

Strife II Walkthrough – The Docks/Power Station

Objective #1: Find a way into the docks and power station

You'll be facing the docks, looking north. Swim around the building north and then west. Enter the lit entrance directly west. Angle up through the cave (south). OBJECTIVE #1 COMPLETE.

Objective #2: Find \$2,000 to bribe the guards

Mechanist in room in the NW corner. This room is recognized by its octagon shape. Inside, there's a weird, pulsating contraption in the center. The mechanist has 500 on his belt.

In the small room with the floor switch that opens a big door (east in the big water room with the three combat bots). On the table in this small room is a gem worth 300.

In the center of the warehouse, you'll find some crates where the guards have been gambling. There are a deck of cards, a couple of bottles and 44 in loot and a gem worth 100.

All five thieves in the warehouse each carry a purse with 100

Exit the large water room (the one with the three Combat Bots) via the SOUTH exit. (The one with the pulsating green lights) Go left and crawl through. Enter the room with the green safe. It has 500 in it.

Behind the crate in the closet that opens via the red light button. 500 loot.

In the South hall of the warehouse there's a gate with two torches on either side. Look through this gate and fire an arrow at the switch. The gate will open. Within these rooms is a cash box with 500 in it.

Objective #4: Find some lock picks

Angle through the small corridor and north to the small gate. Open it and take the blackjack from the mechanist. Turn south and enter the room you see. It has a large green screen. There's a dragon banner hanging there. If you peer down on the left, near the floor in the corner, you'll see a secret button.

Leave the room and head west. Angle south, go through the pulsating green light entry. This room has three Combat Bots locked inside of guard stations. Head east past these bots and a patrolling mechanist.

There's two doors to your east. Open the small one, throw the switch. This opens the big door. Go through it.

In this hall, there are two torches on your right on either side of a hall. Enter this hall and mantle up the wall. Stay there until the guards settle down. THIS IS YOUR EXIT HALL TO END THE MISSION LATER.

Drop down and head east. Turn right (south) at the signs that say *Warehouse*. Alternately, you can also go left (north.) Take the hallway south and enter the room on your left. Throw the switch to open the gate next door. The same setup exists if you go north in this same hallway.

At the bottom of the stairs in the warehouse, full of crates. You'll find lots of stuff in here, but the lock picks are in the Northeast corner, near a bed, crate, and burning candle. OBJECTIVE COMPLETE.

Objective #3: Uncover Mayor Meech's plans

Leave the warehouse and head back to the water room with the 3 Combat Bots in it. You want to leave this room through the NORTH side. It's the wall with the large, pulsating green lights in the exit way. Go right.

You'll go through a small door. In the next room is a mechanist guard, an elevator, and a large, locked gate. Take the RIGHT (Northwest) hallway.

Drop down and turn right east. You'll see a red light at the end of this hall. Head there and push the button below the red light. Grab the loot behind the crate when the wall opens up.

Head back to the room with the large gate. It's now open. Go down the hall into the blue-lit room. This is the nuclear reactor that Meech has kept secret. OBJECTIVE COMPLETE.

Objective #5: Escape

If you haven't completed your loot goal, please refer to the hints under Objective #2. Head back to the hallway east of the water room and the 3 combat bots. It's the one separating the water room and the warehouse. Take the hallway between the two torches, mantle up, lockpick the lockbox, and head out.

MISSION COMPLETE