

Part 4: The Reunification

Objective:

- Get out of this hole and find some info.

Key List (In general order of appearance.)

Key Name	Location	Opens
Cell	Jailer's belt at mission start.	The five jail cells, including yours.
Evidence Room	Sheriff's belt (he's in his office).	Door to your west at bottom of stairs.
Locker	Top of door jamb inside sheriff's office.	Footlocker in same office.
Key	Put into your inventory when you read book on sheriff's desk.	City Watch station front doors at bottom of stairs.
Yellow Key	Nobleman patrolling streets.	Exterior door at top of hill on Market St.
Lockbox	Behind sofa chair at top of stairs in Archer St. apartment.	Moneybox hidden under ottoman.
Gray Key	On bookshelf in same room where you find Sofie's Cell Key.	Door at bottom of stairs.
Sofie's Cell	Behind painting in sitting room at top of stairs in Archer St. apartment. Frob flower vase near French door to open. (The door to this apartment can't be picked. You'll have to leap across from the adjacent balcony.)	571 Cell in basement.
492 Lockbox	In room where child stands before dresser. Climb ladder to upper bed chamber and lean right so that your head pokes through the curtain dividing the bed chamber from the main room. It's barely visible on the ledge to your east.	496 Jewelry box in bed chamber.

Head upstairs once you're out of your cell and find the sheriff's office. If you're quiet, you can nick the Evidence Room key from his belt and the key on top of the door frame that opens the nearby footlocker. Then lean around him and frob the book on his desk. This gets you the remaining objectives:

- That bastard, find at least 2000 loot and buy a gas arrow.
- Find your blackjack, and why not the rest?
- If you find your sword, take that too.
- Make the police chief suffer too—gas him and dump him in the empty hole in the torture room.
- Find your beloved Sofie.
- Lead Sofie to the hotel lobby; we need a good night's sleep after this.
- Don't let anything happen to Sofie.
- Don't kill the police chief.

NOTE

Since one of your goals will be to escort Sophie back to the hotel without her (or you) getting hurt, you'd be better off by knocking out any guards along the route *first*.

Where do I find a gas arrow for sale?

The shop is located at the bottom of some stairs on West Street.

How do I use the machine to purchase the arrow?

1. Make sure you do a quick-save first, as I found that the gas arrow didn't appear the first time I tried this.
2. Make sure you've got at least 2,000 cash in your inventory.
3. There are three buttons to the left of the footlocker. Push the 1st button then the 2nd button. The 3rd button acts as a reset in case you don't have the money.

I dropped the sheriff down into the hole but the objective didn't tick off!

Make sure you drop into the correct hole—there are two of them in the torture room. Also, the sheriff is the guy standing before the desk in his office, wearing a key on his belt.

Where do I find Sofie?

After you get her cell key (see key listing above), go downstairs. Look for a set of stairs leading down into the basement.

How do I get Sophie to follow me? Should I just KO her and carry her to the hotel?

Walk up to her and she will highlight. Frob her and she will follow you.

Where's the hotel I'm supposed to take Sophie?

On West Street, near where you bought the gas arrow.