

A Keeper of the Prophecies

frobber (Ken Ramsley).

July 20th 2005

A 9-Part Campaign

Episode 1: The Enterprise, Part 1

There is 1 secret in this mission:



Rope arrow up into one of these two windows located above the waterfall.

Objectives:

- Meet Alisha and collect your new eye from her.
- Don't kill anyone who is unarmed. (Hard)
- Don't kill anyone who's not already dead. (Expert)

Where's Alisha?

She's just outside. Reading the scroll she's holding will reveal a new objective:

- If you have been reading your mail, you can already guess that your new eye has been taken to Solustice Industries—go there!

The Enterprise, Part 2

There are 3 secrets in this mission:

One secret can be found through one of the doors on the outside grounds. Inside the room you'll find a large barrel blocking an entrance into some air ducts. It leads to a latrine.



Fire a ropey into the ceiling inside this alcove to grab some power-ups.



Move this rock to gain a secret access.

Objectives:

- Find your new mechanical eye.
- Loot Goal: 1000 (Normal), 1250 (Hard), 1500 (Expert)
- Do not kill anyone who is unarmed. (Hard)
- Do not kill anyone who is not already dead. (Expert)
- With your new eye and enough loot, leave the area.

How do I break into Solustice Industries (Enterprise)?

Go through the tunnels. Ignore the first door you come to. Cross to the opposite side. Another door is hidden behind the vines.

After taking the elevator to the top, reading the scroll next to the dead guard reveals a new objective:

- The Master's Key has got to be useful—find it!

How do I get past all the guards patrolling the halls?

In the pool area, fire a rope arrow into one of the roof edges. Once on the roof, look for a trap door, which will bypass the patrol routes.

Where's the Master's Key?



First, find the green, wooden labyrinth of hallways. Look for the North elevator power switch. There's a gold plaque identifying it. Go out into the rain through any of several doors.

Go North and wind all the way around until you see a huge pit in the floor, which is an elevator. Follow the trail to the thief's lair beneath the power room floor.

When you begin your swim through the zig-zag water tunnel, look for air pockets above you so you don't drown.

The massive elevator in the distance takes you down on your quest to find the Master's key.

Where's the eye?

Once you have the Master Key, return to the conference rooms located near the pool where you first entered the building. (They're in the SE part of the map). Remember the lockboxes on each of the tables? The one on the largest table opens Solustice's secret area.

Do NOT push the red button near the bed until you've satisfied your other objectives, as this is the final objective and you cannot return.

The next part of the mission begins with a camvator sequence.

Episode 2: Hallucinations

There are 4 secrets in this mission:



Secret #1: The light switch on this balcony can only be activated by an arrow. It opens the door just to the left of the switch. (You can only shoot the switch from the ground.)



Secret #2: There's a switch under this desk which opens the painting on the wall. (Not on Expert)



Secrets 3 & 4: The numbers '3' and '12' on this clock make up two secrets, which take you to Easter Egg locations.

Objectives:

- Discover evidence about who is trying to kill you.
- Find Mortician Megatfree's pocket watch.
- Do not kill anyone who is unarmed. (Hard)
- Do not kill anything not already dead. (Expert)

After listening to Alisha's ghost, a new objective will appear:

- The Keepers are in the cemetery—locate them.

Once you find the Keepers and listen to their story, another new objective appears:

- Before you can access the Precursor portal you must first enter the Hammerite area—find your way inside the cathedral gate before 10 o'clock.

Where's the pocket watch?

Once you find the Megatfree Mortuary, go upstairs to the bedroom.

When you hear the ghost voice of the little girl, a new objective will appear:

- Megatfree's little girl would like her dolly to have an adventure—take the doll with you.

I found a desk that frobs—how do I open it?

In the next room that has overturned junk in it, there's a desk with a book. Near the book is Megatfree's desk key.

Where's the evidence?

Find the door with the plaque identifying *Franticius, Beasley, and Waxman, Attorneys At Law*. The evidence is on the desk in the main room.

There's another frobbable desk in the attorneys' office. How do I unlock it?

The key is behind the painting above the fireplace. However, you only need to start frobbing the right side of the desk to grab the stuff inside.

Where's the Easter Egg room?

Once you find the clock tower, turn 180 degrees and you'll be looking at the cathedral gates. Shoot the numbers 3 or 12 (see secret above) to be teleported to two different places. On Expert, you'll be taken to a room with a pizza box on the floor. Walk toward one of the pyramid things in the corners and the new objective will appear:

- To whom much is given, much is also required—help defend the town until 9:45. (Optional)

To complete the objective, kill all the zombies around the clock tower with holy water. The objective won't tick off until 9:45.

For the other difficulty levels, the Easter Egg objectives are as follows:

Normal: Your landlord will be waiting when you return from the other side of time—find loot worth at least 1000 before you head for the cathedral. (Optional)

Hard: Megatfree is lost in thought, so he may not notice if you discover something useful on his balcony—get up there somehow and find it. (Optional)

Where's the key to the cathedral gates?

In Franticus' desk. See clue above.

Episode 3: The Insurrection

NOTE

This mission is timed. Normal: 125 minutes; Hard: 95 minutes; Expert: 65 minutes
The clock only stops when you pause the game or read a book or scroll.

Objectives:

- Locate the precursor portal somewhere in the Hammerite cathedral area.
- Access the portal before midnight.
- Don't kill any Hammerites.

How do I get into the cathedral?

First, read the scroll near the dead body where you first start out. This initiates a battle. While the fight is going on, climb the ladder and head right and maintain that direction. When you get around to the side of the cathedral, look for a drain pipe. Climb it and head to the back of the cathedral. Don't try to jump once you get to the top of the pipe; just keep climbing, and you will land on the ledge.

Where's the portal?

Climb to the top of the cathedral. (You'll see the wooden ceilings) In the top center are several ladders which take you to the center top of the building.



When you look out the window down at the portal, Garrett will say something and the objective will tick off.

Once you locate the portal, a new objective will appear:

- The portal needs power—get the thing up and running!

How do I power up the portal?

After you see the portal, climb back down the two ladders and look through the locked gate. Look down and see the metal fence partially surrounding an access ramp. That's where you need to go. (Use the outside ledges to get around to this area.)

NOTE

There are two locations you must find to power up the portal. Find both of them **FIRST** and then trace your route to the portal itself. You don't want to waste time hunting for the right doorways, ledges, and rooms to get there. You only have so much time.



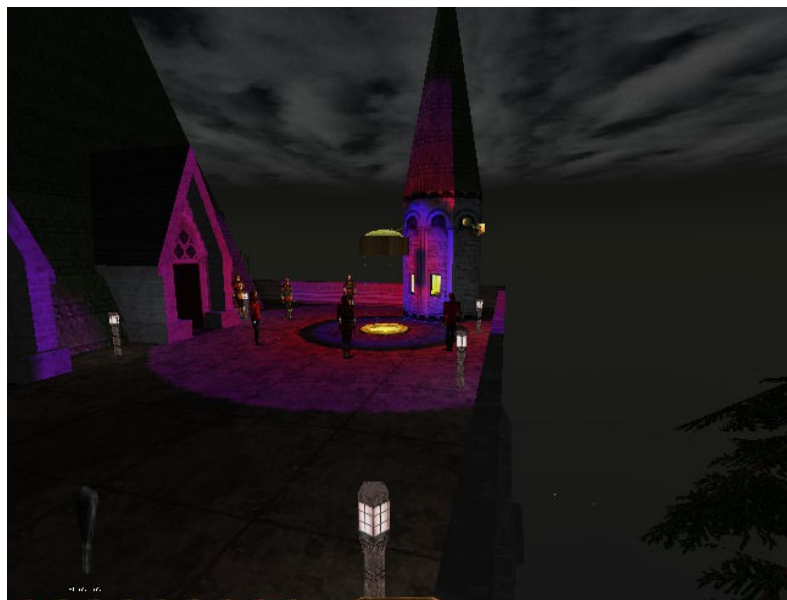
Rope arrow up to this banner in the small sanctuary to find a shortcut.

Find the elevator and take it up. At the top, look at the floor and read the note. It gives clues how to activate the device. If there's no note, you're in the wrong elevator.

Get past the explosive barrels and go LEFT down the ramp. Make an immediate LEFT and at the end of the hall is a small room. (You'll know it by the explosive barrel and the live mine next to the opening.) It has a floor switch mentioned in the note.

At some distance but on the same floor is an identical office, hinted at by the note in the alchemist's office

So, you need to put weights on floor switches in BOTH offices to activate the portal. Once you figure out where both offices are, and how to get to the portal in minimum time, go ahead and lay bricks (found in both offices) on the switches.



**You have to run past the Hammerites and jump into the portal.
Hope you've been collecting gas arrows!**

Once you've activated both floor switches, one objective will cancel out, replaced by this one:

- The Hammerites will not wait now that the portal has come to life—get through the portal NOW!

Now you must go up the elevator, get on the roof, and skirt around the ledge to the portal.

Episode 4: Oracle of the Prophets

Objectives:

- You are still poisoned. Find the antidote!
- Do not harm any of the Hammerite explorers!

When you find the letter by Arcelious (near the lava pools), a new objective will appear:

- That glyph tablet tells how to access the Heart of Fire. Find the tablet! (Optional)

How do I find the caves and orbs Arcelious is talking about in his letter?



Climb to the top of the rock and find the orange sun, shown above. Head toward the sun. Be careful...the closer you get, the steeper the terrain, and you'll wind up falling into space.

Move carefully toward the orb and step inside.



Walkthrough by Freddy Fox

This is a very different mission requiring an unconventional walkthrough. The setting is the surface and interior of an asteroid which has very low gravity and no magnetic field. Orientation is quite difficult—a compass will not work. Although Garrett can climb up very steep slopes and jump down from high places without damage, it is sometimes difficult to determine which way is up! With higher difficulties there are fewer weapons, more adversaries and a restricted choice of routes, but the game play is basically the same.

Start

The mission opens with Garrett riding a camvator up the outside of the asteroid. Scan left and right during the ascent—notice a glowing bluish egg-shape to the right, of which more later. The camvator stops by a metal contraption near a talkative madman. When he leaves, collect the various arrows and the holy water, and then head upwards on the right side of the metal device towards the blue planet. Soon you will see a ghostly sentinel facing right with an iron bar in his hand. Creep in behind him and collect the Journal of Arcelious. Read it to get a new objective.

The journal refers to the transporter orbs—you have already seen a blue one. In fact, there are four sets of transporter orbs: blue, white, green and red. Each set comprises four orbs. The orbs are equally spaced around the equator of the asteroid.

A little further on are two well-guarded lava lakes with several Fire Arrows around them—you can collect them if you are brave. Now work your way down to one of the ledges next to a transport orb (the easiest descent is on the red sun side). The further you go the more careful you need to be—a little bit too far and you will plummet to your doom. Save game often. Hold the "run" key down when falling, and face the cliff so you will stick to any reasonable surface on contact. Do a lot of leaning, looking and planning before taking any big jumps.

Going Inside

OK, you have made it onto one of the ledges. Walk into the orb and be transported to the interior. There are four different caverns, red, blue, green and white, identified by the coloured mound lights. Thoroughly explore the cavern you have entered because all the loot except for one piece can be found in these top-level caverns. Avoid the purple magic missiles and read any crumpled papers you find. One of these advises "The lava vents in the shape of eyes can be toxic if no fire crystals are present. If you see no crystal within, then do not closely approach such a vent." Good advice indeed! On this uppermost level there are also a few very dangerous fire-shot traps in vents that do have fire crystals. So, if you see a fire crystal, it's best to be quick about grabbing it. Bearing these facts in mind, collect all the fire crystals you can. You will also encounter particle curtains which may or may not have actuators to raise them (depending on difficulty).

There are some unfamiliar opponents to be found here. The floaters can always be destroyed with gas arrows, usually with fire arrows, and sometimes with broadheads. Walking monsters and mutants are best killed with fire arrows aimed at their midriffs. Back-stabs are often quite

effective on floaters and monsters too. As usual, the best way of dealing with the fire elementals is to use water arrows.

If you are in the red cavern, you have been lucky—stay in it, and continue from the heading “Red Cavern.” Otherwise remain with the current colour and look for a shaft leading down to the next level. Go down, and be careful—you will encounter some active opponents here. Explore this level, which is smaller than the level above, find a shaft leading to yet another level below and go down it.

In the central cavern here you will see a globe floating in the air above a lava pit. There are three side caverns, two of which contain particle curtains. Make your way carefully down the curtainless side cavern and find a tunnel slanting down. Follow it and jump over to the central dome in the magma chamber. Look around the outside wall to locate the green tunnel exit, and make your way towards it. About halfway down the side of dome below the green tunnel is a large hole which contains a crumpled note. Read the note, which explains the significance of the floating globes, and advises you to look for Kelvin in the red globe area. Now go counter-clockwise around the dome. Down below the white tunnel is a platform with a white star (protected by a particle curtain) and some gas arrows.

Getting Out Again

The next star past the white star is the blue star. Go to the inside towards the volcano, and climb out on the rocky peninsula to the right to collect a gem. Return, jump across to the platform in the outside wall, go into the booby-trapped doorway, open the particle curtain and enter the transporter room. Collect all the weapons and potions and read what Cavor has to say. Listen to the phonograph. Note that the transport orbs here will deposit you on the surface near a transport orb of the diagonally opposite colour .

You want to go into the red cavern next; the white orb is opposite the red orb, so enter the white orb and emerge on the surface. Carefully creep, look, lean and descend to a ledge with a red transport orb. Go in.

Red Cavern

Explore thoroughly, collecting and reading all the crumpled papers, and make your way down to the Red Globe area. There are four side caverns here. Kelvin is behind the particle curtain that is guarded by the frightening monster. Get past the monster somehow, and go in to Kelvin's body. Read the journal and receive an objective change. The journal contents, together with the notes you have collected already, should give you a very good idea what has to be done now.

Make your way back to the globe chamber and locate the hanging red actuator. Frob it, and a particle cover extends over the lava pit. Run across it and into the globe; frob the inside, and then run onto solid ground to take cover until the fireworks cease. Now make your way down the side cavern which does not contain a particle curtain, run down the sloping tunnel and jump across to the dome in the magma chamber.

Star Activation

The protective particle curtain around a star can be lifted by operating the actuator after the matching colour globe has been touched from the inside. Then frob the star, and a coloured stream will drop from it. All the stars need to be activated—the order is not critical except that the white one should be last. Activate the red star now.

Go back to the transporter room near the blue star (see **Getting Out Again**), go up to the surface and then down to the next colour cavern. Go down two levels, touch the globe from the inside, jump onto the lava dome, and activate the appropriate star. Repeat the sequence until you finally arrive on the white star platform.

The White Star

This time, operate all four actuators, the white one last. Now activate the white star, and a particle bridge will extend out towards the volcano. Run across and bravely throw yourself down into the crater. A camvator sequence will start. Wait until it finishes, then enter the portal. MISSION COMPLETE!

Episode 5: The Other Side of Time

Objectives:

- Discover why this night is special!
 - Once you know what to do, leave the area!
 - The occupants of this place are mostly friendly unless threatened. Do not kill anyone!
1. Creep out onto the window ledge and Garrett will notice that the ice has melted.
 2. Go down and listen to the alchemist's conversation in the office.
 3. Many of the scrolls initiate comments and provide clues as to what's going on.



These chapels look almost identical but they are on opposite sides of the main cathedral.

Alisha is found in the one shown on the right.



4. In the small chapel shown above on the left, there will be a “sermon” going on.
5. Find the other chapel on the opposite end of the cathedral. To get there, exit the one chapel and turn LEFT. Go through the big gate, around, and through the other gate. You’ll see the other chapel steps ahead. Alisha will be there, and 3 objectives will appear:
 - Do not harm Alisha in any way.
 - Don’t let Alisha see you.
6. If you find and read the gatekeeper’s scroll hung on the wall, this objective will appear:
 - Find someone who will be leaving the cathedral area tonight.

If you find Alisha first, this objective will not appear.
7. Once Alisha leaves the chapel, a new objective will appear:
 - Follow Alisha out of the cathedral area.

If you lose her, and she gets through the gate, another objective will appear:

- Alisha has left the cathedral area. Get out NOW before you lose contact with her completely!

Once you follow her through the gate that’s on the other side of the water bridge, the mission will end.

Episode 6: Reversing the Order

Objectives:

- Counselor Franticius must die tonight!
- With two “Garretts” alive at the very same time, do not let Alisha see YOU!
- Alisha is taking a big risk. Let's not go around knocking her out or killing her for her trouble!
- Don't be a party pooper by killing the bystanders!
- Do not “directly” kill anyone. If “you” arrange for someone to die tonight it should appear to be an unfortunate accident!
- Make sure Alisha finds her way home to your apartment house alive!
- Find the Keeper's safe house and learn what you can!
- Do not gas or blackjack Counselor Franticius!

Hints by Freddy Fox

Introduction

This is a very difficult mission. Events and actions vary on each and every playing. However, some things remain much the same - reading the scroll on the table in the Attorneys' reception area will set the scene.

Overview

In Normal and Hard difficulties Franticus takes up a strategic position when the initial conversation is over:

In **Normal** he positions himself in a doorway near Garrett's apartment.

In **Hard** he positions himself at the barn, in the south of the industrial area.

Nothing else significant happens until just before 10 o'clock, when Alisha arrives in the pub. A few minutes later she is chased out of the front door by two swordsmen. She usually manages to evade them, comes back into the pub, leaves by the back door and hurries down over the North Bridge and past the mortuary to the tunnel into the industrial area.

From the tunnel, Alisha takes a complicated route through the industrial area to the West Bridge gate, then goes down the gated passageway beside Kevel's house and on to Garrett's apartment.

Expert Only: About 10 minutes after Alisha leaves the pub the second time, Franticus and three swordsmen appear at the back of the pub, and follow Alisha's route down over the North Bridge.

Five more assassins appear from various locations at intervals and join the hunt for Alisha.

There are many assassins awaiting Alisha's arrival in the industrial area, and more above the West Bridge gate and near Garrett's apartment. A good way to discover their positions is from roof level. There are several ladders, and most drainpipes are climbable.

Alisha is probably the best fighter in the game, and stands a good chance of winning any one-on-one fight.

Use the first 10 minutes wisely—stock up on weapons and remove as many opponents as possible.

Killing Franticus

In **Expert** the player is not allowed to kill Franticus directly. There are at least six ways to get him killed indirectly:

1. Alisha kills him.
2. He is killed in a fireworks explosion.

3. He drowns (the Pond area is recommended).
4. He is crushed by the elevator in the barn.
5. He is squashed by the trap door bridge east of the barn.
6. He is shot by the hidden archer in Garrett's apartment. (If the archer is asleep you can wake him by shooting out both windows.)

Q & A spoilers

Where is Garrett's apartment?

Go down the slope from the SW corner of the town square and cross over West Bridge. Turn left (S) before the gates and go straight ahead to Kevel's house. Pick the door open, go downstairs and out of the back door. Continue on, cross the wooden bridge, turn left past the well then turn left again. The apartment is straight ahead.

Where are the weapon stashes?

- Up in the clock tower.
- In the room high up north of the wooden bridge between Kevel's house and Garrett's apartment.
- In the Keepers' safe house.
- In the Infirmary surgery.

Where is the safe house?

It's the central building on the north side of the industrial area. Jump in the water from the metal landing stage, turn west and climb the ladder on the left.

Episode 7: Moving Day

Objectives:

- Head for Solustice Industries.
- Don't kill anyone.

This is merely an interlude to the next episode. Get to the same floor lever with the same sleeping guard.

Episode 8: The Inheritance

Objectives:

- Find Alisha and give her some advice!
- Loot Goal: 500 (Normal) 600 (Hard) 750 (Expert) (Optional)
- Do not kill any bystanders. (Hard)
- Do not kill anyone! (Expert)
- Do not harm Alisha in any way.
- Do not disable any slaves of the Enterprise.
- When the time is right, watch and listen.

Where's Alisha?

You'll find her in the offices located near the pool. Go up the circular staircase and the room she's in is in the corner.

Do NOT enter this room if you want to complete your loot goal.

This is really the only objective (besides the optional loot goal) in this mission. Once you find Alisha, a lengthy conversation takes place, with a nice aerial if the building being attacked.

Episode 9: Under the Raven Moon

The end is a camvator mission: Watch and Listen