



Newdark bugs + other fixes

Note: This mission is included in the FMdml package so T2Fix players do not need to manually install the dml.

Without the dml once you have achieved your loot objective if you collect any more loot from the real world castle the mission finishes early, there is also a haunt that carries an important key (tower key) that can be alerted if you make too much noise in the kitchen, who then goes on patrol and may not come back, this can be a game breaker.

To install the dml manually see [here](#)

Starting Objectives

You got a tip about this castle. It should be an easy task, with no aggressive guards wanting you dead. Steal as much as you can

Loot Objectives: - 3000g (normal), 3500g (hard), 4200g (expert).

Go back outside

Hidden Objectives

This is not good. You must find a way back to the real dimension

Trigger:- Read the book on the altar in the chapel.

That sword sounds useful. Find it and take it

Trigger:- Read the Hammer Diary on the SW pew in the evil chapel.

Find out where that office is. Maybe he is still there, or maybe he wrote down the numbers there

Trigger:- Read the Hammer Diary on the SW pew in the evil chapel.

Find the scrolls with the strange numbers. Maybe you can work something out from them

Trigger:- Read the Hammer Diary on the SW pew in the evil chapel.

Find the two objects. They may be what you need to get home

Trigger:- Read the Hammer Diary on the SW pew in the evil chapel.

That spooky thing wants to kill you. Better kill it first

Trigger:- As you approach the small girl in the central corridor

Hints + Solutions

Where is my blackjack?

Castle grounds, west side, by bench near gate.

How do I get into the normal castle?

Either rope arrow up to the front balcony or find the hidden lever behind a brick near the cart, east side of castle.

How do I get into the evil castle?

Read the book on the lectern in the chapel.

How do you get into the locked room in the kitchen?

Use the elevator to rope arrow up to the top floor.

Location			Position	Loot	Value	Total		
Lobby		ground level	NW table	2 candlesticks	100	100		
"		"	NE table	2 candlesticks	100	200		
"	stairs	"	railings	8 candlesticks	400	600		
"		"	"	6 statuettes	90	690		
West Hallway		"	5 tables	5 candelabras	250	940		
"		"	"	gold trophy	50	990		
Office		"	2 x desks	2 ink wells	150	1140		
Chapel		"	altar	2 candlesticks	100	1240		
Barracks		basement	pool table	3 silver stacks	36	1276		
"		"	"	2 gold stacks	50	1326		
"		"	south footlocker	purse	100	1426		
Generator room		"	work bench	chisel	200	1626		
Storage room	crates	"	behind SW rope box	drill bit	250	1876		
Evil Castle								
Dressing room	west cubicle	ground floor	table	spectacles	50	1926		
"	east cubicle	"	dresser	jewellery box	200	2126		
"	"	"	"	r/h table	125	2251		
Theatre	balcony	above stage	"	by table	tool box	silver gear	100	2351
NW Suite	sitting area	central corridor	"	desk	scissors	50	2401	
"	"	"	"	"	mirror	50	2451	
"	"	"	"	bookcase	white jar	20	2471	
Changing rooms	middle room	"	"	hanged woman	gem ring	100	2571	
NE Suite	sitting area	NE Corridor	"	desk	scissors	50	2621	
"	"	"	"	"	mirror	50	2671	
"	"	"	"	bookcase	white jar	20	2691	
SE Suite	sitting area	NE Corridor	"	desk	scissors	50	2741	
"	"	"	"	"	mirror	50	2791	
"	"	"	"	bookcase	white jar	20	2811	
"	bedroom	"	"	bedside table	purse	100	2911	
Dining room		"	2 x side tables	2 bowls	60	2971		
"		"	"	2 tea pots	60	3031		
Dining room		middle floor	dining table	2 candlesticks	100	3131		
Sitting room		"	SE coffee table	candelabra	50	3181		
"		"	SW coffee table	candelabra	50	3231		
"		"	SW chest drawer	candelabra	50	3281		
South Bedroom		north corridor	"	SE cabinet	gold vase	20	3301	
"		"	jewel box	north cabinet	necklace	350	3651	
Master Bedroom		"	"	3 x cabinet	3 gold vases	60	3711	
Vault		"	"	r/h table	4 gold nuggets	400	4111	
"		"	"	l/h table	3 gold coins	150	4261	
"		"	"	"	3 purses	300	4561	
"		"	"	far l/h table	2 statues	300	4861	
Total Loot						4861		

Keys

Basement key	Top of electrical box by west doorway, generator room, basement.
Chapel key	Under Hammer diary, SW pew, evil chapel.
Cleft Shaped key	Haunt patrolling theatre.
Chess Part?	In maze in basement accessed via chapel after using the dead candle.
Chess Part?	In the vault in the tower.
Tower key	On haunt in dining room, middle floor. Use dumb waiter in kitchen.
Owner Floor key	On desk in dressing area, master bedroom, middle floor.
Jewel Box key	On top of mirror of SE cabinet, south bedroom, north corridor, middle floor.
Attic key	On floor behind bed, master bedroom, middle floor.
Small Tower key	In chest in pool of water you land in after killing the little girl.

Screenshots











