

Hidden Agenda

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There are 4 secrets in this mission:



Secret #1: At the pool with the large mech angel perched over it, take the door to the left. You'll enter a kitchen area. Face east and enter the storage room. There's a bottle of fine wine on the left end of the shelf. On the opposite end of the shelf is another bottle of wine hidden behind other bottles.



Secret #2: In the main mechanist facility near where you first begin, go upstairs into the library and find another set of stairs leading up to a circular balcony walkway with several doors surrounding it. Go through the northeast door and find there's a switch hidden in the bottom left of a bookshelf (circled).



Secret #3: Wind your way back to the underground cathedral and stop at the top of the ramp under the big hole in the ceiling. Whip out your rope arrow and climb up into the hole. There's a crystal chunk here.



Secret #4: In the area with the drilling machine room, take the south stairs down. Use the Rusty Key to enter the crypt area. When you reach the dead mechanist lying on the floor, turn north. In the next room take the west doorway and head north. On the floor near the middle coffin on the left, you'll find a goblet.

This mission plays differently, depending on the difficulty level chosen. Some areas are closed off; keys are in different places, and goals are different. For the fullest experience, it's recommended that you start on Easy and work your way up. The hints below are based on Expert difficulty.

Objectives:

- Find some incriminating evidence of the Mechanists' recent activities.
- Loot Goal: 1000 (Easy) 1800 (Hard) 2600 (Expert)
- Break into the Mechanists' vault. (Hard, Expert)
- Steal some blueprints of mechanist technology.
- Don't kill any visiting guests. (Hard)
- Don't kill anyone. (Expert)
- Get to your meeting alive. (Hard, Expert)

Where's the incriminating evidence?

Easy: In a library around the corner and down the hall from the vault. You'll see a security camera and turret at the end of this hall.) Against the west wall of the library are 3 wall safes. It's in the right safe.

Hard/Expert: The letter is lying on the table in the middle of the control room.

Where are the blueprints?

In the tower, which requires a bronze key to access. Look for 2 purple couches in the mech facility. The door is near them.

Where's the Holy Hammer?

In the crypts, there's a dead priest on the floor. Near him is the hammer.

How do I get into the vault?

In the underground level, you'll come upon a set of double doors blocked by a blue force field. Find a jumper switch labeled, "Magnetic Locks" to disable it. Once done, you can access the vault.

Where's the meeting place?

Get back to the streets and find the big metal door (south). The floor lever controlling it is in the guard shack. Go through to the next street, turn left, and go to the end of the street. Approach the left gate and a person will meet you.

The other way to access the street is by mantling the crates near one of the underground the elevator. Jump down into the opening between the wall and the crates and you'll find

a cave that leads to a sewer-type area. A ladder will take you up. Go South, West, South, West. In this room is another ladder that will take you to the streets. You'll need the Sewerman's key.

Where is the silver gear key?

Easy: Find secret #2.

Hard: There's a mechanist wandering around the room with the big table (looks like a billiard table). He's got the gear on his belt.

Expert: In the same room mentioned, it's on a table in a bedroom off to the side.

Where is the metal gear key?

On Hard and Expert, find the vault. Now take the west hallway and wind around to a bunk room. It's in a footlocker.

Where is the bronze gear key?

In the same room where you got the incriminating evidence, it's in the right wall safe. (Expert only)

Where is the sewerman's key?

In the underground area there's a small detention facility. It's in a footlocker there.