

Mission 10: *Patriot*



There is no loot in this mission

Objectives

Get to the Citadel and send the signal to the allies.

Solution: Use your Signal Device when you first arrive at the Citadel.

Go through all the circles of defence inside the Citadel, overcoming as many guards as possible.

Solution: Pick open the grill on the walkway above the Potable Water Cistern.

Find Capellan and send the second signal to the allies.

Solution: Send the signal after the first cut scene after meeting Capellan in the Tower.

Hints + Solutions

Maze from Hell

This is a 3 dimensional maze that has 5 levels, your goal is the SW corner of the top level, you start on the second level.

Through the maze you'll see numbers on the wall, these are hints as to which direction to go.

A normal number = Go right for that number of flights of stairs.

A reversed number = Go left for that number of flights of stairs.

An inverted number = Go back that number of flights of stairs.

This also means that when you come to a T junction you take the right or left turn according to your last instruction.

If you lose track of the numbering guide just keep going till you find another number, then carry on with those instructions.

When you come across the number 7 follow those instructions to come to a room with a big fan, head south then west to escape the maze.

How do you open the door beyond the 3 bots in the room after the maze?

You can't open that door, but if you enter by the left hand (north) archway and look at the pillar on your left you'll see a arc lever at its base.

How do you get across the high wire above the lava cave without being killed by fireballs.

Look directly into the monsters eyes, any deviation from the true eye line will bring instant death.

I'm at the spiral staircase with shallow step and can't jump across the large gap in the red lit area.

Go back to the purple lit area and drop down between the steps, you'll find a door to the north.

How do I open the vault?

Use the Citadel key you found in mission 9: Enemy, it's in your inventory.

I'm at the Citadel Dome, what am I meant to do?

First thing is to send a signal to your allies, use the signal device in your inventory to complete the objective, you'll be glad you did.

Get to the Citadel and send the signal to the allies

Done that but still can't get in.

Try using your lockpicks on the gearbox, but be prepared for a shock.

I fobbed the levers in the security room, when I look again through the camera lens I now see numbers, what area they?

Those numbers will come in handy later, make a note of them.

I'm in the Citadel Dome, what do I need to do?

Find the elevator key and get up onto the roof, the elevator key is in the Digital Archives Beta.

Where's the elevator?

In the room with 2 green sofas at end of the corridor at south end of upper level (kitchen, bedroom etc).

I got up onto the roof and frobbed the the big lever at the top of the antennae, what did that do?

It disables some of the security bots in the Citadel Dome.

Now where do I go?

There's a window on the sloping edge of the roof you can break to get into the Archives.

I've got the Archive key and am now in a big circular room with 2 lethal experimental bots. Help!

You can't deal with them yet, go back to the museum and steal the Helmet of Karras.

What do I do with the Helmet of Karras.

Wear it whilst in the room with the experimental bots, they will ignore you whilst your wearing it.

What code do I put into the elevator?

One of the code numbers from the security room. 1919

But the buttons don't highlight!

I found this to be a bit buggy if you remove your helmet too soon, reload and do not remove your helmet until the elevator doors shut.

What do I do in the Citadel Dome now?

Use the vent in the room with the big crates to get round to the armoury.

I can't get into the armoury, it's suicide!

You need an invisibility potion, check the research laboratory.

Been to the armoury what now, all the other doors don't open.

Go back to the vents and use the tool you found in the armoury to access the Main Console room.

I'm in Capellan's inner sanctum, where's the gear for the Potable Water Cistern?

In one of the bookcases in Capellan's office.

I've moved one of the bookcases in Capellan's office and went up a very high elevator but there's nothing up there.

This elevator connects Capellan's office with his bedroom in mission 3: Spy, remember the secret in his bedroom that leads nowhere?

Well this is the other side that secret, it's Capellan's escape route.

How do I open the grill on the walkway above the Potable Water Cistern?

Screwdriver.

What do I do in the Tower?

Approach one of the black curtains to trigger a cut scene and then the campaign will finish.

Keys	
Citadel key	In inventory at start of mission.
Key to the Portcullis	On one of the Mechanists in the initial cave
Key to Elevator	In wall box NW alcove, Digital Archive Beta.
Extra key to Archive	On pedestal by double doors in Archive.
Bronze Gear	South bookcase by desk in Capellan's office.

Item of Note	
Helmet of Karras	NW glass cabinet in Museum.
Code Book	On desk by central pillar in Archives.
Invisibility Potion	In secret wall compartment in research laboratory, Citadel Dome.
Screwdriver	On top of unit with security camera in weapons store, Citadel Dome.

Secrets	
Passageway back to maze, shallow steps spiral staircase in Chasm.	Frob lever on end of step in blue light area.
Gas arrow in high pipe in corridor leading to museum from conference room.	Accessed from kitchen north door.
Invisibility Potion in the laboratory, Citadel Dome.	Secret wall compartment above the NW cabinet
Apples in the Training room, Capella	Shoot apple on pole
Gas Arrow in fuel storage room, Capella.	Frob rotating valve above middle tank.
Secret compartment in Capellan's office.	Lever in bookcase behind desk.
Move north bookcase by Capellan's desk.	Frob pyramid button in corner between south and east bookcase.

Screenshots





