in the office. Open the secret door and head into the workshop. Open both chests on the way. There's a guard in the workshop; knock her out. Pick the lock on the door, go into the security station, and turn the watchers off.

Go into the hall and follow it around to the foyer. Go through the foyer and through the double doors to the stairway. Don't go up just yet. Open the secret passage and get the loot from the chest. Then, return to the main hallway. Go through the doorway into the bathroom. Open the secret passage and go in.





Take your first left. Flip the switch. Go into the servants' quarters and knock out the sleeping servants. Search the chests, then return to the secret passage and enter the kitchen. Go into the security station and turn off the watchers.

Go down the hall to the hallway with the lavender wallpaper. Follow it around and go through the door to the stairs. Go to the second floor.

The Second Floor

Go down the hallway. Don't enter the main hallway yet. Look for the switch just to the left of the archway to the main hallway. Flip it and go into the secret passage behind you.

Go down the passage. Take a right. Open the secret doors here. Go into the trophy room. There's a bit of loot here as well as some arrows in a chest. Go through the door into the dining room and take the candles. Return to the passage and go into the security station and turn off the watchers. Look in the closet for a purse. Go all the way to the end of the passage.



Fire a moss arrow at the ground to sneak past the guard post.





Flip the switch. Lean out and look at the watcher. Shoot a moss arrow at the ground and make a break for the lavender hallway when the watcher's face is turned. Crouch and go under the guard room. Flip the switch to turn off the watchers. Return to the main hallway. Go across the hall to the office. Open the safe (it's unlocked) and take the gem from the table.

Return to the main hallway and go through the double doors to the foyer. Knock out the guard and enter the ballroom. Go left and into the south wing. There's a watcher here - you must quickly go across the hall and pick the lock while it's turned away. You'll be in a security station. Turn off the watchers and look on the couch for a ring. Go into the next room and look in the closets for some loot and a health potion hidden in chests.

Go to the secret passage in this wing. Follow the passage to the music room, where you'll find a purse. Take the secret passage to the bar. Knock out the servant, then search the bar for a purse and some coins. There's a closet off the bar that contains a chest with some water arrows in it. Return to the secret passage, go all the way to the other end and flip the switch to open the door to the library.

If you haven't found the letter from Karras to Gervaisius, now is the time to do it. You must read all the books related to the murder to put the wandering souls to rest. Read the second-floor section in the preceding Walk-through for more details.

Go through the library and into the hall. Set the clock to 12:00 and go through the secret door. Climb the stairs to the third floor.

The Third Floor

Open the door to the guard station and get the stack of coins off the desk. Return to the hallway. Search for a switch directly across from the guard station window. Go through the passage and into the third-floor foyer.

Look up. Shoot a vine arrow at the ceiling, then climb up and jump to the rafters. You're going to spend the majority of your time on the third floor up here.

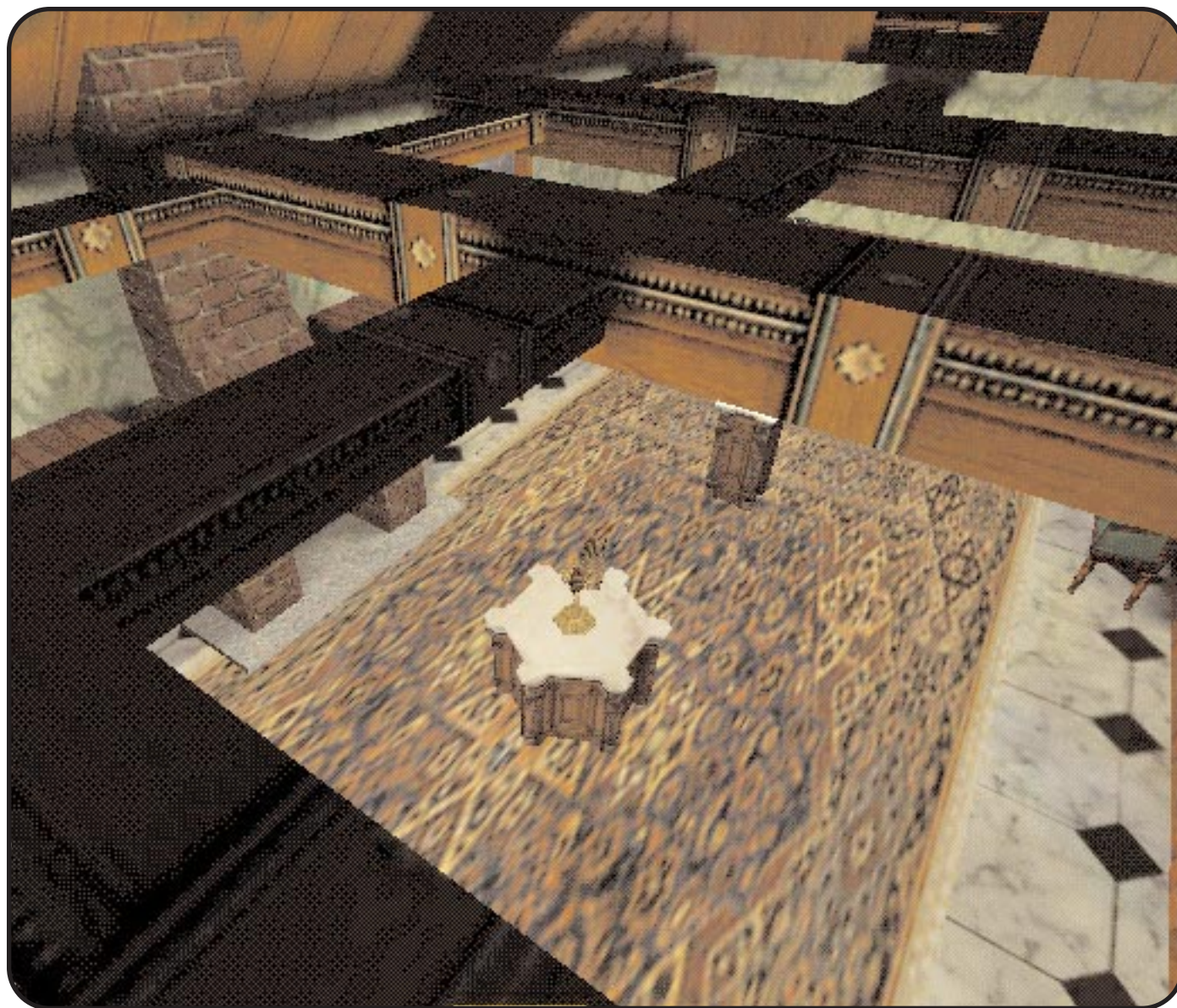
Follow the rafters around to the south wing. The guards might hear you, but they won't see you. Go through the small crawlspace into the first exhibition room. There are six exhibition rooms on the third floor; three of them contain precursor masks. The other masks are valuable, so you'll want to grab them all. Shoot a vine arrow at the ceiling just above the mask. Climb down and





grab it. Climb back up and grab your vine arrow. Repeat this process for all three masks in all three exhibition rooms. You can deactivate the floor traps, courtesy of the switches in the foyer - the green switch for the green rooms, and so on. But it's easier and - more fun - just to use the vine-arrow method.

Follow the rafters over to the north wing. Once again, go through the crawlspace into the first exhibition room. Shoot a vine arrow at the ceiling, climb down, and get the mask. Climb up and get the vine arrow. Repeat for all nine masks in this wing.



Stay in the rafters on the third floor to avoid the floor traps.





When you've retrieved all the masks, follow the north wing rafters to the west end of the hall. Wait for the guards to be at the other end, then drop down. Pick the lock on the double doors. Go into the room.

Shoot out the torch, then knock out the guard as he passes. There's a security robot in the next room, disable it with water arrows. Run in and grab the cultivator. Return to the hallway. Shoot a vine arrow at the ceiling and climb up to the rafters. Follow the beam around to the foyer.



The cultivator.



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Drop down and knock out the guard. Go up the steps to the double doors. Pick the lock on the southern doors, then enter the study. Go up to the bedroom area and open the chest. Take the necklace from the bed, then go down the steps. Find the switch on the west wall. Go through the passage into the north study. Go up to the desk and take the glasses from the chair. Flip the switch on the desk, then return to the south study. Go through the now-open passage and open the chest.

Go back through the foyer and down the stairs behind the secret stairwell. Open the door, then go down to the first floor. Make your way to the foyer and pick the lock on the front doors. Go outside.

Mission 15: Sabotage at Soulforge

This is it: the final mission. Spend any gold you have on water arrows, frogbeast eggs, vine arrows, and invisibility potions. Then, get ready to put an end to Karras' plans. While in Soulforge, make sure to search Viktoria's vines whenever possible - there are many vine arrows, water arrows, and frogbeast eggs to be found among them.

The Guiding Beacon

A watcher will spot you as soon as the mission begins. Karras will begin speaking to you over the loudspeakers. Follow the vines forward and through the left or right passage. Continue until you come to an open area with a podium. Turn right and head through the circular hallway. Watch for the security robot - there are some small alcoves you can hide in if necessary.

Go through the archway leading north. There's a grate on the ceiling in the next room - shoot a vine arrow at it and climb up to the ledge. Follow the ledge through the opening, then turn right and head around to the next opening. Go down the crates and through either of the doors on the opposite wall.

Pick the lock on the double doors and enter the plan room. There are two rooms off the main room. Go into the left room to find a frogbeast egg, then head into the other room and kill the guard. Return to the main room. Go down to the steps and take the key, papyrus, and guide beacon plans from the table. Read the papyrus and the plans.

Use the key to open the safes. You must find the regulating round plans. You can use the other plans to make some equipment if you choose.





The plans room holds the key to building the guiding beacon - and what to do with it.

Leave the plans room and turn left. Go through the door and into the storage rooms on the far side. Take the following items from the storage rooms: signal bolt, steel plate, gauge, and bantam node. Once you have them all, climb back up the crates and follow the ledge back to your vine. Climb down. Go through the circular area, turn left at the podium, and make your first left. Ride the elevator up to factory bay C.

Walk over to the bellowing machine. Climb the ladder and drop the signal bolt into the funnel. Climb down and grab the stage 1 piece from the machine. Return to the elevator and go down.

Go to factory bay A, which is the area where you started the mission. The rolling machine is the device on the east side. Put the steel plate in the chute on the side, then climb the ladder and drop the stage 1 piece into the funnel. Climb down the ladder and push the button on the other side. Grab the stage 2 piece from the machine.





To complete the stage 3 piece, you must get to factory bay D. Return to the podium and make a left. Follow the western circular hallway around and go through the archway leading north. Follow the room around until you see a security robot with its back to a wall - there are two robots there, though you'll only see one at first. Shoot a noisemaker arrow at the opposite wall and wait for the robots to investigate. Run to the right and into factory bay D.



Factory bay E is heavily guarded.

Go past the first machine to the linking machine. Drop the bantam node and the gauge into the chute on the side of the machine. Look above the pool of water for a grate. Shoot a vine arrow at the grate and climb up. Jump to the ledge and go through the hall.

Grab the key from the wall and unlock the door. Turn right and unlock the next door. Walk to the linking machine control panel and push the button. Go back through the hall, down the vine, and grab the regulating round.

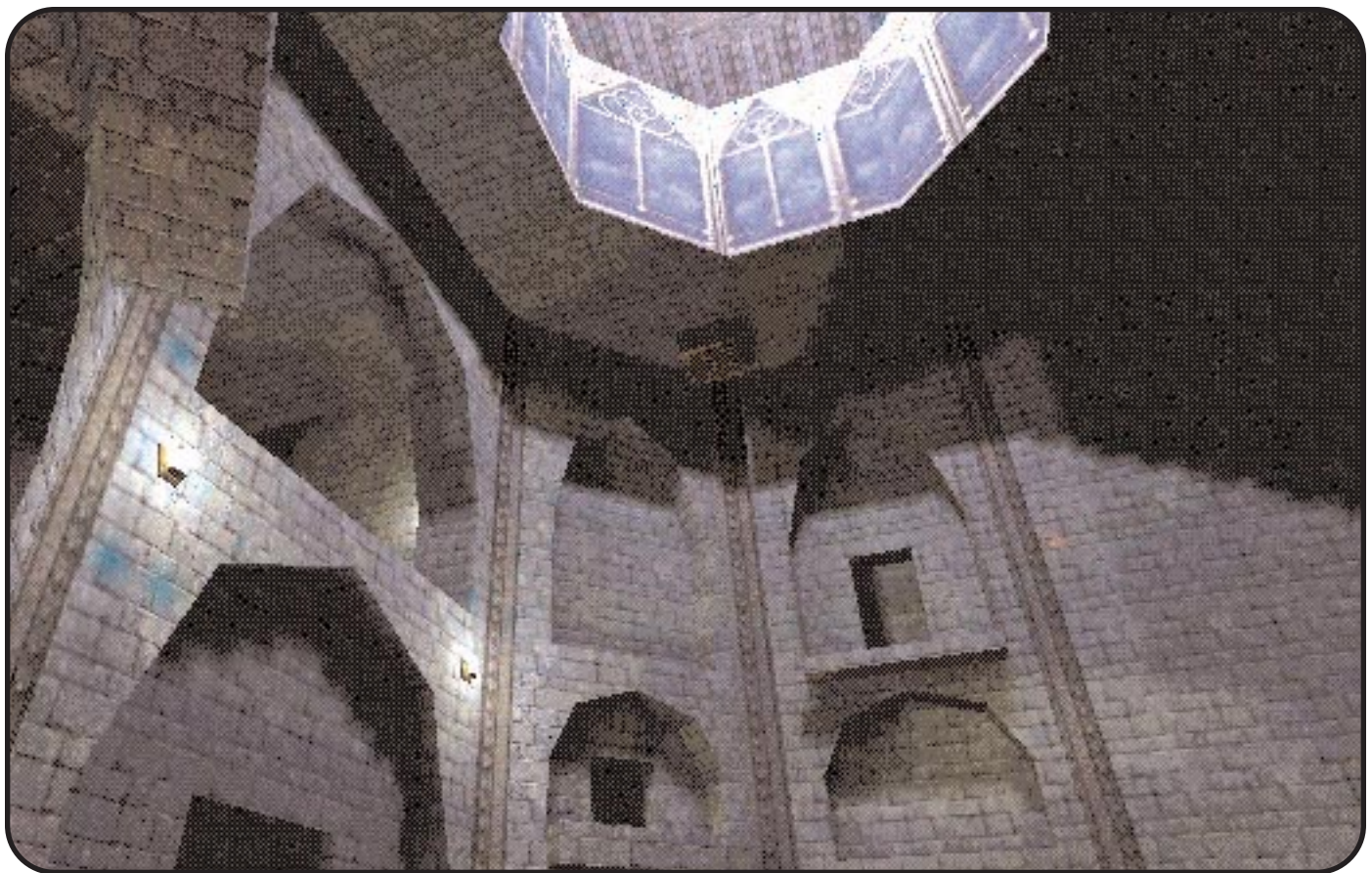




Climb up the ladder and over the wall. Drop down next to the sealing machine. Put the regulating round in one chute and the stage 2 piece in the other. Climb up the metal ramp and jump off the wall into the pool of water. Grab the water arrow and climb out. Jump to the vine, go through the hall, and push the button on the sealing machine controls. Go back to the sealing machine and grab the stage 3 piece.

Once again, climb up the vine to the ledge. Go through the hallway. In the center of the circular hallway, there's a fountain. Drink from it if you're hurt. Follow the passage to factory bay E. There are two watchers near the fusing machine. Destroy them both with fire arrows. Climb down the ladder. Wait until the worker robots are turned away, then run over to the fusing machine. Put the stage 3 piece in the slot, then flip the large switch. Grab the guiding beacon.

The best way to get out of factory bay E is to go back up the ladder to the northern circular hallway. If you're in a jam, though, there is a secret passage behind the fusing machine. This passage will lead you near factory bay D.



Jump up the ledges to install the guiding beacon.





Return to the northern circular hallway. Go into the hallway with brown walls and follow it to the northern apse. Look up - you must get all the way to the top. Jump to the next ledge. Get the water arrows from the small pool, then jump to the next ledge - it's a tricky jump, but you can make it. Now, jump to the ledge just ahead and below you.

Go through the arch and climb the ladder. Jump to the next ledge. Look up. Shoot a vine arrow at the grate above. Climb the vine to the next ledge. Jump to it, then go through the doorway and climb up the ladder. Jump to the duct. It's a tough jump to make from the top of the ladder - it's a bit easier if you do it from a bit below the top.

Follow the duct around and drop down when needed. Go out on the ledge and turn left. Jump into the opening. Put the guide beacon in slot B.

Switching the Towers

This next section will explain how to switch all eight towers, though you only must do seven.



There are two signal towers accessible from this room.





The first tower is located very near the guide beacon. Open the door just behind the beacon and climb the ladder. Flip the switch on the tower to B and climb back down. Summon the elevator and go down. Head north into the upper areas.

Go forward into the hallway opposite. Watch for the security robot and disable it when it passes. Pick the lock on the double doors and go in.

The room to the left has some equipment in it. Once you've grabbed everything, head down the ramp. Turn right at the bottom of the ramp and go down the elevator to the exploratory inventing laboratory.

The second tower is probably the most difficult switch to activate - if you're looking for one to skip, this may be your best choice. Walk down the hall of the exploratory inventing laboratory and go left. Follow the hallway until you see a switch next to a chest. Flip the switch, then return to the entryway. Go into the hall with the watcher. Go through the first door on the right and jump into the water tank.

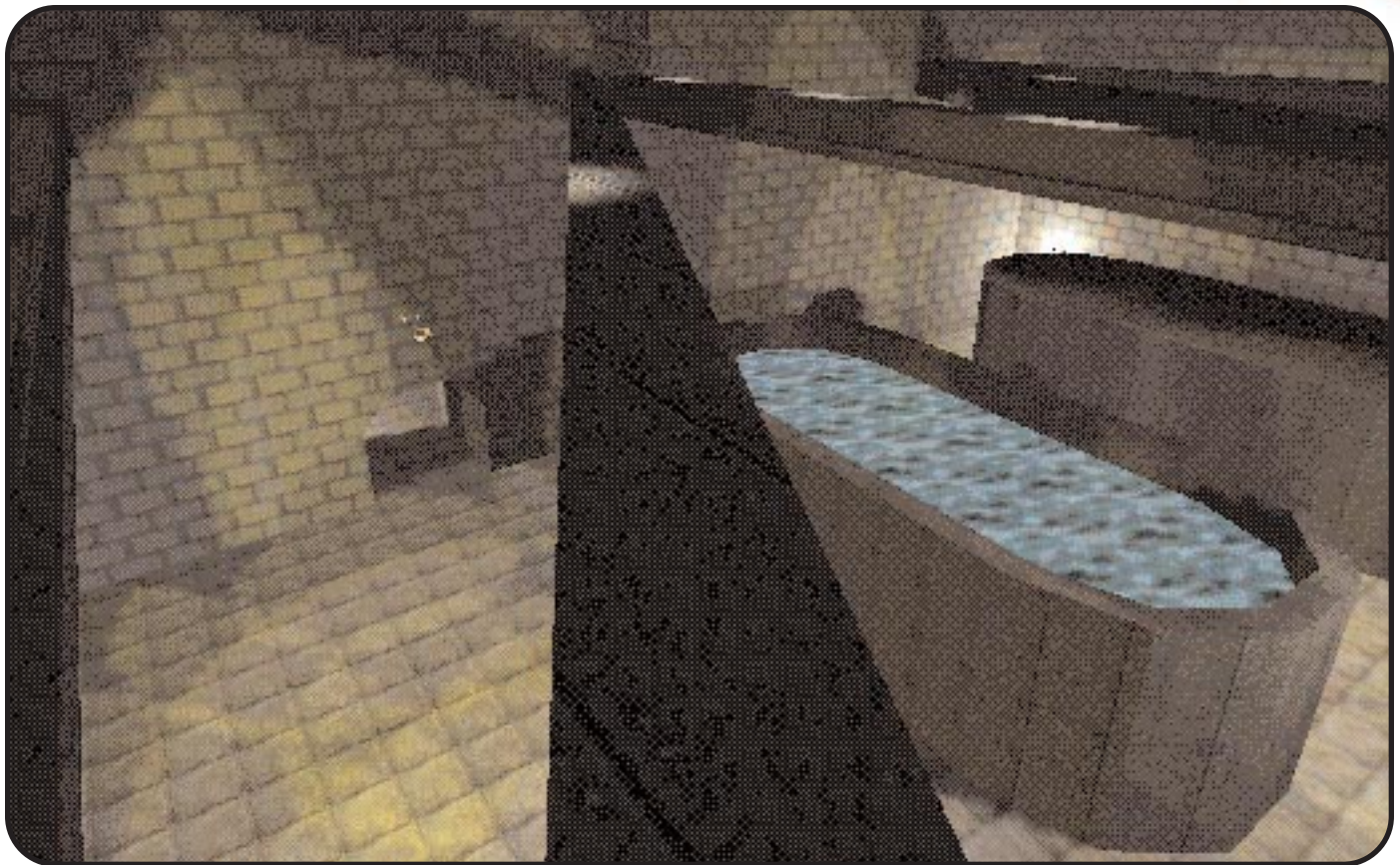
Get all the water arrows and follow the tank around. When it seems to end, swim down and into the passage. Follow the passage all the way until you can surface. Climb the ladder and pull the large lever on the floor. There are two routes you can take now. You can either go all the way back through the water tunnels and through one of the now-open steel doors, or you can take a more difficult, though quicker, route.

Head up onto the machines ahead. Carefully jump and pull yourself up on the landing. Shoot some moss arrows on the stairs and disable the security robot below. Sneak down and knock out the guard near the light switch. Jump to the carpeted area near the turret. Climb up the ladder next to the turret, then climb up the next ladder into the tower. Flip the switch. Climb back down, go through the large steel door, and head up the ladder. Return to the elevator and go up.

To activate the third tower switch, from the exploratory inventing laboratory, you must sneak across this large room to the elevator on the opposite side. There are several ways to do it. A noise arrow in the far corner will distract most of the guards, or you can just be patient and go slowly through the shadows. If you have an invisibility potion, you can use it here - but you might want to save it for a very tricky room later.

Once you're at the elevator, go up and flip the tower switch. Go back down and up the ramp to the upper areas.





Stay on the beams to access the tower in the tank room.

For the fourth tower, turn right at the top of the ramp and go through the office to the room filled with water tanks. Make a left and go into the dark tunnel. Wait for the robot to pass (this is a good one to disable, you'll use this hallway several times), then enter the hallway and climb up the ladder in the middle of the room. Follow the tunnel until it goes forward and right. Go right.

Look up and shoot a vine arrow at the grate. Climb up and onto the beam. Follow the beam all the way to the other side of the room. Be careful that the watcher below doesn't see you. Jump to the platform and go through the door to the tower. Take the elevator up, flip the switch, and go back down.

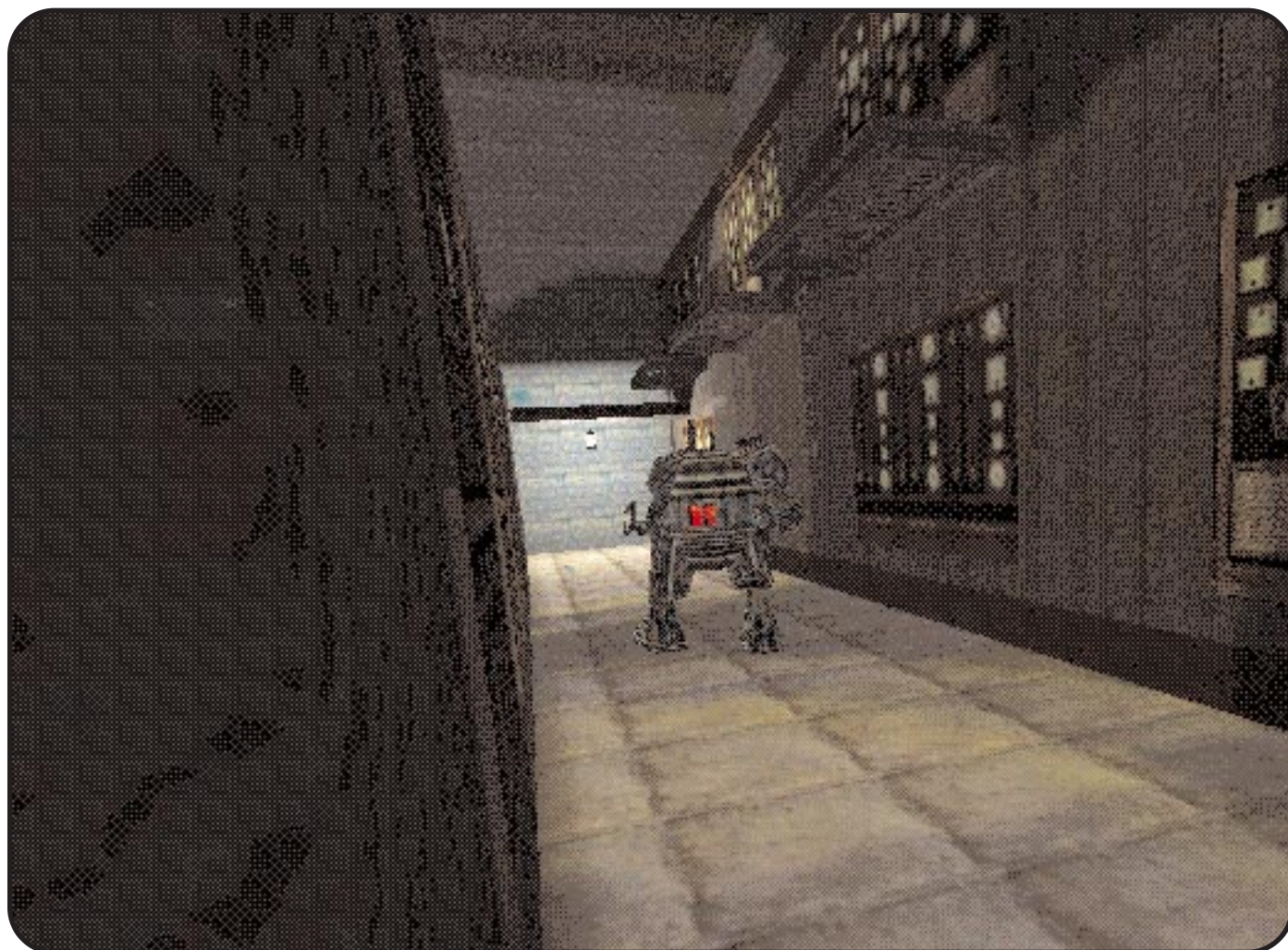
For the fifth tower, you'll find another grate in the ceiling near the fourth tower door. Use a vine arrow to get back to the beam. Grab the vine arrow, then follow the beams all the way back to the ducts. Climb down the vine into the ducts and go right. Go right at the split. You'll emerge in a large room patrolled by several security robots. It's pretty easy to get through here, as long as you're quiet.





Walk a bit to the right and look down. Shoot a moss arrow at the small ledge below and drop down, making sure you land in the shadows. Crouch and drop to the floor, then quickly get in the shadows of the doorway between the two rooms. Look into the room ahead. Wait for the robot in the middle aisle to turn its back to you, then disable it. Walk forward and flip the switch; it's about half way down the aisle on the right.

Turn around and return to the doorway. Disable the robot ahead. Walk forward, flip the switch, then go straight through the now-open gate to the elevator. Take the elevator up to another elevator, then take that elevator up to the tower. Flip the switch, then go all the way back down. Walk forward and turn right after the gate. Wait for the robot to walk away from you, then quickly make your way into the passage. Stop at the entrance, fire a moss arrow at the floor, and run through the tank room back into the hallway with the ladders.



Disable the robot and then flip the gate switch.





For the sixth tower, go left and walk through the hallway next to the barracks.

There's some equipment in the barracks, but it's difficult to avoid the watchers. Continue past the barracks until you come to a room with a few watchers and lights that blink on and off. Watch the light pattern. You must go into the hallway to the right - the one with vines in the entrance. You can quickly do it while all the lights are off, or you can hide in the shadow of the pillar when the lights come back on.

You'll be in a room with several security robots and a large piston straight ahead. Watch the pattern of the piston, then run under it when it is up. Make sure the robot doesn't see you - if you must extinguish the torches, do so. Watch the pattern of the flames ahead. When they're about to die, jump on the conveyor, then quickly run forward and into the next room. Climb up the ladder and slide down the ramp.

Go left and head into the long hallway. Go through the door at the end and head up to the tower. Flip the switch, then go back down.

For the seventh tower, flip the switch in the hallway to open a door. Go through the door and into the passage. Flip the next switch and go into the next factory room. Turn right. Push the button on the wall to move the walkway. Run across the walkway and hide behind the metal wall. When the robot passes, quickly run left and into the elevator (pick up the frogbeast egg on your way). Go up and flip the tower switch. Go back down.

Lean around the corner and watch the robot. When its back is turned, run across the walkway. From the walkway, jump to the area on the right. It's somewhat tricky, but you can make it. Stay crouched behind the metal wall here. Watch the watcher. When its face is turned, run into the small area to the left of the conveyors. Now, jump over both conveyors and enter the furnace room.

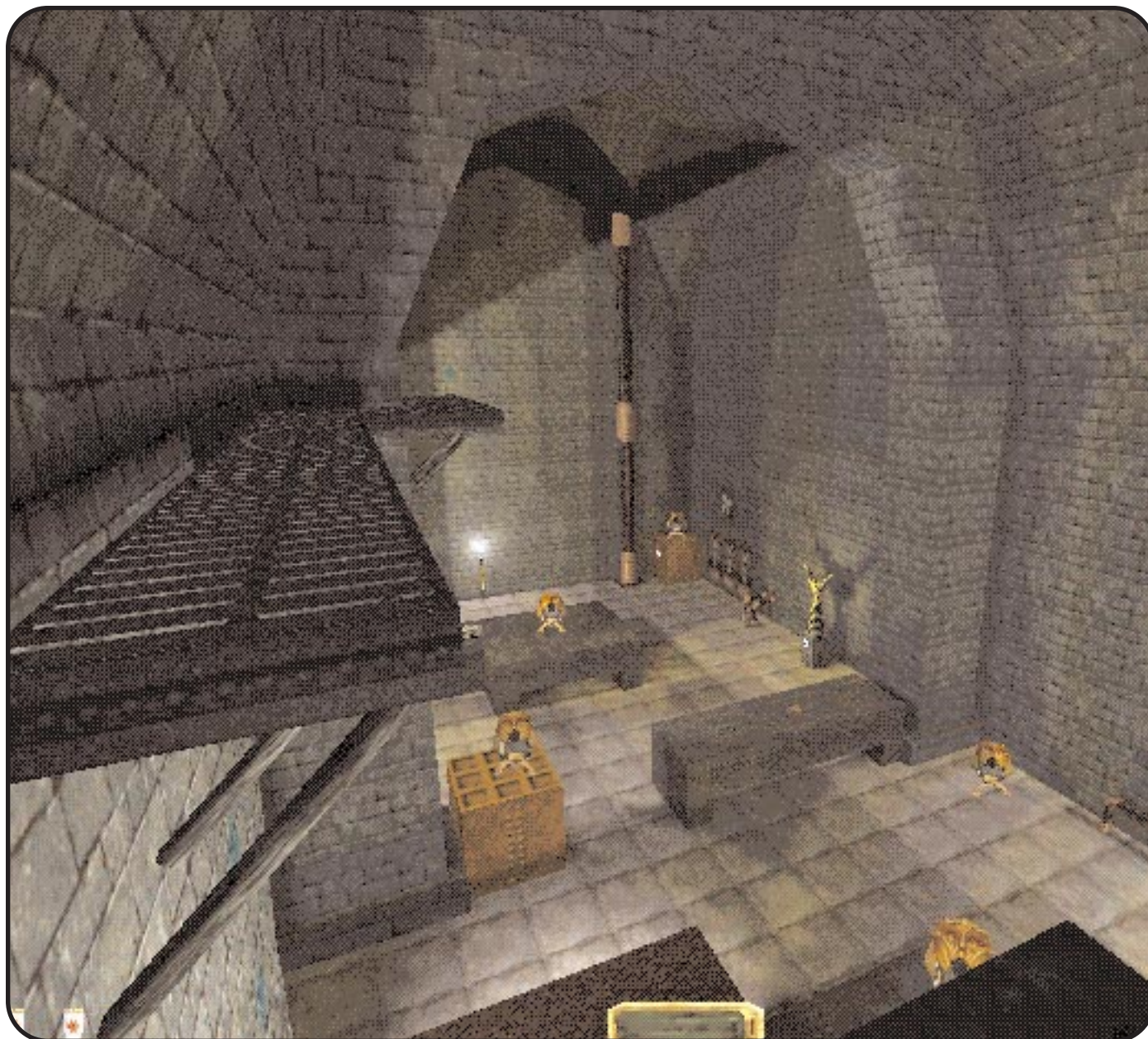
There are two ways through this room. If the guards are nearby, you'll want to go the long way - wait for the furnace to die, then run to the nearest shadowy area. Continue this until you're all the way across. If the guards aren't nearby, just run to the left, jump the conveyor, and go into the next doorway.

The furnace room will lead you back to the room with the blinking lights. Turn right and go through the first doorway. Now, go back past the barracks and head into the hallway with the ladders.





For the eighth tower, go down the hallway with the ladders and into the large room filled with spider robots. Go over the ramp and flip the switch to the turret production area. Follow the hallway, then make a left and run to the small room at the end. Climb the ladder and run across the catwalk. Grab the fire arrows and the explosive device. Make sure you unequip the fire arrows before continuing. Run across the next catwalk. Climb down and crawl into the small passage in the wall next to the ladder. At the end of the passage, turn left and lean out. Flip the switch.



The tower near the turret room is one of the most difficult towers to access.



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Return through the passage and climb up the ladder. Go through the doorway and drop down. Crouch and go out onto the next walkway. Run all the way across until you are at the shadowy area at the end. The turrets will be a problem, but there are a few ways to deal with them. You can throw the explosive device on the ground and hit it with a fire arrow, or you can just throw some frogbeast eggs into the middle of the room before continuing. These will distract them while you make your way to the tower.

To get down, either shoot a vine arrow at the nearby grate and climb down, or drink a slow-fall potion and drop. If you don't have an invisibility potion, use the vine arrow. Quickly run to the elevator and go up. Flip the switch, then go back down. If you have an invisibility potion, drink it and run back to the hallway leading out of this room. If you don't, throw some frogbeast eggs into the room, then quickly get up the vine. Go back across the catwalks and leave the turret production room.

Escaping Soulforge

Now, you just need to get out. Go back through the northern apse to the factory bay D. Go through the circular hallway and make your way back to factory bay A. Open the double doors at the far end and wait for Karras' plan to backfire.



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