

Elevator Mission T2

JIS

October 13th 2003

A 9-Part Campaign

Part 1: Always Begin At Night

Objectives:

- There are signs that a mysterious organization—different from the Thieves Guild—is planning something. Investigate the circumstances.
- You are a Master Thief, not a murderer. Don't kill any humans.

Walkthrough by Ricebug

Details such as where to employ moss and water arrows are omitted. Same with other strategy issues. It's assumed that anyone playing JIS missions are experienced enough to figure out the simple stuff.

Intro: This short mission sort of introduces the player to the story. There's one key to find and an exit to get to. The player has a chance to sight-see, admiring the well thought-out architecture.

You begin with a guard in front of you. Follow him as he turns right. He will go right again. Hide and wait til he returns to his starting point. See the crates? Jump upon them and mantle upon to the wall. Go around and jump onto the balcony. Open the French double doors and snag the blue key from the woman's waist.

Below the woman's balcony to the left are a set of double wooden doors guarded by a female sword guard. Enter and descend the stairs.

Use the blue key to open the gate.

At the top of the ramp, keep going straight and turn left as you follow the brick walkway.

Enter the archway on your right and turn left again.



Follow the walkway around until you see a fountain on your left with one of those fairy lights flying around a water well.



Here's the well. See the archway? Go through it and look left.



Get past the guard and through the opening indicated by the arrow.

Turn towards the well, but take the archway to the right. Look left and see the guard in the brightly lit area. You want to go left from the archway and pass in front of him.

Once you get through the archway, take the elevator up to end the mission.

Part 2: A Doubtful Corridor

Objectives:

- You must report what happened at this mansion to the Keeper.
- There is a famous sword, called [Masamune](#), which the mysterious organization says is valued as much as life itself. Steal it.
- There is evidence of a book—unheard of until now—called *Pyonchan's Book*. Take that as well.
- Don't kill anyone.

Intro: This mission is an exercise in maze work, key hunting, and trying to find switches to open doors and gates. There's one optional goal, but it's a red herring—it doesn't exist. Certain doors can't be opened. Certain rooms can't be visited. These tactics drive the unsuspecting player to forever search for non-existent keys and buttons.

Getting Your Lockpicks

You see a guard in the distance. Grab the water arrows from the basin to your right. Angle to the right and take the ladder down. (Don't waste your water arrows dousing the fire, since Garret will still get burned.) Escape the fireplace flames as quick as you can and find a good hiding spot. Go left and then through the door where an elevator waits. Bring up the elevator.

The elevator will skip the next floor down, but there's nothing of interest there. Pass through the spider room into the next elevator. Go down again.

Go through the hall. Ignore the locked gate on your right. Climb the crates up to the walkway. There's an archer looking through a window. Enter the double doors on the right and sneak around the archer. Throw the switch on the wall on the archer's right. Leave and descend back down to the lower level.

Return to the hall where you first entered. The gate is now open. Sneak past the guard going right. Throw the switch on the electric box. Exit the room and return to where the crates are. Further down the hall another gate has been opened.

Follow the archer around and snatch the **Kitchen key** from the jewelry box. Return all the way back up to the kitchen and open the double metal doors with this key.

Take the ramp down into the next room. You'll see a metal door in the floor. Return to the kitchen and keep going straight across through the wooden door. Inside is a floor lever. Throw it to open the door in the floor.

Drop down into the room below. There's a man standing there wearing red-and-white striped bloomers. There's also a large globe in the middle of the room. There are two doors, one wood, the other metal. Go through the wooden door. Go through this room and across the blue-tiled floor. You'll see a couple of Hammerites standing in front of a set of French doors. Ignore those doors and go through the door on the right instead.

Descend into the well, where you'll see a couple of zombies fighting off spiders. There's a footlocker tilted at an angle. Open it to snag one of your lockpicks. Use it to pick the metal door to your left.

You'll pass through a room with a woman in it. Go on through the next door. Take the wooden door straight ahead of you. Halfway down this hall on your left is a set of double doors. Enter, go to the end of this hall, and turn left. Go to the end of this hall, where there are two doors on the right and left. Pick the right door. Descend down into the well.

Take the left branch of this hall. At the end is a generator room to your left. There's a guard in here, with a chest. Although most AI will die in this mission if you BJ them, this guard will not. Pick the chest to retrieve your second lockpick.

The Cathedral Key

Return to the hall and ascend the ladder. Go left, then right, and right again through the double wooden doors. As soon as you step onto the green floor, go right. Take the stone steps up, sneak past the Hammerites if they're still there, and return to the room with the big globe and Mr. Bloomers. (You can safely BJ the Hammerites.)

Take the metal door on your left. Drop down and head all the way across to where the man and woman are staring at themselves. **CALL THIS THE TEDDY BEAR ROOM.**

Take the double arches to the right (past the teddy bear). Ascend the stairs. Cross over into the room with the lantern and money box on the table. Pick it open to get the **Cathedral key**.

The Sword Room Key

Return to Mr. Bloomers' room and take the wooden door again. Go through the Hammerite room, through the double doors and right. Down the stairs. Cross the green tile and go through the double doors you see in front of you.

In the distance is a guy holding a spiked mace. Sneak around him and continue to the metal door at the end of this hall. Pick it open.

NOTE

If you want, you can descend one of the two ramps before you get to Mr. Spiked Mace. There's a door down there that couldn't be picked before. There are a couple of mines in there, but the No Kill objective makes using them somewhat futile.

This next room may prove a bit tricky. There are two guards flanking an empty pedestal. The pedestal acts as a switch to open the big wooden door directly opposite. I've scoured the halls and rooms of every place previously explored, and cannot find a single crate, rock, or anything to lay on this pedestal to open the door.

Thus, one way is to alert these two guards and lead them on a merry chase. Once you think you've gotten them lost, return, stand on the pedestal, and exit through the door before it has a chance to close on you.

BJ the two-headed ape in the next room and pick open the sea chest to retrieve the **Sword's key**.

Getting The Sword

Return to the room with the big globe and Mr. Bloomers. Now go through the metal door on your left. Drop down. Go right and then left through the first metal door. Go behind the civilian staring out the window. Go right and down the stairs.

Sneak behind the guard and continue to the metal door at the end left. Pick it open. Go through the wooden door, down the ramp, and into the room with the two statues. Use the **Sword's Key** on the lockbox. Enter the room and open the chest to get the sword. OBJECTIVE COMPLETE.

Getting the Open Space Key

Return to the TEDDY BEAR ROOM. Go through the double arches and stop. See the wooden door? Hack it open with your sword.

Ignore the wooden door facing you. Sneak around the guard who is standing at the bottom of some stairs.

Go up the stairs to an INTERSECTION. You have 3 options: right, left, or straight ahead. Let's go straight into the cathedral. As soon as you enter, go right. There's a guard staring out a window. Go through the wooden door and behind him to get the flashbombs from the footlocker. Leave and head to the opposite side of the room.

Pick the door. There's a sleeping priestess in here who awakens easily. Snag the speed potion and invisibility potion from the two chests. There's a small button next to her bed. Push it to open a door.

Return to the INTERSECTION and take either stairs up. They'll both take you to a set of wooden double doors. Go through, and you will see an open door thanks to the button you pushed in the priestess' room.

Wind your way down until you come to another intersection. To the right is a guard who will hear your approach. Don't bother investigating his room. If you want, you can turn on some lights by going straight and pulling the electrical box lever. Return to the intersection and go right.

Descend the stairs. You'll come upon a couple of weird-looking beings locked up in two cells. Pass them by and keep going down the hall to your right. Wind your way down the tunnel until you see a Bram guard standing before a pedestal. On the pedestal is a money box. Open it to get **A key to an open space**.

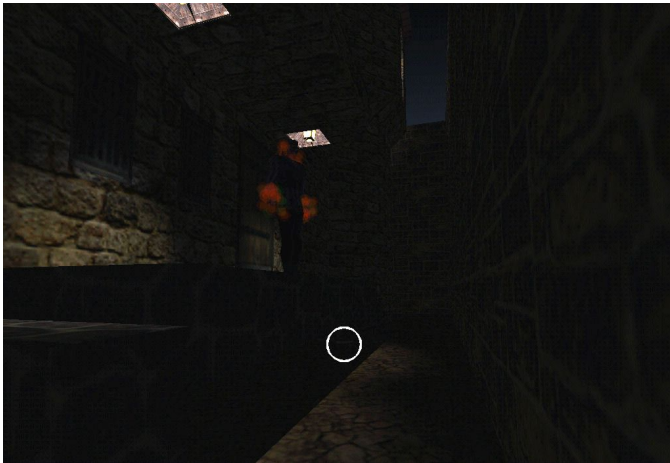
Return to the TEDDY BEAR ROOM. Head out across the walkway and toward the metal door at the end on the left. Enter and take the elevator on your immediate right. Open the door with the **Open Space Key**.

Getting the Devilish Key

Head through the double doors and down the spiral staircase. You'll end up in a town area. Wind your way until you see the red scarecrow. See the big crates in front of you? Climb them and go onto the roof of that building.

Descend one of the two ladders. Mantle the crates in this room and pick the chest hidden between them. You now have the **Devilish key**.

Ponchyan's Book



You can barely see Ponchyan's book lying on the ground beneath the raised stairs.

Exit through the metal door and go right. On the left is a guard. There's a big floor lever that opens the large wooden door before you. This door opens up the area that you've previously investigated.

Return to the scarecrow. See the double metal doors? Use the **Devilish Key** to open them. Enter this cathedral-type area and take the first left. Wind your way around, staying left. Go all the way around to the back of the cathedral until you see a guy with red fog around him. On the ground, beneath the stair landing he's on is Ponchyan's book. It's hard to see.
OBJECTIVE COMPLETE

Optional Objective

Return to the cathedral entrance and look for another haunt with the red fog. To his left is a button. Pushing it opens a metal door suspended against the wall. Opening it reveals a gearbox

Return to where you first entered the cathedral. This time, take the right wing. As you wind around, you'll see 4 metal doors. There's nothing in them, so keep going. Head right and take the stairs you see to the left. Enter this room and push the button on the floor beneath the coffee table. The fireplace slides away to reveal a secret cache of flash bombs. Return to the stairs. This time, go left, and take the stairs with the red mechanist flags flanking either side of a set of metal double doors.

You are now in a prison area. Pick the first lockbox on your left. Take the water arrows from the footlocker.

Pick the next cell's lockbox. Inside, you'll see another lockbox in the pass-through. Pick this to open the next cell door.

Exit the spider cell and enter the last cell. Pass the dining room at the bottom of the hall, since there's nothing of interest there. Go down the well to another part of the map.

Go past the crayman and up the stairs. Pick the double doors and enter this room. There's a book on the desk to your left but it's written in Kanji. To your right are some stairs. Enter the room to snatch some rope arrows from the foot locker.

Go straight across from this room and descend the stairs to the main cathedral hall.

There's a book on the pulpit table. When you pick it up, a new objective will appear:

- Find out about a 31 year-old letter from an engineer. (Optional)

NOTE

This objective cannot be completed. There is no letter anywhere in the mission. Neither were Nightwalker and Peter Smith able to solve this one. After a careful dissection of the mission in DromEd, I found nothing relating to it.

The Key to Hell

As you face the rear of the cathedral, you'll see two couches with a small table between them. Go toward them and take the right archway. Climb the stone steps that wind upwards. Pass the room on your right at the top of the stairs and continue down the upper balcony. As you turn a left corner, you'll see a thief guy standing near a door. Go around him.

You'll eventually find yourself at a locked gate. Now return to where the thief is standing and enter the wooden door you see there. Go through the red curtain. The pedestal is a false switch—it opens nothing. The gate is opened via trickier means. Return to the balcony that overlooks the main sanctuary.

Got rope arrows? If not, you'll need 'em. Rope arrow up onto the main beams of the cathedral. I did it from the opening closest to the bell beam. Put 3 ropes into the beam to the right of the bell beam, making sure the 3rd one lands on the beam's side so you can mantle up onto it. Once you're standing on the beam, look for a jumper switch. Fire the 4th rope into the beam, fairly close to the switch.

Jump your way back across the ropes and return to the gate. It's now open. Climb the crates to the top and take the Key to Hell from the toolbox.

Buttons and Switches

Make your way back along the balcony and into the keeper's room on your left. Descend to where the crayman stands. Wind around. Climb back out of the well. Go past the cells. Make your way to the main atrium where 8 pillars stand and the floor has a marble pathway around it.

Back up into the entry if you went into the atrium. You want to take that first right BEFORE you get to the atrium. This is where the red-fog-haunt is standing looking out a window (Notice how many stand looking out windows in this mission?).



The Atrium

big cross with the mech angel hanging from it. Throw the switch that's on the back of the cross. A gate will raise behind each banner on both sides of the hall. If you slash the banners, you'll be met with Big Trouble, so ignore them. There's nothing of interest behind the banners except death.

Return to the atrium and turn left. Wind around until you see the hall where there are 4 rooms (2 on either side). Enter the first room on the left. If you look on the right wall above the desk, there's a picture that hides a switch. The button that opens the painting is in the room across the hall. There's an apparition in this room.

Once you open the painting, throw the switch and return to the atrium. Go left and exit the metal doors which are now open. You'll see the scarecrow in front of you.

Into the Cathedral

Turn right. Pass the big crates on your left. Turn left. The double metal doors are now open. (The switch on the back of the cross.) As you enter, there's a guard standing above you.

You'll come upon a T-junction. Ignore the locked gates on either side of you. The rooms beyond them are strictly decoration. Go straight and then left. You'll see 3 crates and stone steps leading up. There's a locked door at the top that requires finding a switch to open.

The elevator is barred. Walk up the ramp, stand on the pressure plate, then scoot to the elevator. When you get to the top, walk straight ahead to the metal door. It's the same door at the top of the stairs. Frob the torch lever to your right to open it.

There's nothing of interest in the room to your left (where the two chairs and table sit). Go right until you reach the gate. Frob it to open it.

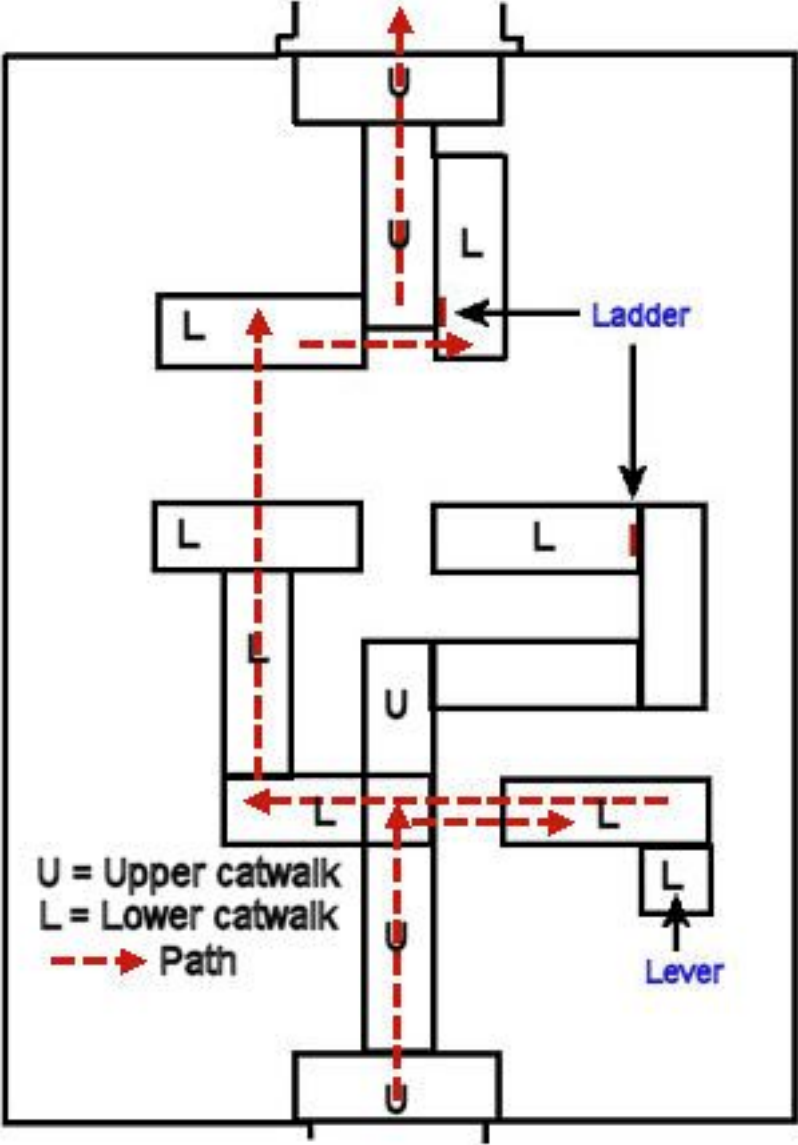
On the wall to the haunt's left is a button that we pointed out before. Push it and leave the room.

NOW, return to the atrium proper and keep going straight. Turn right into the room opposite of where the fog haunt stands. See the suspended metal door on the wall? The button moved it aside to reveal a lockbox. Use the **Key to Hell**.

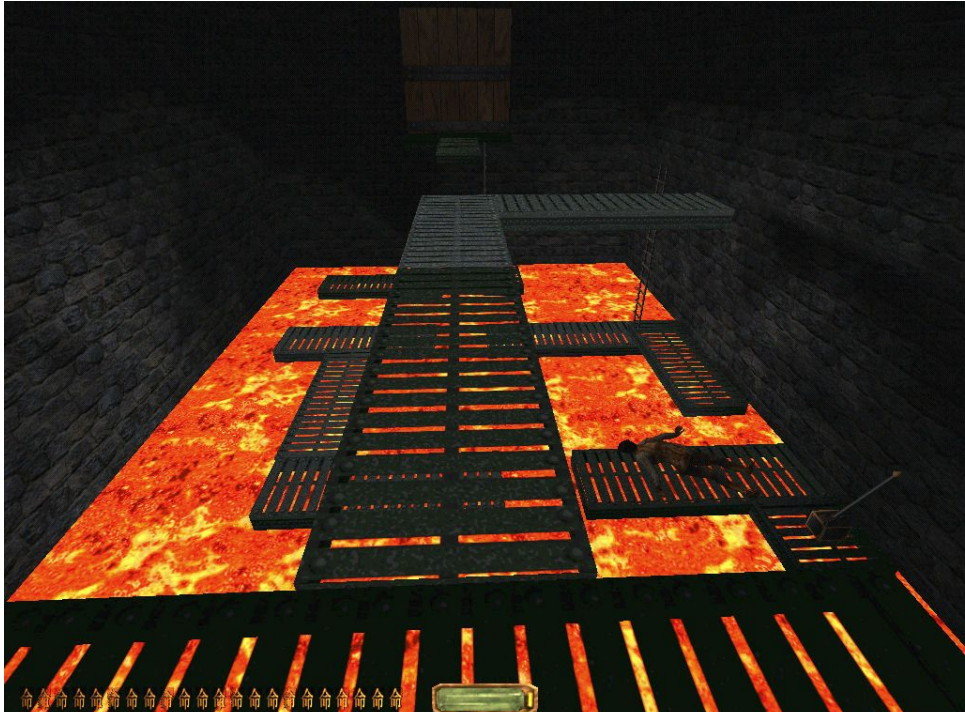
Return to the atrium and go left, passing between the windows. The double metal doors are now open. Go all the way to the

You have to cross this lava room, using invisible catwalks. There's also a requirement to climb down and throw that switch to open the doors on the opposite end of the room.

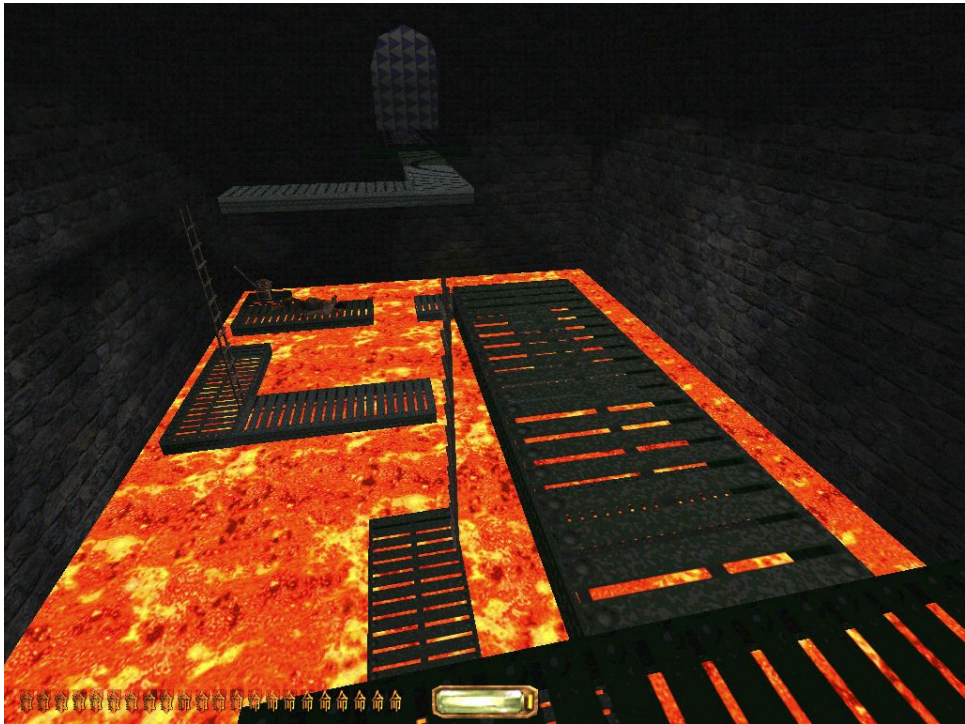
Door leading to escape.



Entry side



Looking at lava room from entry point with catwalks rendered for reference.



Viewed from opposite side of room.

Even knowing where the catwalks are located, this part of the mission can be VERY frustrating. Here's a step-by-step approach on how to cross the lava room.

1. Do a Hard Save before you enter the lava room.
2. The door you're coming from is SOUTH. The door you're heading toward is NORTH.
3. Go forward (N) until you're lined up with the dead guy.
4. Drop down and frob the lever. Check to make SURE that the door on the opposite end of the room opened. I had to throw the switch twice.
5. If you weave back and forth (q & e), you can barely make out the outlines of the catwalks. Turn West and do a run/jump to the next catwalk.
6. Turn N. Weave a little to see the runway.
7. Run and jump. (I'd do a Quick Save before doing this.) A speed potion helps.
8. Turn and face the other ladder (the one nearest the target door).
9. Run/jump onto the ladder.
10. Mantle around the ladder until you're on the opposite side.
11. Climb up and jump across to the last catwalk.

Part 3: The Factory

Intro: Plenty of enemies and a tedious coin hunt make this mission somewhat frustrating. I've included screenshots of each of the five coin locations. There are also a few doors and footlockers that can't be opened, again, driving the player to hunt for keys and switches that don't exist.

Objectives:

- The Keeper was not able to meet me after all. I have a bad feeling about this. I have to hurry to find...
- You are a Master Thief, not a murderer. You must not kill any people.
- You will be a Master Thief if you find 5 loot. (Optional)

So, we have an unknown objective. The goal is to find the exit, actually. And it is...an elevator. The loot objective consists of finding 5 coins.

You begin where you left off in the last mission. To the North is a large portcullis; to either side is a room, each with chests. Both chests are locked. Neither has anything in them. They are Red Herrings, designed to distract the player and keep him or her preoccupied with useless hunting for keys that don't exist.

NOTE

There are only 4 keys in this mission, and they each open only one door or one particular thing.

Get past the two guards. The large portcullis opens when you stand close to it. Go around and through the red double doors. Take the elevator up to the top and jump off to grab your first coin.



You can't open the elevator gate, so push the small button on the wall and take the ladder down.

Ignore the red door and head to the far end of the room to a lockbox. Pick it. The elevator gate is now open. Return up the ladder.



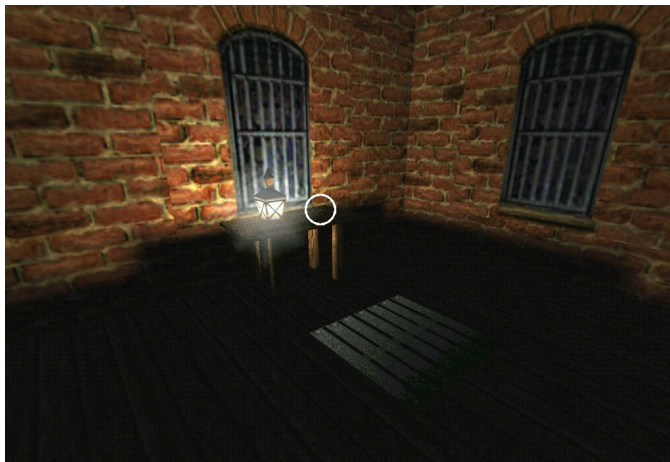
Take the elevator up. Exit and head straight. Your primary goal is the stone steps taking you down. Angle around behind the covered wagon and head down the ramp toward the red door. As you enter, angle left. There's a coin on top of the lower crate just ahead.

There's a walkway above you. Mantle up to it. Go around into a hallway. You'll come to a door. Inside, there's a guard staring out the window. See the jumper switch on the floor to his left? It opens a locked control panel that controls an elevator we haven't seen yet. Throw it and head back down.

There's another elevator in the crate room. It's the one in the big room, not the one in the corner. Descend to the lower level. Get across the raised walkway and into the hall beyond. Go around to the end of the hall, passing the No-KO guard, and pick the door. Inside, pick open the moneybox to find **Rock's Winder Key**. It only opens one red door, so let's go find it.

Take the elevator back up. Get upon onto the raised walkway where you threw the jumper switch. The red door is in the corner of the hall where the archer patrols. Unlock it and head out.

Before you go down the ladder, creep around the ledge to the opposite side of the building and



enter the red door. There's a coin on the table. Grab it and head back for the ladder. Go down the ladder. Sneak around to the right to where the female guard is inside a room. Throw the switch on the wall. This raises the big green door into the crate area you just finished investigating.

Beyond that, there's a footlocker sitting on top of some crates. You can't get to it yet. This leaves two more exit points: a ramp descending and another warehouse door.



See the smaller crates tucked against the wall? There's an electrical box. Throw the lever and a blue light comes on. The warehouse door opens.

There's a locked elevator in here. The key is nearby.

Before we head down, mantle up onto the shack roof and the open warehouse door to get to the footlocker on top of the crates. Snag the invisibility potion that's in inside.

Now head down the ramp.

At the bottom of the dirt ramp, a combat bot waits. Climb the crates in the room where he resides to get the health potion. Open the tool box to get the **Control Duct Key**. You may have to frob it couple of times, since the author forgot to link the key to the tool box.

Return to the warehouse and use this key to unlock the elevator. Take it up and pick the double doors. Go right and then left at the intersection. Pick the lockbox at the bottom of the stairs. Go left and enter the red door. There's a ship's wheel in this room, but we need to find the missing peg to activate it.

Leave the room and return to the intersection. Keep going straight up the ramp. There's a table in here to your right. Guess what? The missing peg. Snatch it and return to the opposite room. Put the peg on the wheel and give it a spin.

So. What did spinning the wheel do? Head out. Return to the intersection. Look left, and the big door is now open. Go straight. To the left is an outside area; straight ahead are stairs going down to a locked gate. You need the last key, so head outside instead.

Go straight past the well and into the hall. Enter the first room on your right. A guard in here has a healing potion on his belt. Pick the foot locker to get the rope arrows. Leave. Go the opposite door.

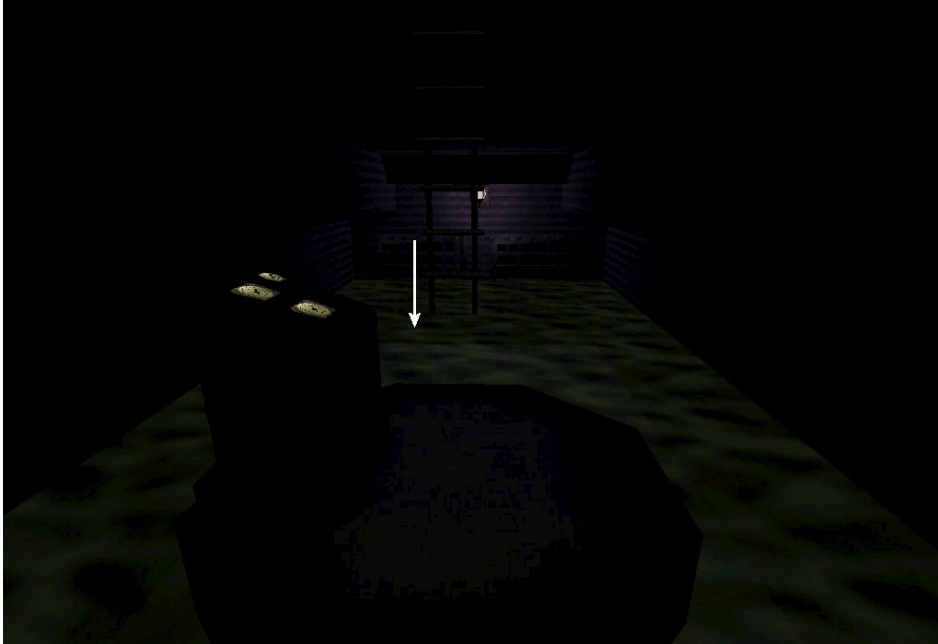
Enter and go into the guard's room on the left. Throw the floor lever to open the gate. Go through the gate, up the ramp and through the door on the left. Behind a potted plant on a table is a bottle that acts as a switch to open a floor panel in the room.

Descend into an underground spider room. Quickly throw the switch on the control box and head back up. Return to where the well is. A gate that was previously locked is now open.

Enter the small hall and throw another switch on the electrical box. Exit back outside and go left. The big wooden door is now open. Go through it and wind around until you are in a courtyard with a building in front of you.

Go straight. You can't unlock the double doors on the right, so keep going. Look for a wooden beam sticking out of the building. Rope arrow up and unlock the toolbox to get this mission's last key.

Return to the outside area, passing the well. Re-enter the facility, taking the first left. Descend the stairs and use the key you found to open the gate. Go left and use the invisibility potion to run past the three combat bots. Go up the stairs. Stop at the top of the stairs. There's a red door to your right. Go through it and face right. In front of you are a set of double doors. Look carefully on the ground to retrieve a coin.

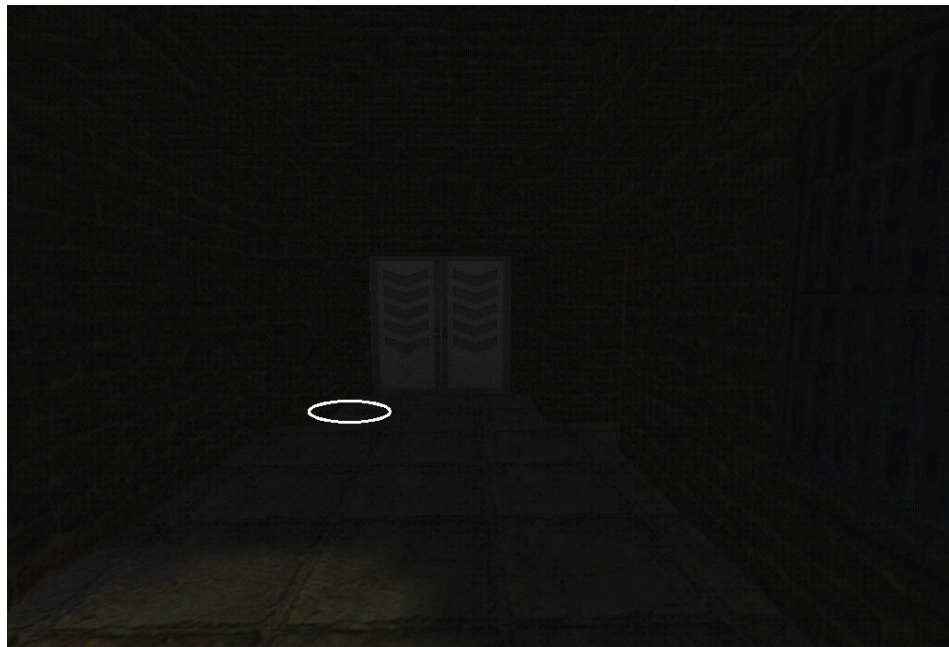


Look under the water to get this coin.

Keep straight and go through another set of double doors. Ascend the stairs and throw both switches on the control panels. Return downstairs.

Open the sewer hatch and descend the ladder. The last coin is beneath the water here. Look toward the two grates on the wall. It's below the left grate. OBJECTIVE COMPLETE.

Throw the lever on the electrical box before you climb back out. This opens another warehouse door. It's the one directly in front of you as you climb out of the sewer hatch.



Now you can see the covered wagon seen earlier in the mission.

In one of the bays that you opened earlier, snag another invisibility potion from the footlocker. Go into the other bay holding another combat bot and throw the jumper switch. Remember the three combat bots lined up? The warehouse door in front of them is now open.

There's a boat docked here with several enemy AI to deal with. The elevator on your left, near the mech spider, is your escape point. It takes about one minute to pick the lock. Once you enter the elevator and descend the mission will end. OBJECTIVE COMPLETE

Part 4: Submarine Base

Intro: Most of the walking surfaces in this mission are metal. There are no moss arrows. In such an environment, you have two strategies: sneak and creep, and, run like hell.

Objectives:

- Go to the place where you can smell metal and oil, and descend the elevator to find the submarine base.
- You are a Master Thief, not a murderer. You must not kill any people.

Another obscure objective. You have a sword, blackjack, and both lockpicks.

Head for the security camera and go left at the intersection. Continue to the next intersection and go right. Ignore the door on the right. Go left instead up the short flight of stairs. Continue on through the next room where a combat bot sits in an alcove to your left. There's a hall on the right. We'll go there in a minute.

The next room has a metal floor. Go left. There's a mech in the observation room with a speed potion on her belt. Take it. Go back out and turn left. There are two buttons that control a sliding door. Inside is a tool box. Pick it open to snatch 4 vine arrows.

Exit this room, returning to the next room where the bot idles. Turn left into that hallway across from the bot. Go to the end and turn right. Continue down the hall until you see the double metal doors with the jumper switch. Throw the switch. For reference purposes, we'll call this THE SUB ENTRY.

Inside the entryway you'll see a book written in Kanji. However, the words, *vine arrow* are in there. Could mean something... You can't open this gate from here, so turn around and head down the hall in front of you (not the way you came).

Open the silver door at the end and enter. You'll see a flickering light, a double archway, and a guy standing in front of the window you passed earlier. To your right is an alcove with a ladder going down. Go down.

Wind around and ascend the spiral staircase. You'll arrive in a room guarded by security cameras. In front of you is a ladder. Here's where the vine arrows come in. You can fire them into the grates in the ceiling. That's the only place they'll attach. Your aim is to get upon that ledge above and left to the ladder.

Enter the room through the metal door. Ignore the mech. Instead, go down the ladder in the floor. There's a patrolling guard down there. If you turn around half-way down the ladder, you can watch for him through the window.

Go around and take the first right. To the right is a room with an archer and a footlocker. Snag the **Base For (Four?)** key. Return up the ladder where you came.

Out back to the ledge. Now cross the pipe and use the key to open this door. Once inside, go down the ramp. Wind around until you see another security camera. A guard will come. He's got a speed potion on his belt.

Keep going all the way down into the main room where the lava is. There's a female guard to deal with. Also, watch out for the mech spider. Your goal is the electrical box on the far side of the room.

Return all the way back, crossing the pipe and leaping down to the ladder. Don't go down the spiral stairs. Take the hall at the top of the stairs instead. At the end go right and then right again, until you are back at THE SUB ENTRY door.

Along the far wall you'll see a series of pipes, designed like a set of stairs. You can try skipping across them to the window, but an easier way is to fire a vine arrow into the far left vent near the ceiling. Now, you can leap across and be at the window in two easy steps. Break the window and enter the room. (Back up a bit on the pipe before mantling into the window.)

NOTE

Since there's a guard in the room where you have to break out the window, lure him down to the metal door to your right by banging on it with your sword.

Go down the hall and throw the floor lever to open the nearby door. Return to the room where Karras' painting hangs. Enter. Take the ladder up. Cross the walkway. Enter the guard station, and retrieve the **Intactor Key** from the toolbox. Also throw the two jumper switches before leaving.

Cross back to the walkways above the water. Use the Intactor key to open the door. As soon as you enter, go right and then take the first left. Go through the door. Left. Through the door. There's a guy standing, looking out the window. Throw the switch on the wall. Return to where you opened the Intactor door.

This time, go right. You'll see a small waterfall coming out of the docking area. Fire a vine arrow into one of the vents above it. Jump into the waterfall room. Go into the room with the broken window and throw the switch on the wall. Exit and go around the hall.

Climb the ladders up the silo. At the end of one of these halls, a grate opens into a room. Find a shadow near the couch and wait for a cop to show up with a key on his belt. Grab it. Leave the room. (The goblet is the only loot in the mission.)

Go down the hall and turn left. Drop down to the lower catwalk in the lava room. Throw the switch on the console. Climb back up. Return to the hall and go to the door at the end. Pick it open. You're now in the sub dry dock area.

Descend the ladder and make for the small pool at the far end. Jump in. Dive down the hole and swim. OBJECTIVE COMPLETE

Part 5: Transiency

Intro: There's no such word as 'transiency.' I think the author meant 'transience,' which means 'temporary.' The campaign will begin to change its focus and direction after this part. It's somewhat like the first mission, where you had to find an exit.

Objectives:

- It was dawn when you escaped from the submarine base.
- You are a Master Thief, not a murderer. You must not kill any people.

Well, what kind of objective is this? "It was dawn when I escaped." Hmm... It's the final escape objective. Thus, this mission is focused on exploration, more key hunting, more switch finding, and so forth. Once again, we have no compass. YAY!!!

Climb out of the well and throw the switch on the wall. See the combo lock? Got your heart going, didn't it? Exit through the open door.

Head up the ramp and mantle onto the crate to get the healing potion from the footlocker. Crouch and drop down to the other side. Sneak around the guard, if you can. I couldn't. Run into the next part of the warehouse and wait it out on top of some crates.

Go through the door in the corner of the warehouse. You're now outside. Go around and stay left. Enter the first door on the left you see. Inside, you'll find an elevator. Take it up. There's a speed potion in one of the foot lockers. Go back down. The electrical box doesn't do anything, so ignore it.

Exit the room and go left through the arch. There's a guard patrolling above. Keep going. Just past the grocer's sign, another guard stares out through the window. You can sneak behind him and take the mask if you want.

Keep going and you end up in a courtyard. There's absolutely nothing to do in the mansion. You can go in if you like. For our purposes, keep left and bypass it. Go into the next hall on your left.



This idyllic mansion is strictly for sightseers.

At the bottom of the ramp, go left (there's nothing in the water on the right). Go right. There's nothing in the bar on the right except some loot. Go left down the ramp. Wind your way around until you find the boat.

Once you find the boat, walk past it, going through the hall passing the tavern. To the right is a stairs. Mark this a X INTERSECTION. Angle left and dive into the water. Go down. Open the metal doors on your right, once you get down far enough. Climb the ladder through the hole. Snag the **Red Key** from the sea chest. Now return to the surface.

Return to X INTERSECTION and go up the stairs. There's a female guard up to your left. Pass her by and go through into the hall. Go left and left again into the training area. Go through the vine-covered opening and go right.

Keep going until you see the three statues. Turn left. Open the metal door with the **Red Key**. Wind your way around until you see another training yard. There's a mech angel above a metal door. Blackjack one of the dummies to open the door. Enter to complete the mission. OBJECTIVE COMPLETE.

Part 6: Virtue

- Discover some information about EV.
- Once you find this information, return to where you started. (This is badly translated.)
- Loot Goal: 100 (Normal, Hard), 200 (Expert)
- Steal the family heirloom. (The “generation to generation” thingy.)
- Kill the Stewart woman who is the lady of the mansion.

The good news? There is only one key to find in this mission. The bad news? The loot goal is a killer. You have to find 8 coins (worth 5 each) that are included in the 200 total. For those who wish to skip the walkthrough on this section, here’s the table showing all loot locations:

| Item | Location | Value |
|------------------|--|-------|
| Vase | Small library on top of bookshelf in corner. | 50 |
| Small statue X 4 | Hidden room locked by partially invisible lockbox. | 40 |
| Purse | Male servant’s belt. (1 st floor) | 30 |
| Tiara | Big library on top of bookshelf. (Accessed via ladder) (3 rd floor) | 10 |
| Coin | Outside on ground near large column. (1 st floor) | 5 |
| Coin | Bathroom floor near toilet. | 5 |
| Coin | Bottom of steps in an outside courtyard. (1 st floor) | 5 |
| Coin | On floor near room where red book is laying on floor. | 5 |
| Coin | On round table in sitting room (there are 2 similar tables here). | 5 |
| Coin | On desk in upper room just past where security camera watches inside balcony. | 5 |
| Coin | On 6-sided pedestal in room where pirate flag hangs. (3 rd floor) | 5 |
| Coin | On floor in closet where there’s also a barrel and an explosive barrel. | 5 |
| Gold nugget | On tomb in marble floor area where Truart banner hangs. | 20 |
| Fine wine | On bar in room where man and woman face each other. (2 nd floor) | 10 |
| TOTAL | | 200 |

You begin with a guard walking away from you. He’s a No-KO, so let him walk out of sight before you move. (There are only 6 bad guys in this entire mission.) The no-kill goal has been lifted. You can now kill with impunity.

Take the right. Angle around and to the left. There’s a carpet and a door on your left. On the table inside is a “magazine,” with a cover ad for Thief 3. Exit and go left. There’s a guard here in the big marble room. For reference purposes, we’ll call this the STAR MARBLE ROOM.

As you enter the marble room, take the double doors on the right. At the end of the hall (T-junction), go right. Right again past the fireplace. Left and out the double doors. You’re outside. Go to the big column farthest from you and look on the ground for a coin. (Loot Total: 5) You can’t open any of the gates or the one door here, so return to the T-junction mentioned above and go down the other hall.

As you make your first right, there’s a closet door on the right. There’s another coin on the floor in here. (Loot Total: 10)

Keep going down the hall, past the security camera. There’s a woman standing in a small library. Enter and swipe the gold vase sitting atop one of the book cases. (Loot Total: 60)

Leave and go down the wooden ramp. Wind around until you go through a double metal door. On either side are security cameras. Take the right. Wind up and around. Climb the ladders up to the next level.

As soon as you look out into the marble floor area, there's a door in front of you. There's a guard inside. There's also a footlocker with 4 rope arrows in it. Go around, passing the upper balcony that's roped off. Keep going through the green hall until you see the bay-shaped room just like the one the guard was in. There's a coin on the desk in here. (Loot Total: 65)

Exit, go around and descend the ladders. Wind around until you find yourself on the opposite side of the double security camera area. Instead of returning the way you came, keep going into the large room ahead of you. There's a bat making noise. Take the right wing.

Take the first door on your right. There's a stone coffin in here with a gold nugget on top. (Loot Total: 85) Leave the way you came, continuing down the hall. On the right (where the floor turns brown) is a worship room of sorts. See the woman behind the pedestal on the far side? Sneak down there and take her out; that's Madam Stewart. OBJECTIVE COMPLETE

At the end of the hall, go left and into the door on the right. Inside this hall are two doors. The left door houses a servant who's got a purse on his belt you need. (Loot Total: 115)

Go around and up the ramp into a room. There's a money box here. Open it to find "the love letter of 1,000 years ago." This completes the *steal the tradition handicraft*...objective.

Return to the downstairs blue-and-white checkered hallway and go right. Return up the ramp towards the security cameras and leave this area through the double metal doors, which should still be open.

Wind your way all the way back to the STAR MARBLE ROOM. Go right and through the next set of double doors. Open the next set of doors, where you'll find a guard standing in the middle of a large marble square. Keep right and go through the first door you see.

Wind left and enter the bathroom you see on the right. Look on the floor next to the toilet farthest back for a coin. (Loot Total: 120) Leave the bathroom, turning right to return to the hall. Go right and through the door.

Ignore the room on your left. Go through the double doors on your right. You're in another outside area. Cross to the far side and descend the stairs. Grab another coin at the bottom. (Loot Total: 125)

If you look up, you'll see a balcony. Fire a ropey into the small square. Mantle up and go through the French door. On the floor is a book. Frob it and the **Key of Lowliness** will appear in its place. Go around the corner and look on the floor for a coin. (Loot Total: 130)

Return inside to where the guard is standing. Go right.

Sneak around across the wood-and-marble floor, aiming for the hall ahead of you. Take either of the two halls on your left. You'll return to near where you first began the mission. This time, turn left when you reach the security camera, going up the ramp and through the French doors.

At the top of the ramp, go through another set of doors. Two ottoman chairs and a coffee table face you. Go right.

Wind your way around until you come to the upper balcony where you see a guard patrolling its circumference. Since his awareness perimeter seems to be wider than normal, you can't hide in the shadows here. Sneak all the way back to the two ottoman chairs and hide in the opposite hallway. When he passes, return to the balcony and cross around to the opposite door.

Go through the first door in front of you into a dining room. Take the door on your left and an immediate right through another door. At the T-junction, go right. Ignore the doors on your left. Take one of the two doors in front of you to enter a sitting room. There's two round tables. On one of them is a coin. (Loot Total: 135)

Exit through the double doors on the opposite end of the room and go right. Enter the next hall through the doors. Around the corner are a set of RED AND GREEN COLUMNS. Since these mark the entrance to the 3rd floor, we'll pass them by for now and come back later.

Wind down the hall you're already in. Go through another door set. Take the next door set on your right. You'll see a man and woman engaged in chit-chat. Snatch the fine wine from the end of the bar. (Loot Total: 145) Cross the room, passing the man and woman (they won't alert). Go left and take the door on the left. There's a closet door on your immediate left. Open it and crouch down. See the partially visible lockbox? Use the **Key of Lowliness** to open it.

Enter the secret room and snag the 4 statuettes to your right. (Loot Total: 180) Open the safe to retrieve the elevator information. OBJECTIVE COMPLETE.

There's nothing else worth investigating on this floor, so let's return to the RED AND GREEN COLUMNS. Ascend the stairs once you pass through them. Once you get to the upper hall, enter the first door on your left. There's a coin on the hexagonal pedestal in the center of the room. (Loot Total: 190)

Exit the room from the same door and face left. You should be facing the 4-way intersection. Go straight through the intersection and take the door on your right. Wind your way around until you find the large library. There's a small, round table with a potted flower on it. Look on the side of the left bookshelf. There's a ladder. Climb up to grab the tiara. (Loot Total: 200) LOOT OBJECTIVE COMPLETE

This leaves but one objective: Return to where you started. MISSION COMPLETE

Part 7: Betrayal

Objectives:

- Meet Cutty at the wharf with the information about the (elevator plans).

You begin at the point where you left 'Transiency.' Since you've reconned this area before, it should be no problem finding the wharf. Off we go...

Go forward and turn right. Wind your way around until you run into Basso. He's got a scroll on him. Take it and he will leave. Garrett will say, "Ok, Basso. You sit tight til I give the signal." Basso then leaves. Go through the door.

Turn right, bypassing the guard on your left. Turn left and enter the outside area. Go through THE TRAINING AREA and wind around til you see the bakery sign hanging from the building. Go left. Wind past the photo shot of the lighthouse and then take a right. Go down the ramp to the docks.

You'll see blood on the ground, along with a broken sword and gold vase. Jump into the water. Cutty's lying at the bottom, although he's hard to see. There's a book floating. Frobbing it initiates a new objective:

- Find and kill whoever murdered Cutty.

At this point, the objective to meet Cutty doesn't tick off.



The pretty little mansion. Remember this, since your escape route lies inside...

Return up the ramp the way you came and keep going toward the stairway with the wooden handrails. Descend the stairs and head down the ramp. Wind all the way around until you find yourself at the pretty little mansion.

Keep going past the mansion. At the well, turn left. As soon as turn the corner, look right. You'll see the guy who killed Cutty. Of course, he's in bright light and your only option is to whip out your sword.

Unfortunately, this guy is hyper-sensitive. The easiest way to kill him is to run down the ramp past him and climb upon one of the crates. Stay in shadow on the lower crate until he settles down. Now do a quick-save followed by a quick-load. The thief should be standing there facing away from you.

Now jump down onto the barrel and hack at the thief's head until he's dead. OBJECTIVE COMPLETE

Remove the **Valentine Key** from his belt before moving on. A new objective should now be on your list:

- Find the precious article Cutty had taken.

This is found in the warehouse. Keep going down past the crates and through the metal door into the big warehouse. Fire a ropey into the ramp (stand on a big crate) and climb it. There's a moneybox up on the walkway. OBJECTIVE COMPLETE



Getting Cutty's "precious article" needs a rope arrow.

Now head to the little mansion. Go inside and around the hall to the back doors that open onto a small courtyard. Look up and fire a ropey into the center of each beam. Climb the ladder and jump onto the first rope. Leap onto the balcony. Go around until you find the throne chair. Push the button that's behind it on the floor.

Climb back down the rope arrow. If you look through the open doorway, you'll see a hidden crawlspace has appeared. Run past the tree beasts and apes to the Keeper standing on the opposite side. MISSION COMPLETE

Part 8: The Last of EMT2

This mission begins with one of the sorriest cut-scenes I've ever seen. You can safely skip this horror piece without losing any sleep.

Objective:

- Find the elevator secret. It will take you to the end!

We're back to the basics, taffers—a blackjack and nothing else. What happened to the Masamune sword? Who knows. Off we go.

Into the House

Push the elevator button to go up. When you arrive, grab the water crystals from the pond. Enter the doors on the RIGHT side of the house. Once inside, go through the doors on the left. You'll see a woman walking back and forth in the hall ahead. Turn left down this hall and go right at the

end up the two small ramps. At the end of this hall, we come to our first locked door. No key and no lever.

To open it, use one of the water arrows on the light crystal that's further back in the hall (not the one closest to the locked door). Once the door opens, there's a female thief standing to the right. Crouch and sneak around behind her. BJ her and the next door will open.

When you frob the footlocker at the end of the next hall, a trap door opens. Into the water we go. Swim until you find the other side. Mantle up.

The door to your right has a pagan man and child in it. Snag the water arrow from the toolbox. Exit and go through the next door. Go right until you find yourself at the bottom of a hole. Look up to see a metal walkway. How to get up there...

Return to the hall, this time taking the opposite side. You'll come upon a statue. Frob it—BAM!—you're now standing on the walkway. If you go left through the French doors, you'll see a metal door. The trap door you fell through lies on the other side.

Two Apebeasts and the Lava Pit

Instead, go right into a small room. Read the scroll on the table. You'll teleport to an upper walkway with two apebeasts on it. Blackjack both of them and toss their bodies into the lava. If you BJ one and attempt to carry it, the other apebeast will attack you.

Spitball Puzzle

A scroll will appear. Read it to be teleported to another area. Ahead of you is a mech. Ignore her. Whip out your BJ to have it ready. Enter the open room on the left and get on the opposite wall. A purple spitball will fire and hit the crystal. (Stay far enough away so the spitball doesn't take your health.) As soon as the spitball hits the crystal, BJ the crystal. Now the opposite door is open. Don't run through it or you'll land in the fire on the other side.

Campfire Area

You're now standing in front of a campfire. Take the four fire crystals. Now frob the footlocker ahead of you. You have a sword. Light the four torches with the fire arrows. The gates will rise. Kill the four pagan kids with the sword. A door will now be open. Do a quick-save here.

Slider Puzzle

As soon as you step through the threshold, you'll find yourself sliding toward some lava. To add to your problems, an archer will start firing on you. What you have to do is, as soon as you cross the threshold, turn left and jump/mantle upon to the balcony. Run around and snatch the bottle from the pedestal. Now leap down onto one of the flat wedges. Turn toward the lava and run/leap across to the next area.

Mr. Death

As soon as you cross the next threshold, you'll land in a seemingly quiet area. Soon, a guy with a blue, flashing mask, carrying a glowing sword will come into view. Keep as far away from him as you can. If you get too close, you will quickly die.

Sneak past him and look for a scroll near the stairs on the opposite side of this area. "Reading" it will reveal a new objective:

- Find JIS's room. Corner him and all will be revealed.

As soon as the coast is clear, sneak around and enter the doorway beneath the stairs area. There's a ladder. Wind around this hall into the next area.

Elevator Trap

You'll enter an elevator shaft. Crouch and face the wall where the buttons are on your left. Crouch, push the top one and get ready to move. As soon as the vator stops, move, or else you'll be crushed. Once in the hall, walk slowly, looking up at the rafters for the falling rocks. They're partially invisible. Slowly step forward until they fall.

Ape Trap

Descend the stairs. At the bottom are two apebeasts looking at a sarcophagus. Sneak up behind them and frob the sarcophagus so that it's open. Now lure the apes away up the stairs. Position yourself over the sarcophagus and drop down on top of it. Fall down into the hole. (You may have to close the sarcophagus lid first.

Lava Pit

You'll land in a room surrounded by statues on the perimeter wall. There's a haunt to your right and lava below you. Go around until you're opposite the haunt and drop down onto the first landing. Try and stay on the right side of the landing so the spitball doesn't nail you. Drop down to where the lever is. Throw it. Use a water arrow on the torch that's above the gate across from where you stand. The gate will open. Cross over...

JIS's Room

You'll land in an area. Before you is another lava pit. You can easily cross over by walking along the wall to the other side. As soon as you enter through the wood door, JIS will die and new objectives will appear:

- JIS was killed! ...Find out who killed him.

Go into the crawlspace until you see the lava pit below. Jump in and you'll be teleported to another area. Garrett will say, "Well, well...housebreakers...how quaint."

Jump down into the water below. Across the way there's an apebeastie guy. Lure him away and enter where he came from. There's a room in there with a book (written in Kanji, of course.). Clicking it will complete the objective, *find out who killed JIS*. A rather cryptic objective will also appear:

- Criminals are 2channera(s)

Whatever that means.

Enter the water room near you and you'll be launched into another part of the map.

Cathedral

At the front of the "cathedral" there's a guy sitting on a chair. Underneath the chair is a scroll. Click on it to see the mission credit. Unfortunately, if you now turn around, you've got an angry treebeast to contend with. Run around the statues and collect the 3 fire crystals. (If you don't collect these, you won't be able to finish the mission.) Fire one at the treebeast to complete the objective, *criminals are 2channera(s)*.

Return to the House

You'll be teleported back to the house. Go to the metal door and shoot a fire arrow at it to open it. Go back outside and go left. The gate at the side is now open and a Keeper agent is standing near the crates. Go towards him to complete the mission.

Part 9: Men's Tale

This last mission has several objectives, all transliterated from Kanji. The first objective you have roughly means, *find a certain scroll*. In fact, all subsequent objectives that later appear involve scrolls. With that clue, let's finish this sucker.

Go through the door in front of you. (There's a safe behind you behind the banner, but you need your lockpicks to open it.) In the next room are 6 small doors inset into the wall. Only one will open. It has a scroll that opens the floor panel when you read it. There's nothing in the other lockers.

Descend the stairs. Open the left locker. Read the scroll to open a floor panel behind you. Go down the ladder. Avoid the fire man. Around the corner are some jail cells. See the scroll on the table? Read it to get a **New Objective #2** and then return back to where you started. A chest will now be on the table. Your lockpicks are inside.

Pick the safe behind the banner and help yourself to a couple of health potions. Go around the corner and pick the double metal doors to go outside. You'll see a guy standing before a bulletin board. Click on the right poster to open a gate to your right.

Wind around until you see a ramp leading up. There's A GUARD to your left. Ignore the ramp and go straight through the door below. Wind your way up some ramps until you see a woman standing in front of a pedestal table with a switch on it. Throw the switch.

Return back to the courtyard and sneak around THE GUARD you saw earlier. There's a sewer hatch that wasn't opened before. Go down.

Jump down. Enter a gambler's den. There's a guy to your right with a purse on his belt. Go down the next hall and slash the banner on your left to nick the gold vase. Down the hall and turn left into another gambler's room. If you go left past the female money changer, you'll go through a set of double doors. Ahead of you is a locked gate with an elevator on the other side. You can't open it now.

Return to the gambling room and slash the banner near the fireplace to reveal a locked window that leads outside. Pick it open. Exit through the opening and go around until you see the short hall with a picture of some female breasts. Frob the left nipple to release the steps leading down to the bottom. The right breast button does nothing.

Once you leap into the lower hallway, a gate will block off your exit. Enter in where the zombie child is. The first door on your right can be opened. Jump into the lava to be teleported to another area.

There are several spiders to avoid in this area. Go around and frob the four control boxes. There's also a pass-through hall with some boards blocking one end. Look for a small button near the floor. It opens a small access panel near the gate by the lava pool.

Now look at the center column in the spider room. There's a small button that will teleport you back. The gate into the lava room is closed. Look to your left and throw the switch that's inside the recess. The gate will open.

Lean forward toward the chest sitting in the lava and frob it. You'll get two rope arrows. Look up and fire one into the picture frame (the one showing the breasts) above you. You may have to frob the chest to open it. Leap up onto the chest and onto the rope. Then jump onto one of the steps to get out of there.

Return through the window into the gambling room and to the elevator that is now accessible. Go up. Wind your way up into a room with a fireplace and some loot. Go through the metal door.

This is a hallway with a patrolling female guard. There are two bedrooms on the right. One door is locked. Pick it open to grab more loot. You can skip the book and scroll in this room—they don't trigger anything. However, there's a scroll on the hall between the doors that will trigger a **New Objective #3**.

Continue around and call up the elevator. Descend into the courtyard below. Sneak around the thief and steal his broadheads. Continue into the next section. You'll come upon a locked gate. To your right is a metal door. The button to open it is on the wall to the right of that door.

You'll come upon a water pit. The thing that is tracking you is a water cannon. Jump in before it hits you. Swim and emerge from the other side. Go through the double doors and open the foot locker in the next room to get some more rope arrows.

Go into the room with the double metal doors. Next to the pedestal table is a translucent lever. Throw it to open the ceiling panels above you. Fire a ropey to get up there.

Once you get up into the hall, there's a woman and a horse effigy in the room to your left. You have to kill the female necromancer to open the door into the next room.

This room has three closed gates. Avoid the floating light, as it will damage you. Go around to the left through the door. Wind your way up until you come to a room with two people. Throw the switch on the wall and return to the room with the floating light. The right gate is now open.

Wind your way around until you come to a cathedral. There are several children in here, who, although hostile to your presence, won't damage you. They are easy to KO. The button to open the bug beast cage is behind the right pillar. Push the button and go around to other side to see an open floor panel. Dive down into the water and emerge from the other side.

In the TROLL ROOM is a midget and a giant. (The large troll will go down with one KO if you can sneak up behind him.) There are two coffins, one has a speed potion (DO NOT USE THIS SPEED POTION—you will need it later on), the other, an invisibility potion. On the big chair is a locked box containing a key. The key opens a lockbox on the pillar near the metal door. There's also a large wooden door further down the wall with another lockbox. Unlock the smaller door and go through.

At the end of this short hall is a metal door. Behind it is a mummy. Don't waste your time on him. Instead, climb the ladder and throw the switch to open the ceiling panel. Ascend into the outside courtyard.

Ignore the guard and go through the silver door. You'll come to a healing fount. Pick the door. Wind your way past the child and take the elevator down. There's a moneybox at the end of this hallway. Trouble is, when you open it, it's empty, and a bug beast spawns behind you. However, he's easy to kill.

Return to where the child is. There's now a blue chest in the room. Snag the key from the chest and return to the TROLL ROOM. Now you can open the large wooden door.

Swim to the opposite end of this hallway and grab the two healing potions from the skeleton. Dive down through the hole beneath you and come out on the other side. You'll see a door. On the other side is a flaming skeleton.

Sneak around the skeleton and grab up the water arrows. Frob the holy water fount and fire a couple of water arrows at the creature. He'll vaporize and leave a fire arrow behind. Pick it up.

Go in the direction opposite of the healing fount and wind around until you come to a metal door. Ignore the ramp leading up; the metal door at the top can't be opened. Instead, go through the metal door. Wind around until you come to two doors: one metal and one wooden. Open the metal door and snag the key from the money box on the table.

If you kill the haunt in this room, he'll change into two more creatures before he dies.



Return to the main room until you find the double metal doors. Use the key to open them. Take the elevators up. You'll eventually come upon a panel with 6 buttons.

Each button controls a trolpt (troll point), which govern the path each cloud platform travels. However, I couldn't see any difference in their movement.

Face in the direction so that the button panel is on your immediate left. Look down. See the window opening on the

right wall below you? Hop onto the nearest cloud platform and then down to the lowest cloud that gets near this window. Enter the room. Go through the door then into the hall. Descend down the hole in the floor at the end of this hall.

Wind around to the tree beast courtyard and climb the rope. Grab the broadheads from the footlocker and throw the switch on the control panel. Descend. Return to the hall. A door is now open on your left. Pick the double door on your right.

You'll enter a room with some large red Kanji characters on the left wall. There's a bat flying around. Find the elevator. Look up. See the small red button on the ceiling way up there? Whip out the broadheads...



Go up the hall until you come to a scroll on the wall. Frob it to get **New Objective #4**. The adjacent door will also open. Go through this door. You'll find a room with a guard. Sneak behind him and stand on the square to be teleported to the next section.

Frob the button in the well and enter a newly-opened door. Enter this hall. Frob the unlit torch to open a door. Go around the eyeball and to the next door. You'll come upon a door that looks outside.

Crossing this lava may prove the hardest part of the mission if you don't have a speed potion and full health.

Below is a fire burrick; before you is a lava pit. Make sure your health is full. Get your speed potion ready. Now run across the lava and quickly mantle up onto the catwalk to the door on the far side.

Enter the room. Since there's nothing behind the right door, take the left one instead. You'll come upon a room with a child's rocking horse. There's also a female necromancer standing further in past the archways. Sneak around and KO her. Now look around on the ceiling for a scroll. Frob it. Objectives 2 – 4 will cancel out and the 1st objective will be complete.

CAMPAIGN COMPLETE